

Steven Smith
WEEK 2 SCENARIOS



Mission

Your group has discovered a captured servo skull on a remote renegade imperial world. It contains data in need of transport of planet for summary destruction/study. You are not the only one aware of this and another force has intercepted the mission transmission! There is an enemy who also wishes to retrieve it for their own purpose! Whatever that purpose is you care not!

Controlling a servo skull:

While no enemy is within 1 inch, the servo skull can be commanded to move, it is in your control. The servo skull can move at speed 5.

Rounds: 5

Player 1

- starts 6 inches from edge
- **victory:** transport servo skull to LZ
- **Player 1 Major victory:** kill all of the enemy and transport skull to lz by turn 4

Player 2

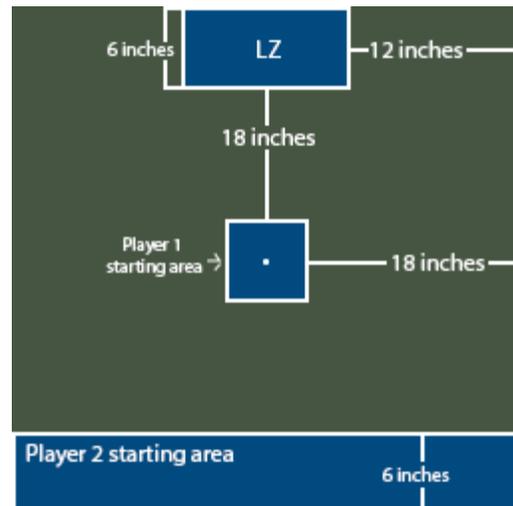
- 6x6 inch square. **18 inches from either side**
- **victory:** kill all of the enemy
- **Player 2 MAJOR victory:** kill all of the enemy before round 4 and take servo skull to your lz

The Servo skull:

- a 25x25 mm base
- It starts the game 16 inches from all sides

The LZ:

- a square of 6X6 on the opposite size of the enemy deployment.



battleground size 36x 36



battleground size: 36x 36

The LZ: a square of 6X6 on the opposite size of the enemy deployment.

Mission: great escape

In a recon mission, you have gathered information vital to your faction! Your group has suffered heavy casualties! One of your units has taken half of it's wounds and is reduced in strength (see notes)! You gotta GET THE HECK OUTTA HERE!

Rounds: 5

Player 1

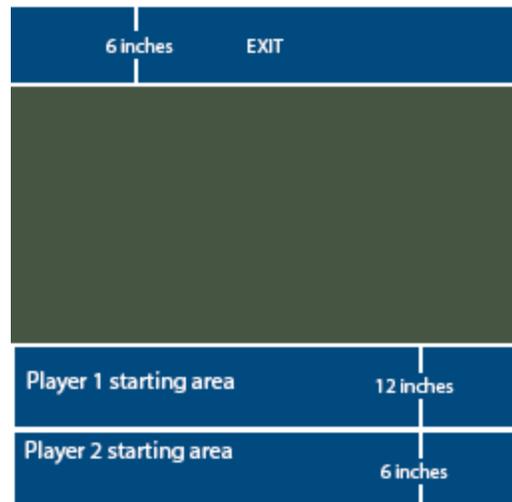
- choose a table edge and deploy 12 inches from it
- **victory:** escape
- **Major victory:** kill $\frac{1}{2}$ of the enemy and escape

Player 2

- Start 6 inches from the table edge chose by player 1
- Cannot get on field until round 2
- **victory:** kill the enemy
- **MAJOR victory:** do so before the exit zone

The exit zone:

- Opposite table edge from player 1 starting zone



battleground size: 36x 36



Mission: awaiting rescue

Your group found a valuable relic to be destroyed or studied. There is a series of defensive cannons build by the imperium! However, you have no one to restore their function. You have notified a ship to bring in reinforcements in order to activate the cannons and secure the location. You have merely to hold the position and wait the arrival of reinforcements!

Rounds: 5

Player 1

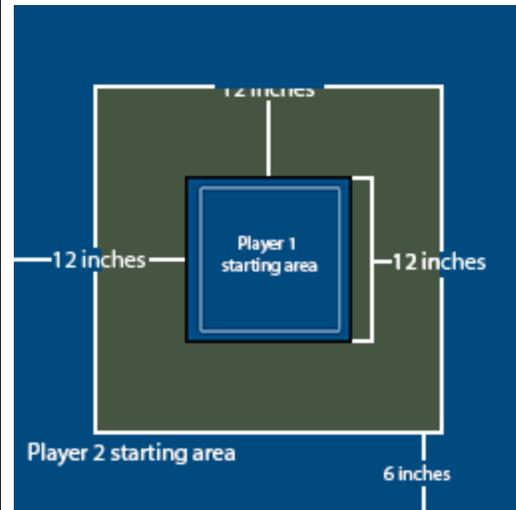
- start in a 12x 12 are 12 inches from all table edges
- **victory:** hold position until end of match, do not lose all your models
- **Major victory:** kill all of the enemy

Player 2

- Start six inches from any table edge
- **victory:** kill all of the enemy
- **MAJOR victory:** kill all of the enemy before round 4

The fortification:

- is a square area, 12x12
- with walls on all sides, 1x12 walls



battleground size: 36x 36

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