

# STRIKE FORCE

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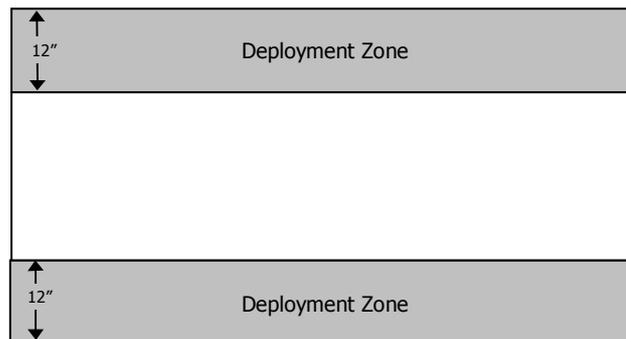
**Overview:** “I have a cunning plan, my lord.” – The General sighs and with a roll of his eyes looks towards the officer who spoke up. With a nod from the General he goes on, “We get a few of the lads and attack them where they least expect it!”. The general shakes his head, “What a utterly, mind-numbingly stupid idea Officer Baldrick. However, I have a better plan, lets get a few of our lads and get them to attack the enemy... where they least expect it!”.

**Mission Special Rules (Gamma):** *Infiltrators, Deepstrike and Strike Force* (see below).

## Set-Up:

- 1 – Both players roll a D6; the player with the highest score may choose which long table edge becomes their ‘deployment zone’. The other player's deployment zone is the other long table edge.
- 2 – Players select their ‘Strike Force’.
- 2 – Both players roll a D6. The player that scored lowest deploys one Force Organisation (FO) slot in his deployment zone, 12” or less from the long table edge. His opponent then deploys a FO slot in his deployment zone. The players take turns deploying a slot at a time until both forces are on the table, excluding the ‘Strike Force’, of course.
- 3 - The players must deploy their FO slots in the following order: Heavy Support, Troops, Elites, HQ, Fast Attack.
- 4 - If either side has any units that can infiltrate then they may deploy these units after all the other units have been placed. If both players have infiltrators, roll a D6 to decide who chooses to deploy a unit of Infiltrators first, then players take turns placing their infiltrators a unit at a time.
- 5 – Roll for who gets first turn. Highest score may choose whether to go first or second.

## Table Map:



## Special Rules:

**Strike Force** – As commander of your force, you may select a ‘Strike Force’ which may consist of no more than 300pts worth of units. These must be complete unit(s) up to but not exceeding 300 points from any Force Order choice(s). The Strike Force is held in reserve and enters play on the 3<sup>rd</sup> turn, at an entry point on the table edge selected by the owning player. This entry point must be determined before forces are deployed on the table, but is made in secret. Please note down specific entry point on the Table Map above for reference (e.g. clearly state 12” from left side of opponents table edge). At the beginning of the 3<sup>rd</sup> Turn when the Strike Force is about to deploy, roll a D6, if the result is a ‘6’ the Strike Force deploy at a random point on the table (roll a scatter dice and draw a line to the table edge to determine the entry point). Otherwise, deploy the Strike Force at the pre-determined entry point. The strike force deploys at the table edge, each model must be on the edge and within 6” of the designated entry point. Their move must be measured from the table edge. If you are unable to deploy, due to enemy units for example, then the force remains off table until able to deploy. If the strike force is not deployed by end of game, they are considered wiped out.

## Mission Objective:

**Primary** - Table Quarters. Controlling a Quarter - Scoring Unit with the majority of models in the quarter AND no enemy unit contesting. Contesting a Quarter - Scoring unit with majority of models in quarter. If a unit straddles two quarters with an even majority, player chooses which quarter it controls/contests. The player with the most table quarters under their control wins.

**Secondary** - If both players have an equal number of controlled quarters, the game is decided by VPs instead. Do not count VP for quarters, only count VP for units damaged or destroyed. If the difference is 99 pts or less, the game is a draw.

**Game Length:** Six Turns.

**Line of Retreat:** Troops forced to retreat will do so towards the long board edge of their deployment zone, using the normal fall back rules.