

Blood Feud

by Bill Carlson <billcarlson@wkks.org>

Overview

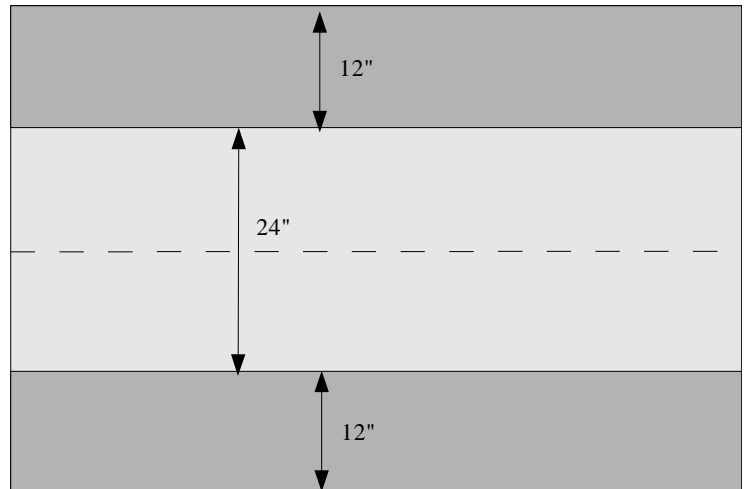
When two bitter enemies meet as members of patrols, it ain't a warm fuzzy movie ending. And this time they mean business!

Scenario Special Rules

Bitter Enemy, Victory Points, Random Game Length and Infiltrators.

Setup

1. Nominate Bitter Enemy units (see Special Rules).
2. Deployment zones are along the long board edges and are 12" deep. Adjust as needed to maintain a 24" No Man's Land for odd size tables.
3. Roll 1d6, winner picks deployment zone.
4. Deployment begins, players alternate placing units starting with winner. Infiltrating units may make one free move before the game starts, with players alternating each unit, winner moving first.
5. Roll 1d6, winner chooses to go first or second.



Mission Objective

At the end of the game, each player scores **double** the points cost of the enemy Bitter Enemy unit as bonus Victory points IF and only IF the enemy Bitter Enemy unit is destroyed.

Special Rules

Bitter Enemy: Each player selects one of their units to represent the player's Bitter Enemy. This must be a Troop selection. During the game, the Bitter Enemy unit must move directly toward the enemy Bitter Enemy unit as fast as possible. They will move around impassable terrain, but will charge through dangerous terrain if necessary. Bitter Enemy units must assault if able to do so in the assault phase (any enemy unit, not just the opposing Bitter Enemy). Bitter Enemy units count as Fearless until the opposing Bitter Enemy is destroyed.

Game Length

The game lasts a variable number of turns.

Line of Retreat

Units forced to fall back will do so towards the closest board edge of their deployment zone using the normal fallback rules.

Forward Position

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Overview

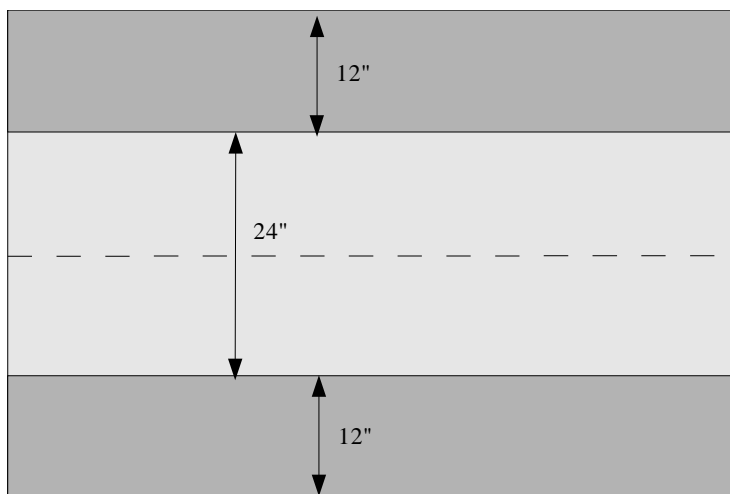
Your Patrol has been ordered to secure a Forward Position. Unfortunately, so has the enemy! Casualties are to be minimized. This scenario is intended for use with the Combat Patrol rules.

Scenario Special Rules

Random Game Length, Infiltrate and Recall (see Special Rules).

Setup

1. Deployment zones are along the long board edges and are 12" deep. Adjust as needed to maintain a 24" No Man's Land for odd size tables.
2. Players roll 1d6, High roll picks deployment zone.
3. Low roll places a piece of terrain (should be woods, a crop field, crater or similar) somewhere on the mid line of the board to represent the forward position. It must be at least 6" away from the short edges.
4. Deployment begins, players alternate placing units starting with high roll. No unit may be placed within 18" of the Forward Position. Infiltrating units may make one free move before the game starts, with players alternating each unit, high roll moving first.
5. Players roll 1d6, high roll chooses to go first or second.



Mission Objective

Control the Forward Position at the end of the game.

Control:Control is determined as follows: the scoring unit closest to the objective. In the event of a tie (opposing units on the objective, etc.), the unit with the highest Unit Strength (add number of wounds in squad) has control. If the closest unit is in **assault**, treat the units in the assault as **tied**; the side with the highest unit strength (sum each side's units) having control.

Special Rules

Recall:If a patrol has lost more than half its models, it must pass a Leadership check at the beginning of its turn or lose the game. Use the friendly model with the highest Leadership still on the table when making the test. Note vehicles count as one model.

Game Length

The game lasts a variable number of turns.

Line of Retreat

Units forced to fall back will do so towards the closest board edge of their deployment zone using the normal fallback rules.

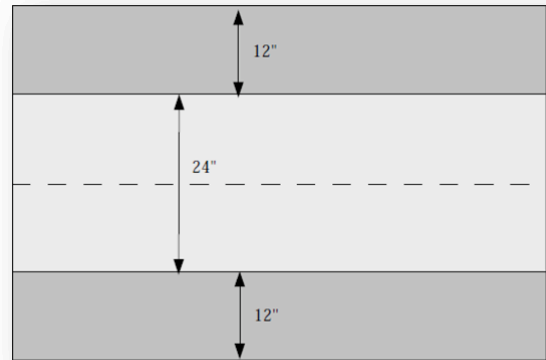
Capture the Flag

Overview

When you need to demoralise your opponent, there is no better way than to steal something important. How about some material on a pole!

Setup

1. Deployment zones are along the long board edges and are 12" deep.
2. Roll 1d6, winner picks deployment zone, and Decides who deploys first.
3. Players deploy
4. Players deploy their flags in their deployment zone 6" from any table edge.
5. Roll 1d6, winner chooses to go first or second.



| Mission Objective | Special Rules |
|---|---|
| To get your enemies flag to within 6" of your table edge. By any means possible. While denying your opponent the satisfaction of stealing yours. | The Flag: The flag is a moveable objective marker using a 40mm base. To pick it up, move any (jump) infantry model into base contact. After which it will travel with the unit and must stay in contact with a friendly model (it can move from model to model). For purposes of Transports the flag uses one space. And while a member of the unit with the flag is in close combat they gain +1 to their combat resolution. Fleeing units drop the flag. |