

LASER SCENARIO 1: DESTROY/DEFEND THE CITY

An Orbital Defence Laser is currently held by a light garrison. HQ needs this entire area levelled, but heavy bombardment assets are not available - you'll have to improvise. Capture the ODL with a surgical strike and turn its devastating power against the enemy city! Reinforcements for the defender will undoubtedly appear as soon as you start to attack!

KEY:

- Defender's Deployment Zone**
Within 6" from centre of Orbital Defence Laser, deploy small defence team.
- 1 Orbital Defence Laser**
Place in centre of Board as indicated.
- 15 Hardened Structures of Large or Normal size**
Place evenly around battlefield

NUMBER OF PLAYERS: 2

TABLE SIZE: 4'x4' minimum

ARMY ROSTER: Standard (both players). Attacker has 1500pts, Defender has 1999pts
All squads must be mounted in dropships. The defender also has an special 200pt force outside the regular army roster (see below).

DEPLOYMENT:

Attacker: Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

Defender: Has a 200pt force consisting of 1 Infantry and 1 Armour Battlegroup which start on the board up to 6" from the centre of the Laser, with the remaining 2000pts being held in Reserve.

DURATION: 8 Turns

VICTORY CONDITIONS AND RULES: The Orbital defence laser is placed in the centre of the battlefield with the entrance turned facing left or right. The laser is treated as a structure with the following rules: It has 20dp, Armour 9, active countermeasures, has a Garrison value of 10. The only entrance is through the main door, and no wall or door can be fired from. Infantry inside the Defence Laser are immune to falling masonry damage, and are immune to flame weapons.

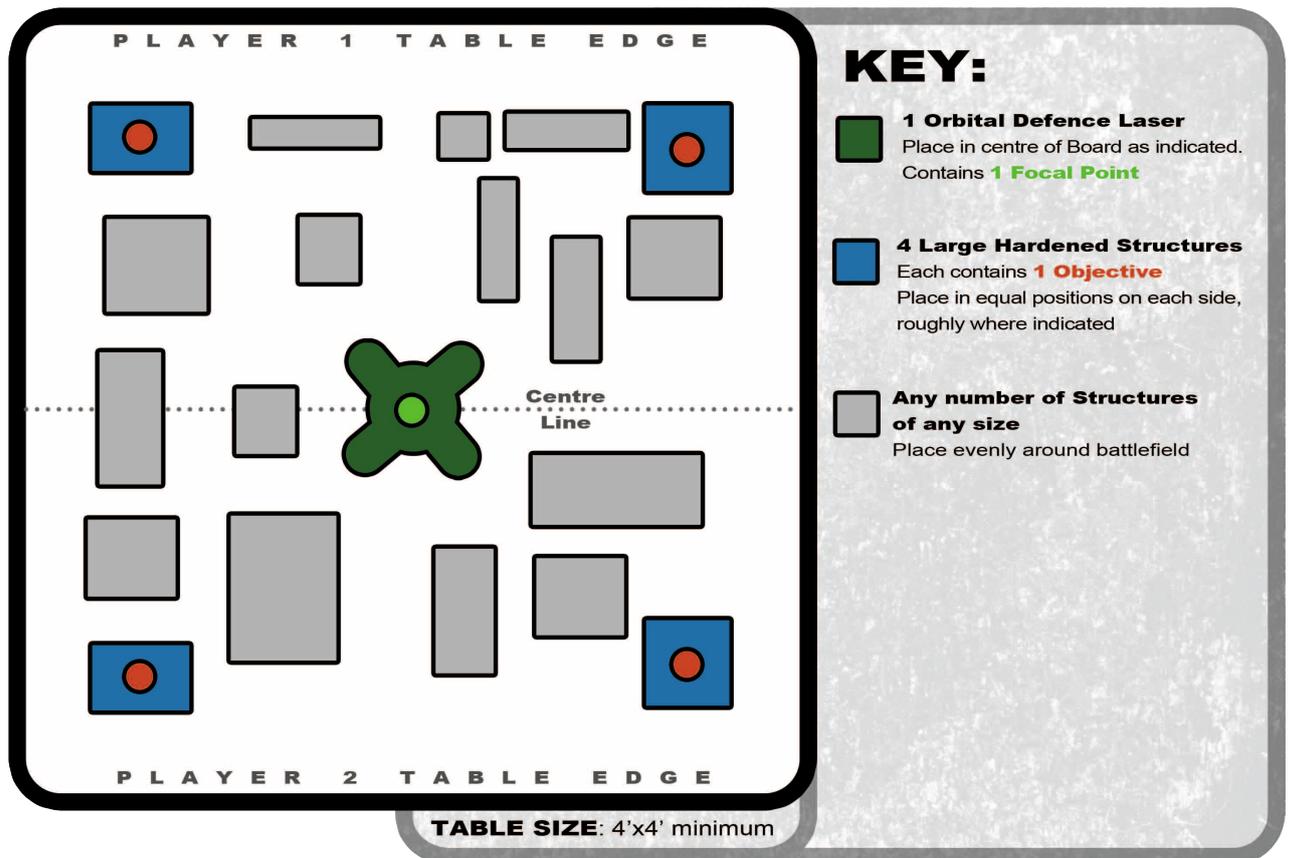
The objective for the **Attacker** is to capture the Laser and Turn it on the city it was once protecting, and level it! Once the Laser is captured (if the Attacker is the Occupier) then the infantry inside may use it to destroy all structures within a 90 degree arc on the battlefield. If the Laser is reduced to 10Dp or less, it is only activated on a roll of a 2+, or when it is reduced to 5Dp or less a roll of 3+. If the Defender has infantry inside the building, add +1 to the dice roll for every defending infantry base inside (to maximum of 6+). The next section of the board targeted by the laser must be adjacent to the previous section destroyed. (The Attacker chooses the first section to target). If all buildings (apart from the laser itself) are destroyed, the Attacker wins the game.

The objective for the **Defender** is to prevent the Attacker from destroying all of the buildings on the battlefield. If the defender manages to have at least 1 building remaining, (not including the laser) by the end of the game, then the Defender wins the game.

This Scenario should be played on a 4ft x 4ft board as a minimum.

LASER SCENARIO 2: LASER ON OR OBJECTIVE OFF

An Orbital Defence Laser has been detected that is unattended but apparently operational. Capture it and secure other key objectives in the area. If it proves necessary, you have been authorised to use the awesome power of the ODL to deny some of these objectives from the enemy!



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard (both players)

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS AND RULES: The Orbital defence laser is placed in the centre of the battlefield with the entrance turned to the left or right. The laser is treated as a structure with the following rules: It has 20dp, Armour 9, active countermeasures, and a Garrison value of 10. The only entrance is through the main door, and no wall or door can be fired from. Infantry inside the Defence Laser are immune to falling masonry damage, and are immune to flame weapons. The Laser is also a Focal Point. There are also 4 Objectives in structures as shown.

The Orbital Defence Laser may be fired once per turn (by the Occupier), when the first Occupier infantry unit activates within it. This weapon does not use the normal line of sight rules. Instead, the beam travels in a straight line from the centre of the laser to any board edge, automatically hitting any structure which this line passes through. Other units are not hit (the weapon is not designed to hit small targets at this close range). Hit structures take a single E13, Demolisher 15 hit.

This Scenario should be played on a 4ft x 4ft board as a minimum.

The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.