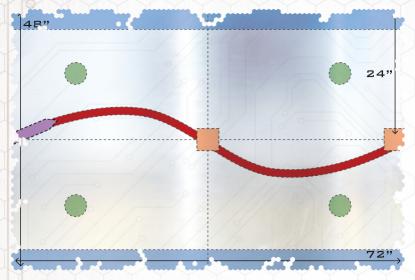


# MONDRAIL: MOVING TARGET

A Monorail is travelling through a combat zone – it has an invaluable and highly sensitive objective aboard that neither side can afford to destroy. Get on board by any means necessary, claim the objective, and if possible, get the objective off of the train! Also, secure the surrounding are to make it safe for extraction or to secure it against further enemy incursions.



## ARMY

2 Players.

## SETUP

- 4'x 6' Board.
- A Monorail runs along the centreline of the board. The monorail blocks line of sight to aerial units firing across it.
- 2 Garrisons placed next to the Monorail as Stations (shown in orange).

## DEPLOYMENT

All units begin in Readiness.

## DURATION

• 6 rounds.

## VICTORY CONDITIONS

- 4 Open Objectives outside of garrisons (shown in green).
- 1 Open Mobile Objective inside the Monorail Train.
- Each Objective scores 1 Victory Point to the player holding it at the end of the game.
- The Monorail Objective scores 2 Victory Points to the player holding it at the end of the game, if it is no longer on the Monorail.
- Aerial Transports within 3" of the Monorail Train gain Rapid Insertion 3".

Variant: "Aerial Cordon"

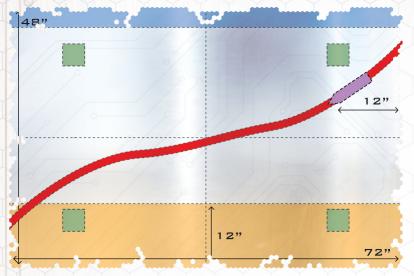
Replace the Objective inside the Monorail with a non-mobile objective. Victory Points for the Monorail Objective are awarded to the player with the most Aerial units within 6" of the Monorail Train (remember they still cannot shoot across the tracks).

Variant: "Armoured Up"

Replace the Monorail with a Military Monorail.

# MONORAIL: PRECIOUS METALS

A Monorail is carrying a massive cargo of dense, precious metals and is approaching the combat zone. Taking these from the enemy is vital to the war effort. However time is critical and targeting the train itself risks scattering the cargo over a wide area. HQ has determined that derailing the train down to ground level will ensure the wreck is localised and accessible. Once it's down, secure the wreck and surrounding area to prepare for heavy lifter extraction



## ARMY

- 1-2 Attackers.
- 1-2 Defenders.

## SETUP

- 4'x 6' board.
- 4 Garrisons shown in green.
- A Monorail Track runs 6" away from the attackers board edge to the opposite corner in the defenders deployment zone shown in red.
- A Monorail Train begins 12" from the short board edge shown in purple.

### DEPLOYMENT

- Attackers: All units begin in Readiness.
- Attackers: One board edge shown in blue.
- Defenders: Units may directly deploy up to 12 " from the Defenders board edge shown in yellow. Any that do not go into Readiness.

#### DURATION

• 6 rounds.

## VICTORY CONDITIONS

- Each listed Garrison contains one Open Objective worth 1 Victory Point to the player holding it at the end of the game.
- If the Monorail Train would be destroyed due to its Supports rule it crashes instead, place it on the ground within 3" of the Support that caused it to be destroyed. The Monorail becomes an Open Objective worth 5 Victory Points to the player holding it at the end of the game.

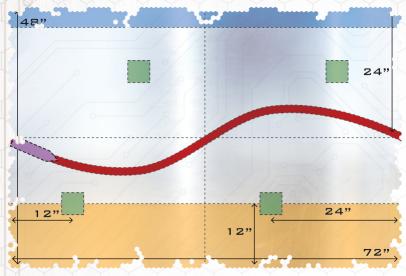
Variant: "Those Weren't Rocks"

If the Attackers successfully cause the Monorail Train to crash, the Defenders place a squad of 3 Maulers within 3" of the destroyed Monorail Train instead of it becoming an Objective.

When a Mauler is killed, it becomes an Open Mobile Objective carried by the unit that killed it.

# MONORAIL: REPAIR AND DEFEND

A giant weaponized monorail has halted in the middle of the city, the crew have requested aid in repairs as well as to protect the asset at all costs. Get in there, capture the control centres to stop the repairs and destroy this mighty weapon of war.



#### ARMY

- 1 Attacker.
- 1 Defender.

### SETUP

- 4'x 6' Board.
- 4 Garrisons shown in green.
- A Monorail runs along the centreline of the board. The monorail blocks line of sight to aerial units firing across it.
- A Military Monorail is set up on one of the short board edges, chosen at random.
- 2-3 Garrisons as Stations along the Monorail Track.

### DEPLOYMENT

• Attackers: All units begin in Readiness.

- Attackers: One board edge shown in blue.
- Defenders: Units may directly deploy up to 12 " from the Defenders board edge shown in yellow. Any that do not go into Readiness.

### DURATION

6 rounds.

## VICTORY CONDITIONS

- The Monorail ignores the Calling At All Stations special rule.
- Each listed Garrison contains one Open Objective worth 1 Victory Point to the player holding it at the end of the game.
- If the Attackers destroy the Monorail due to the Supports special rule, they score 5 Victory Points.
- If the Defender holds any of the Open Objectives in the listed Garrisons, they may move the Monorail up to 4" per Open Objective held.

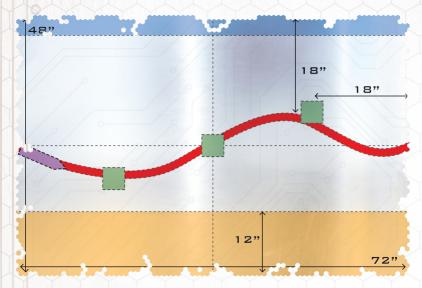
## MILITARY MONORAIL DEVASTATING PAYLOAD

- Once per game, if the defender holds the Military Monorail, they may attempt to launch its Devastating Payload.
- **Prime:** At the end of the Roundup Phase, roll roll a dice. On a 4+ the weapon is primed and at the end of the next Roundup Phase, you may proceed to Targeting.
- Targeting: Roll a dice. On a 4+ you may select a point anywhere on the board to target with the Devastating Payload. At the end of the next Roundup Phase, you may proceed to Firing.
- **Firing:** All units within 12" of the target take D6 damage, roll once and apply the result to all affected units. Units and scenery within 6" take an additional D6 damage.

Variant: "Bunker Buster" You may target a single Garrison with the Devastating Payload. Instead of taking damage, remove the Garrison and any units within 3" from the game without rolling to damage.

# MONDRAIL: DELAY THREAT FOR EVAC

Reports tell that there is an armoured monorail and supporting forces moving on headquarters. There is no victory against such a deadly foe, we must delay them for as long as we can so the evacuation can be made.



#### ARMY

2 Players.

## SETUP

- 4'x 6' Board.
- 3 Garrisons shown in green as Stations.
- A Monorail runs along the centreline of the board. The monorail blocks line of sight to aerial units firing across it.

### DEPLOYMENT

- Attackers: All units begin in Readiness.
- Attackers: One board edge shown in blue.
- Defenders: Units may directly deploy up to 12 " from the Defenders board edge shown in yellow. Any that do not go into Readiness.

## DURATION

• 6 Rounds.

## VICTORY CONDITIONS

- If the Monorail leaves the board, the attacker wins the game.
- At the end of the 6 rounds, if the Monorail is either destroyed or remains the board, the defender wins the game.

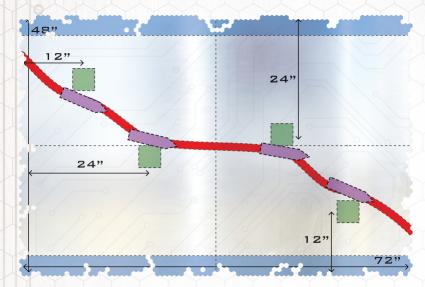
## MILITARY MONORAIL DEVASTATING PAYLOAD

- Once per game, if the defender holds the Military Monorail, they may attempt to launch its Devastating Payload.
- **Prime:** At the end of the Roundup Phase, roll roll a dice. On a 4+ the weapon is primed and at the end of the next Roundup Phase, you may proceed to Targeting.
- Targeting: Roll a dice. On a 4+ you may select a point anywhere on the board to target with the Devastating Payload. At the end of the next Roundup Phase, you may proceed to Firing.
- **Firing:** All units within 12" of the target take D6 damage, roll once and apply the result to all affected units. Units and scenery within 6" take an additional D6 damage.

Variant: "No, good sir, I'm on the level"
Each Garrison has an Open Objective worth 1 Victory Point at the end of the game.
Each player now gains 1 Victory point for each support they destroy.
If the Monorail is destroyed, its Devastating Payload is immediately fired on its location, ignoring its normal firing procedure.

# MONORAIL: INVALUABLE CAPTURE

A remnant of a working Monorail lies in parts along its track. If these could all be brought under control, the boon to logistics will greatly aid operations in the area. Capture and control the disparate parts of this monorail and stop it from falling into the enemy's hands. Capturing each strategic point along the train gets us one more step to victory.



### ARMY

2 Players.

### SETUP

- 4'x 6' board.
- 4 Garrisons shown in green as Stations.
- A Monorail Track runs 6" away from the attackers board edge to the opposite corner in the defenders deployment zone shown in red.
- Monorail Carriages shown in purple.

### DEPLOYMENT

All units begin in Readiness

## DURATION

6 Rounds.

## VICTORY CONDITIONS

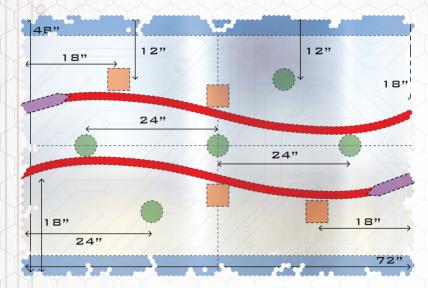
- Each listed Monorail Carriage contains one Open Objective worth 1 Victory Point to the player holding it at the end of the game.
- Aerial Transports within 3" of the Monorail Train gain Rapid Insertion 3".

Variant: "No Ticket"

Each Station also has an Open Objective. You may only move into a Monorail if you also control its corresponding Open Objective. If you lose control of the Station's Open Objective, any friendly Infantry inside make a hasty exit! Place any friendly units occupying the Monorail on solid ground underneath the Monorail.

# MONORAIL: MONO E MONO

Two monorail lines run adjacent to each other, but only some of the power grids are functional. The power must be redirected to our rails to keep the train on course. Warning the enemy's train is on the other line and they are on the offence for the same reasons. Take and control each grid to keep the training moving and stop our enemy's advance



## ARMY

2 Players.

### SETUP

- 4'x 6' Board.
- A pair of Military Monorails run across the board, 12" away from the centreline of the board. The monorail blocks line of sight to aerial units firing across it.
- Military Monorails start at opposite short board edges to each other shown in purple.
- 5 Open Objectives shown in green.
- 2 Stations per Monorail, shown in orange.

## DEPLOYMENT

All units begin in Readiness.

### DURATION

• 6 Rounds.

### VICTORY CONDITIONS

- The Player whose Monorail leaves the board first, wins the game.
- 5 Objectives, each Objective held at the end of a round moves your monorail 6". Each Objective contested moves your monorail 2" instead.

## MILITARY MONORAIL DEVASTATING PAYLOAD

- Once per game, if the defender holds the Military Monorail, they may attempt to launch its Devastating Payload.
- **Prime**: At the end of the Roundup Phase, roll roll a dice. On a 4+ the weapon is primed and at the end of the next Roundup Phase, you may proceed to Targeting.
- Targeting: Roll a dice. On a 4+ you may select a point anywhere on the board to target with the Devastating Payload. At the end of the next Roundup Phase, you may proceed to Firing.
- **Firing:** All units within 12" of the target take D6 damage, roll once and apply the result to all affected units. Units and scenery within 6" take an additional D6 damage.

Variant: "Lying in wait with the big guns" Both players may directly deploy a single squad of Infantry into their Monorail at the start of the game, before any battlegroups have activated. These squads activate with their battlegroup as normal.



	Civilian Monorail						
1	SCENERY PIECE	ARMOUR DAMAGE POINTS		SPECIAL			
	MONORAIL SUPPORT	15	5	DESTRUCTIBLE, SOLID			
	CIVILIAN MONORAIL			ENCLOSED, GARRISON, SOLID			

## CALLING AT ALL STATIONS

The Monorail Train moves 12" along the Monorail in the Round Up Phase.

## STATIONS

Some places along the Monorail can be designated as Stations. When a Monorail Train moves to a Station, it stops and discards any extra movement. The next round, the Monorail does not move, then moves again the round after.

## MIND THE GAP

Infantry may only enter a Train when it is stopped at a Station. A Train cannot have more than 5 Infantry units inside.

## ENCLOSED

This Garrison does not have any edges. Infantry cannot move to them, and therefore line of sight cannot be drawn to Infantry inside. Flame weapons can target Infantry inside as normal.

## SUPPORTS

Destroying 1 Support is not enough to stop the Monorail, if 2 adjacent Supports are destroyed though, the Train will crash if it moves over either Support. If the Train is above a Support when it (and an adjacent Support) is destroyed, it will crash. Any Infantry inside the Train when it crashes are automatically destroyed.



	MILITARY MONORAIL						
7	SCENERY PIECE	ARMOUR DAMAGE POINTS		SPECIAL			
	MONORAIL SUPPORT	15	5	DESTRUCTIBLE, SOLID			
	MILITARY MONORAIL			ENCLOSED, GARRISON, SOLID			

## RAILROADED

The Military Monorail follows all of the same rules as the Civilian Monorail, in addition to having the listed weapon profiles.

## YOU MAY FIRE WHEN READY

This scenery piece contains 1 Open Objective. Any Infantry squad that is claiming the Objective may use the following weapon profiles instead of their own weapon profiles for a Shooting action. Measure from the centre of the Monorail section that the weapons are firing from.

	M&F	ARC	R(F)	R(C)	SHOTS	Acc	E	SPECIAL
SLAYER RAILGUN		F/S/R	∞	36"		3+	1-1	DEVASTATOR-4 (VEHICLE)
AA CANNON		F/S/R	36"	18"	2	2+	6	AA-2
AA CANNON		F/S/R	36"	18"	2	2+	6	AA-2
AA CANNON	7	F/S/R	36"	18"	2	2+	6	AA-2
AA CANNON		F/S/R	36"	18"	2	2+	6	AA-2