

The Silk Must Flow!

Backstory

A shipment of Silk (Teseum if played on an ice table) is being shipped incognito in an armoured car. The defenders have heard about a raid and have set up a counter-ambush.

The defender is trying to get the truck across the table and to salvage crates if this isn't possible. The attacker is trying to stop the truck/grab crates.

Recommended Terrain

Ice or desert table with a clearish path from the middle of one edge to the opposite edge.

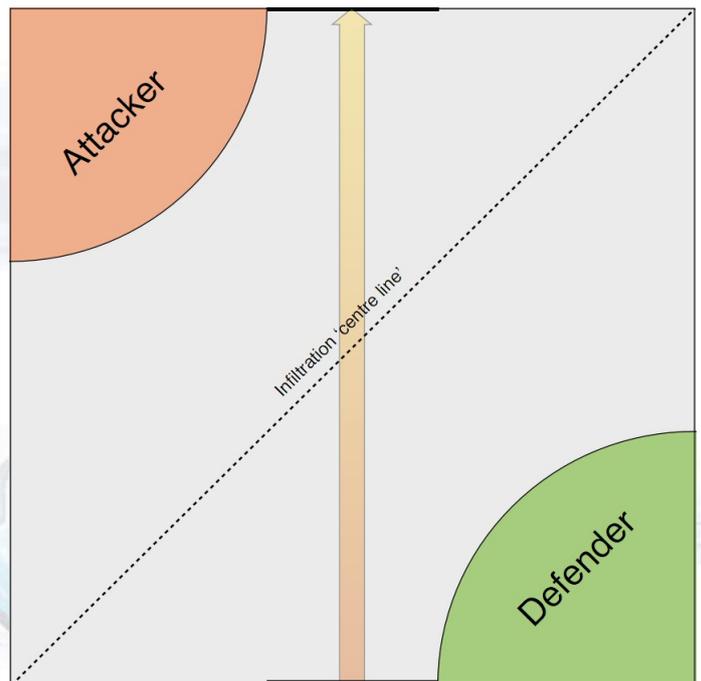
Start & Deployment

Four turn game.

Randomly decide which player is the defender and which is the attacker. If one player is using Qapu Khalki on a desert table or Ariadna on an ice table they are automatically the defender.

1. Attacker nominates a table corner for the defender's DZ and has the opposite corner for theirs.
2. The attacker places one camouflaged Mine anywhere within their half of the table.
3. Defender deploys.
4. Attacker deploys.
5. Defender reserve model deploys.
6. Attacker reserve model deploys.
7. Make a FtF roll between the Lieutenants as if rolling for Initiative/Deployment. If the attacker wins then two of his models have suppression fire corridors already set up. This represents the attackers successfully ambushing the convoy and defenders.
8. Defender goes first.

Deployment zones are 18" arcs from the corners, the truck must enter and leave from the middle 12" of that table edge.



Special Rules

The Truck

The defender controls an armoured truck which enters from one side of the board tries to get across the board and go off on the opposite side.

MOV:special CC:-- BS:-- PH:18 WIP:-- ARM:6

BTS:-3 STR:6

Electric Pulse, ECM, not hackable, Valor: Courage, Special Immunity*, Braces (2, on the rear of the truck)**

*Special Immunity:

The first failed PH roll against adhesive ammo halves the truck's speed and has no other effect. The second immobilises it fully.

Immune to E/M Ammo, Monofilament ammo inflicts two STR.

**The truck's Braces follow all the normal rules for Braces (carried models can't be targeted in ARO and the only skills they can perform are Dodge or Dismount, which they can do as AROs) with the following additions:

1. Only humanoid models can use the Braces and TAGs are too big/heavy.
2. Two of the defender's models may be deployed on the braces. Place them touching the back of the truck where it sits off-board during deployment.
3. Getting on or off the Braces if the vehicle moved 8" or more this turn (and hasn't since been immobilised or stopped) will involve taking an ARM roll against the distance the truck moved in inches. For example Dodging (and therefore letting go) at full speed will involve an ARM roll against DAM12.

As a model with STR, the truck can be repaired by an Engineer.

Truck Movement

The truck is moved by the defender at the start of each turn (both attacker and defender) before Impetuous Orders. It must move STRx2" as if Impetuous toward the 12" centre of the far board edge. The truck can only move in a straight line apart from a single pivot anywhere along its move. Orders cannot be spent on the truck.

Base Contact & Truck Overruns

Any models under the truck's move are attacked as per the rules for TAG overrun attacks.

As long as the truck moved 8" or more this turn and hasn't stopped, any model in BtB contact with the truck will be hit as per Overrun. Any CC attacks will be Normal rolls.

Models are never locked in CC with the truck.

Models on Braces don't get hit.

Truck Smoke Launchers

The truck has a three-use set of Zero-Viz Smoke Launchers. These can be used against any shooting attack, using the truck's PH of 18 as if they were a grenade in +0 range. A successful roll means that

the truck counts as being in Zero-Viz Smoke for the rest of the current player turn. A failed or beaten roll has no effect but uses up one of the three charges. Models on Braces will get the benefits of the smoke but only in subsequent Orders.

Searching the Truck

The truck carries three moveable and throwable crates with PH 7, so storable by PH15 or higher, luggable by everyone else.

A model in BtB with the truck or it's wreck can search for a crate. This is a short skill with a -3 WIP roll. Defending players do not suffer the -3 WIP modifier.

Special Issue Equipment

Attacker gets a 'free' Mine as mentioned in the deployment rules.

Objectives

Attacker

- 1 if the truck is on the table at the end of the game.
- 1 for each crate held by an active attacker at the end of the game.

Defender

- 1 for every crate in the truck or held by an active defender at the end of the game.
- 1 for putting the enemy force into Retreat at any point during the game (even if all remaining enemy models are Religious) or for wiping out the attackers.