

## **Last Chance Resupply: Guerrilla Raid.**

### **Background:**

It's been a hard time for the Toshdari Raiders a mercenary unit hired to do garrison work on Fahandi 12 in the name of the Caliphate of Umkar. The Fahandi Free Peoples rebel movement has overtaken the planetary government and now it's the Toshdari who are on the run. It's been almost a month since the last resupply ship was able to reach them and the Caliphate reports that it will be at least another month before they Toshdari can be evacuated. Low on ammunition and supplies the Toshdari attempt to raid a Fahandi supply depot to rearm and equip.

The Toshdari decide to raid the supply depot at Qumreni. Though lightly defended, the Toshdari supply depot is not far from reinforcements.

### **Objectives**

Attacker, Toshdari: Reach the Supply Depot, retrieve supplies and leave the board alive.

Defender, Fahandi: Defend the Supply Depot and eliminate the Toshdari raiders.

### **Setup**

- Attacker or GM sets up terrain, the more the better.
- Divide table in half
- Defender chooses their side and places Resupply Depot on the right half of their side, no less than 4 inches from any table edge.
- Defender places all units anywhere on their half.
- Attacker places units anywhere along his table edge.

### **Units**

#### **Attacker**

- 2 Heavy mechs. Each should have at least 1 (preferably 2) missile weapons.
- 1 Medium mech. Should have at least 1 (preferably 2) missile weapons.
- 1 light mech. Can be armed however player would like

#### **Defender**

- 1 Heavy Mech
- 1 Light Mech
- 2 Condor (or similar) Medium Tanks

### **Mission special rules**

- 1) Limited Ammunition. Until they reach the supply depot, the Attackers only have 2 reloads for each of their missile weapons/
- 2) Supply Depot: To resupply, a Mech must either spend an entire turn adjacent to and facing the depot, or forgo firing and end their turn adjacent to, and facing the depot. Either way, this may give the enemy a chance for a rear shot. After Resupply a Mech has unlimited reloads for their Missile weapons.

3) Reinforcements: The Fahandi may call for reinforcements twice during the game at any time they are the active player. Reinforcements immediately enter from the left corner of the defender's table edge and must be rolled for.

The dice used depends on the turn.

Turn 1 D10

Turn 2 D8

Turn 3 D6

Turn 4+ D4

The Results of the reinforcement roll are as follows

- 1 Heavy Mech
- 2 Medium Mech
- 3 Two light mechs
- 4 Light mech
- 5 Vehicle
- 6+ 2 infantry units

If at anytime the entire Fahandi garrison is destroyed or leaves the table, they immediately roll for reinforcements on 4d6.

4) Facing. Because facing is so important in this scenario, two special rules are in effect.

- 1-It takes one inch of movement to turn more than 90 degrees. (Up to 90 is free)
- 2-Rear shots may only be taken if the rear edge of the target's base is visible to attacker.

### **Victory Conditions**

Victory points will determine the victor unless an Automatic Victory condition is met.

- 2 Points for each Attacking unit destroyed.
- 1 point for each defending unit destroyed.
- 1 points for each attacking Mech that reaches, resupplies and leaves the Depot.
- 1 point for each Attacking mech that manages to leave the table via their table edge.

#### **Automatic Victory Conditions**

- Automatic victory for Defender if three of the Attacker's mechs are destroyed
- Automatic Victory for Attacker if three of the attacker's mechs escape via their table edge after resupply.