

ARCTIC SCENARIO

A spy satellite (loaded with lots of juicy intel on both sides) has fallen into the frozen wasteland of a polar ice cap. The Federation and the Bots both want it, and both want to keep the other side from getting it. The race is complicated by a self-destruct feature on the satellite that has been activated in the re-entry --if it blows, all the valuable data will be lost (ie: both sides lose).

A raging blizzard obscures the site as two opposing squads zero in on the homing signal...

GOOD GUYS: Shock Marines = Sarge (with rifle), 4 Rifles, SmartGunner, Pilot (w/pistol), and Sled.

BAD GUYS: Bots = Leader (w/pistol), SmartGunner, 6 Rifles, and 2 Scouts (w/pistols).

SET-UP: The satellite marker is placed in the middle of the board. Players take turns placing snowdrifts / rocks on the board: No pieces may be placed within 5 hexes of the satellite. Starting edges (opposite ends of board) are determined randomly. All figures begin game off-board.

TERRAIN EFFECTS: Drifts and trenches provide soft cover (-1 to damage die rolls), rocks provide hard cover (-2 to damage die rolls). Marines pay an extra ½ -Point to move up a 1-level step. No figure may move up a 2-level step. Moving down levels costs nothing extra.

BLIZZARD / VISIBILITY: A 20-sided die is used to indicate the current visibility. It is set at "10" to start. At the beginning of each turn roll two dice (one red, one green) and the difference (if any) between them is added or subtracted from the visibility (not beyond the range of 1 through 20).

No figure may move more hexes than the current visibility. (NOTE: *Hexes* moved, not Points spent.)

Marines double all range hexes counted beyond the current visibility (Bots suffer no such penalty).

SLED: The vehicle has 10 Points. If it takes 5 wounds one rifle is out of play, if it takes 10 it is destroyed. Its maximum move during a single turn is twice the number of its remaining points.

(NOTE: A picture of the model I made/use for the sled can be seen on the Brawl Factory Photobucket page.)

MOVEMENT: The sled occupies two hexes (front and rear) and has facing. Its move is based on Points spent by driver: 3 hexes for each of Pilot's, and 2 hexes for each of any other Marine. Turns are made by moving the rear of the sled one hex to the side, cost one movement point, and must be accompanied with a forward move (which means only one hexside-turn per hex may be made). No reverse movement is allowed. Moving up one level (over drifts) costs one extra movement point. Sled may move across 1-wide trenches, but may not end its turn over any trench hex(es). Driver may exit into one of the four hexes adjacent to the cockpit at cost of one Point. Entering costs two Points.

COMBAT: Weapons = 2 Rifles with a 60-degree arc of fire off of the front hex. Range is counted from the rear hex. For each hex the target is off of the line directly to the front add one to the range. Shots must be at the same target (roll separately). Driver may use Aim Points when firing to reduce target number by one per Point spent. Driver may fire personal weapon (pistol or rifle --not smartgun) in any direction: cost = one Point.

COVER: The sled counts as a 1-level terrain obstacle when calculating L-O-S and provides hard cover (-2 to damage die rolls) to driver and figures adjacent to rear hex. Figures taking fire through front hex of sled receive -1 cover bonus to damage die rolls.

COVER FIRE: The target area covered is a 60-degree cone to the front of the figure out to maximum range. There must be a clear L-O-S, and there can be no enemy figures in the area. Indicate the presence and direction of the cover fire by placing a marker in front of the figure. If during the next enemy phase a figure moves into the target area an attack may be made. Roll the attack dice and place the marker at the maximum range determined by the dice roll (taking into account terrain type) - the hit takes place at this range. If the target does not reach the marker then the cover fire is a miss.

LINE-OF-SIGHT: Panzerblitz-sort of thing: KISS, and resolve any disputes in the firer's favor.

For firing / target figures that are on the same level:

L-O-S is blocked if it crosses a hexside that is 2 levels higher. L-O-S that crosses a hexside that is 1 level higher or a figure that is 1 level lower is not blocked, but the hex counts double for range.

For firing / target figures that are on 1-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same or higher level as the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

For firing / target figures that are on 2-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same level as the higher figure, if it crosses a hexside that is more than 2 levels higher than the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure or a figure-occupied hex that is on the same or 1-higher level as the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

SATELLITE: A player whose forces carries the satellite off its starting edge wins the game.

MOVEMENT: To pick up the satellite a figure must be in the same hex -cost = 1 Point.

Marines carrying the satellite pay an extra $\frac{1}{2}$ Point to move one hex. Bot Scouts may not fly when carrying the satellite. Any carrying figure may not make an attack. The satellite may be set down (at the cost of one Point) to attack. The satellite may be passed to an adjacent figure, but such a move ends the receiving figure's turn. The satellite may be loaded into the sled at the cost of one Point (This counts as a "pass", and ends the turn of the driver if different than loader). The sled suffers no movement or firing penalty when carrying the satellite.

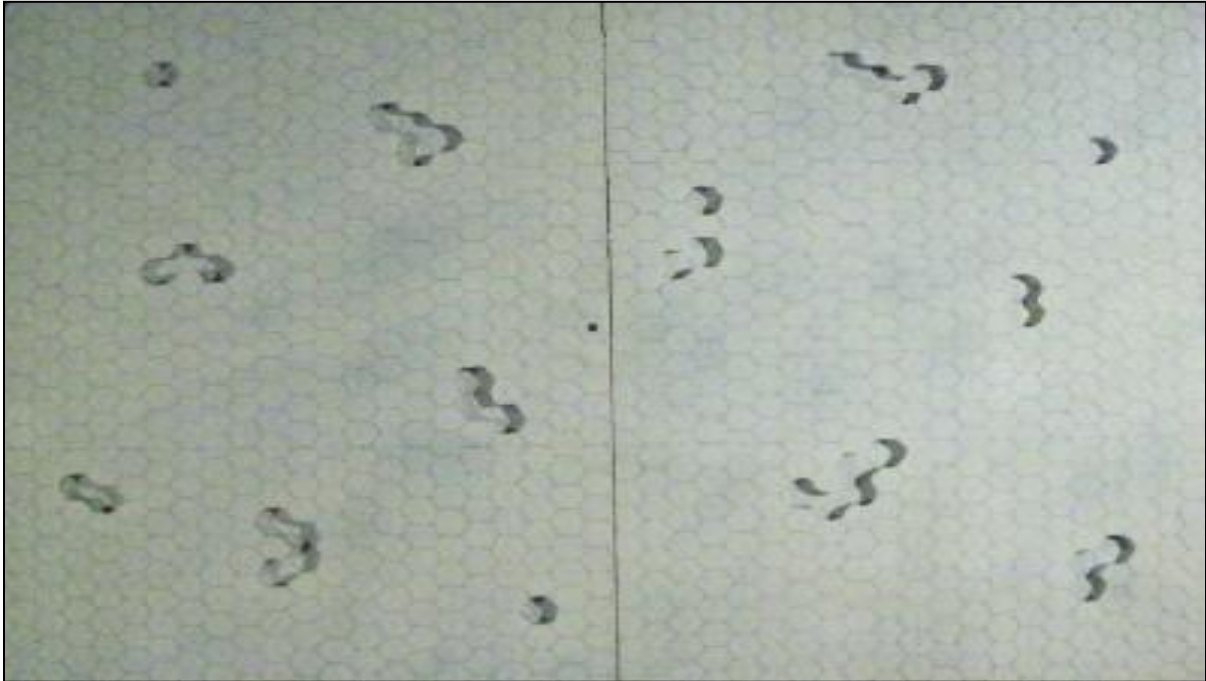
Figures may attempt to steal the satellite from an adjacent figure by spending one Point and rolling against the owner: each rolls one die and adds their Points (starting minus wounds -not those currently available) --ties go to the defender.

SELF-DESTRUCT: At the beginning of each turn (including the first) roll 1d: if the result is less than or equal to the turn number the self-destruct timer is activated --place a 10-sided die in the hex and set to "0". At the beginning of each subsequent turn move the timer down one: when it reaches "0", it's "Game over, man" and both sides lose.

Any figure (Marine or Bot) may spend one Point in the satellite's hex to deactivate the explosive.

ARCTIC SCENARIO - BOARD

A completely flat board would suffice, I guess, but since the scenario was inspired by the movie "Ice Station Zebra" I figured some Hollywood-style styrofoam rocks and snowdrifts would be appropriate:



I cut some holes to serve as a little bit of cover, and then use the cut-outs for drifts / rocks.

By allowing the players to place the extra drifts / rocks at the beginning of the game the scenario gains a bit of variety between games.

