

The Evacuation of Dunkirk, Eden Prime

This Dropzone Commander scenario is for 6 (or more) players of average experience. It is by no means “official” and takes many liberties with the rules; damping balance in favor of a gripping narrative. These games are meant to be played simultaneously in so far as each game should be played at the same time as the others, but not necessarily in sync with regard to turns and activations. In fact, it would be best if the Dunkirk table were played at a slightly slower pace than the others.

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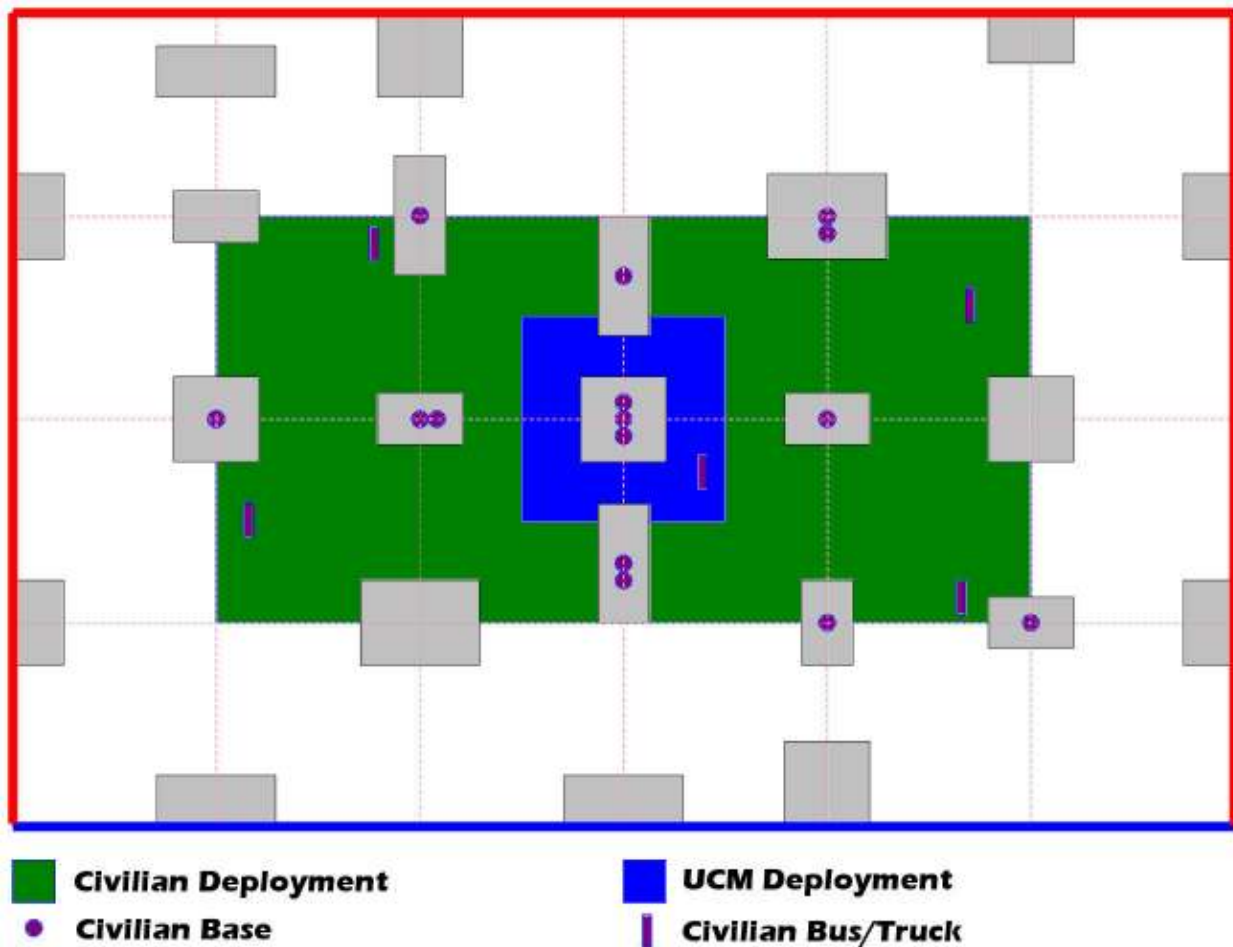
Scenario Backstory

After being devastatingly attacked by a large Allied Resistance band, The Tunnel Boys, the Scourge are hitting back, *hard*. The Tunnel Boys' military arm was crushingly defeated via orbital strikes shortly thereafter. The Scourge ground objective has since become complete assimilation (or elimination) of this Resistance group! The UCM and some newly made allies have heard the Tunnel Boys' desperate call for help and are mounting a mass evacuation to not only try and save these brave people of the Resistance, but keep them from becoming hosts to Scourge parasites!

Global Parameters

- All games are 6 turns.
- Fast Movers start in Reserve
- Proxies are permitted but must be clearly communicated to the other player(s)
- Painted armies are not required, merely encouraged.

Evacuation of the City of Dunkirk (Table 1)



Set Up

6x4 table with 20-25 buildings, ruins, or large pieces of area terrain. Allies (UCM, Blue) defend vs Scourge (Red). These should be more experienced players, if possible. 1500pts per side would be ideal using a Standard army. A Civilian Mayor (Allied assistant), one who manages the civvies and the transports, would help, too.

Civilian Placement

You'll need 20 bases (or objectives) to represent the civilians (Purple) with 5 Civilian ground transports (buses and trucks) that each start with 1 base of civvies aboard. It is best if the all of the Civilians are placed by a Game master before the game starts. If that is not possible, The Allied commander can place the busses and trucks anywhere on the table but not within 12" of a table edge. These vehicles must be a minimum of 12" from any other bus or truck. The 15 remaining civilian bases should be placed in at least 10 other locations (multiple bases at one location is fine) across the 2' x 4' center band of the map. These locations should be no closer than 6" from each other, including any terrain they are in. Placing the locations in terrain that is touching this band is also acceptable.

Deployment

All Allied Infantry and their transports begin the game deployed within a 12" square in the center of the table (Blue). They can also deploy in terrain that is touching this square. The rest of the Allies enter along one long table edge chosen by the Allied Commander. Scourge can deploy from the other three edges (Red) and on Turn 2 gain a +1 on their Fast Mover reserve roll.

Allied Goal

Protect the civilians until help arrives then evacuate the battlespace. Ground vehicles must leave via the Allied table edge. Aircraft can evacuate from any table edge. Kill the enemy Infantry.

Scourge Goal

capture and/or remove civilians from the battlespace for use as hosts. Kill the enemy Infantry.

Allied Scoring

+1VP for every Allied base, both Civilian and Infantry, rescued from the table during the game.

+1VP for every Scourge Infantry base destroyed during the game.

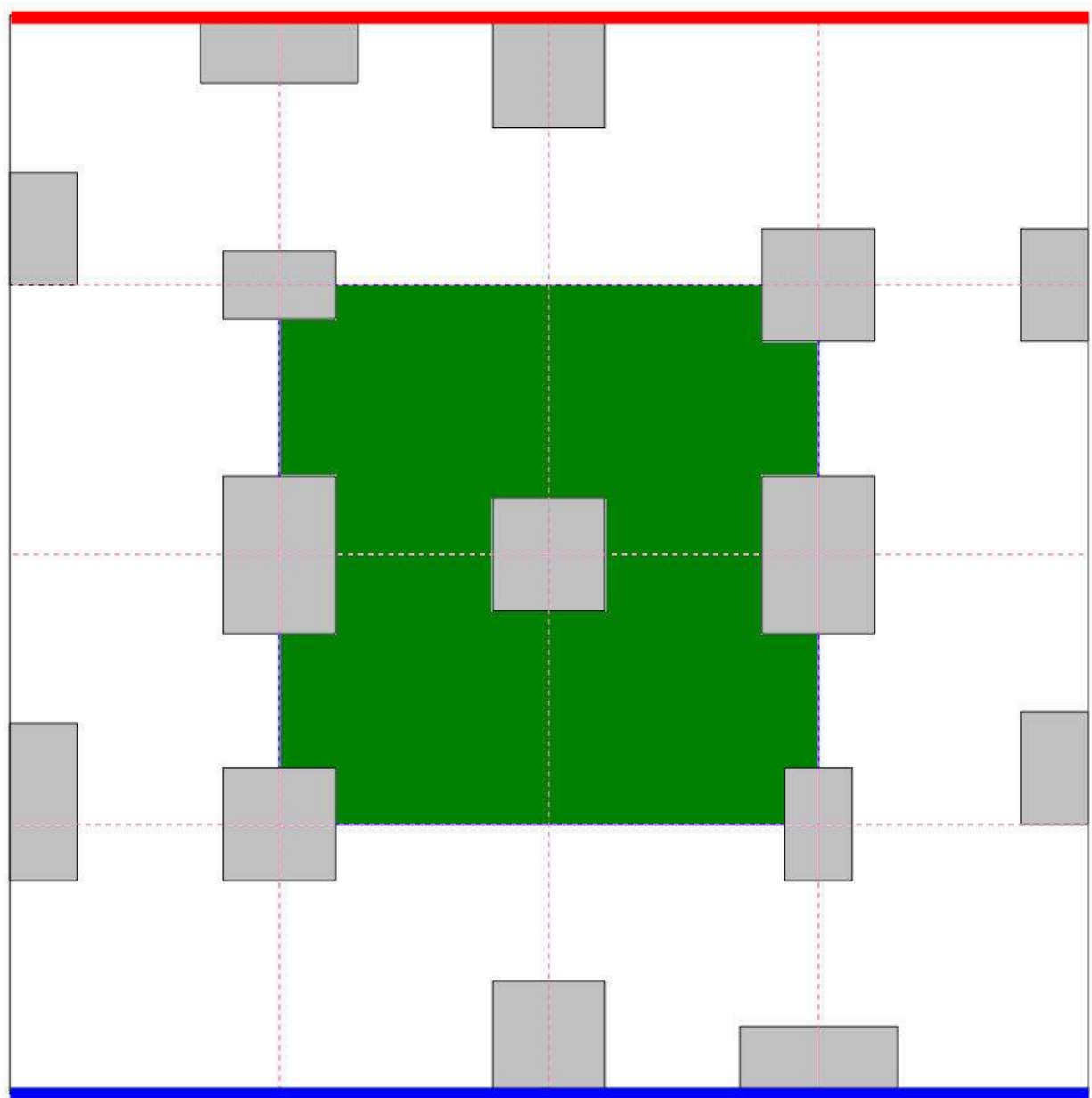
Scourge Scoring

+1VP for every Civvie base left on the table at the end of the game.

+1VP for every Allied Infantry base destroyed during the game.

+2VP for every Civvie base captured and transported off the table for parasite implantation during the game.

Operation Acme Anvil (Table 2)



Scourge Alpha/Defender Deployment

Set Up

This 4x4 table uses 1500 point Standard lists. Scourge defends vs. any but Scourge. Scourge will use 3 “secret weapon” type Alpha Annihilators (see below) that can fire with an infinite range and are completely separate from the point total for Scourge. Standard building density (10-15) is recommended.

Deployment

Opposite table edges. Allied Commander chooses his edge. The Alpha Annihilators begin the game anywhere on the table that is at least 12" from any table edge (Green). Within that same deployment zone, the Alphas can be guarded by up to 2 battlegroups of Directly Deployed Scourge ground units, including their transports. The other Scourge battlegroups enter from their table edge as if coming in from Reserves (Red). The Alpha Annihilators are a single battlegroup that activates last in each Scourge turn. For every Alpha shot that leaves the table, pass an Ordinance Token to the Scourge player on Dunkirk.

Allied Goal

Keep the Scourge from shelling the rescuers by either destroying the Alpha Annihilators or forcing them to fly and/or fire on you instead.

Scourge Goal

Keep your Alphas alive and fire as much ordinance as you can at the Dunkirk Allies.

Allied Scoring

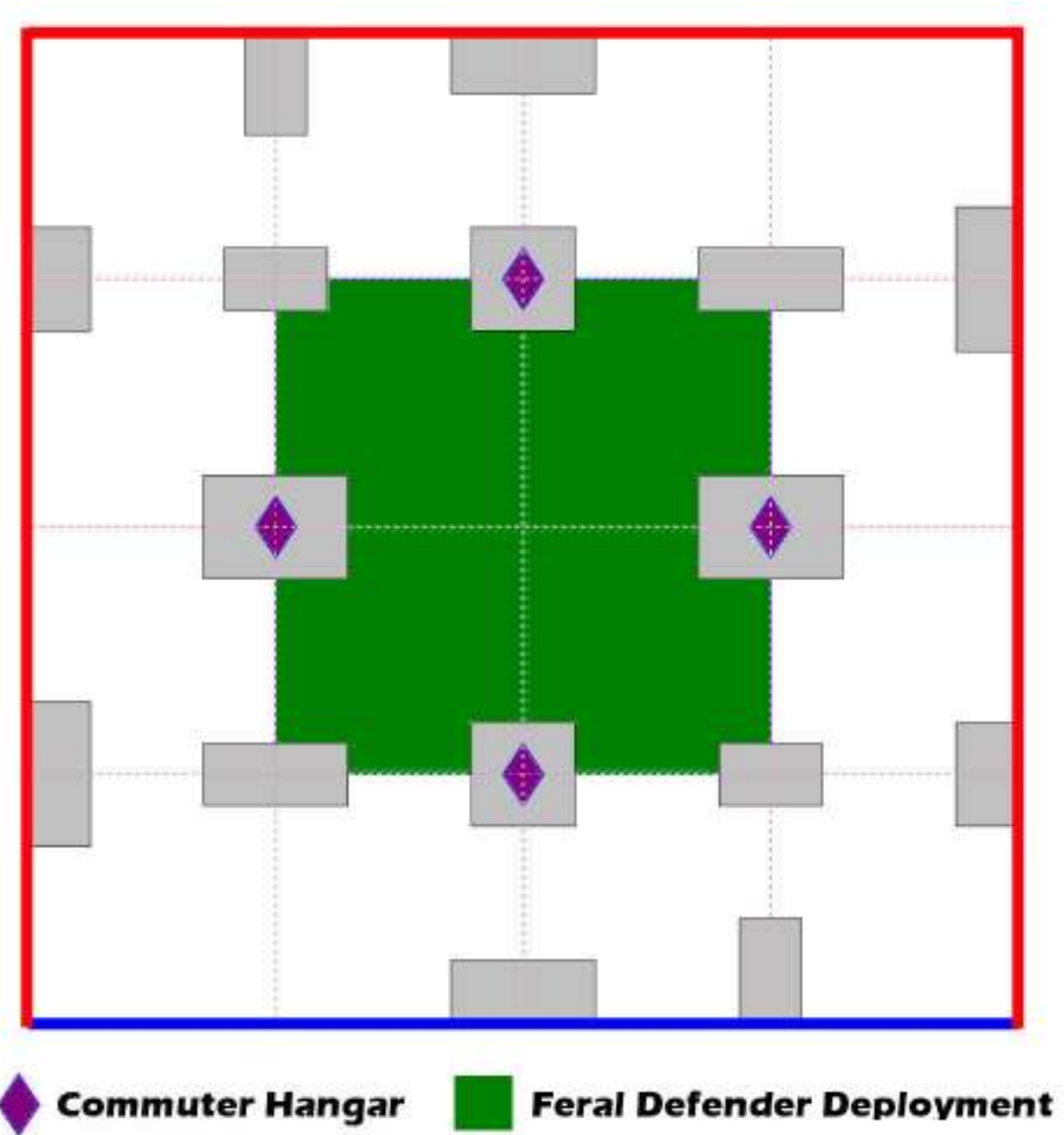
+2VP bonus to the Allies for every Alpha Annihilator destroyed during the game.

Scourge Scoring

+1VP bonus to the Scourge for every Alpha Annihilator left on the table at the end of the game.

+1VP bonus to the Scourge for every 3 Ordinance Tokens passed to the Scourge Dunkirk Commander.

Operation Rip Off (Table 3)



Set Up

4x4 table, Feral Resistance vs any but Scourge, pref UCM. Allies list is a 1500 point Standard list. The Feral Resistance list is based on a *Gauntlet* mission Defender (500 points) and Reinforcements (1000 points) configuration. The Ferals have stockpiled a dozen civilian transports nearby.

Small and Medium (with APCs embarked) Allied dropships can be flown off the table and over to Dunkirk to help in the rescue once their Infantry has been either completely depleted by stealing transports or destroyed in battle.

Place 8 Feral transports on the table, at least 12" from any table edge (Green). Placing them on or within buildings is encouraged but "in the open" is fine, too. There are 4 buildings that each contain a Commuter Hanger (see, Special Rules below). These buildings are placed in a "Plus Sign" configuration, centered on the map.

Deployment

The Allied commander may choose one table edge to enter from (Blue). Allies begin the game with up to 2 squads of Exotics plus their transports hidden in terrain anywhere on the table not already occupied by Feral units (these Exotics are Directly Deployed after Feral Defender Direct Deployments). Allies can simply place a piece of paper under the terrain to signify squad positions while the Feral commander looks away. These very stealthy Exotics can remain hidden until either they are first activated or a Feral unit enters the same terrain piece.

Feral Defenders (500 points) begin anywhere on the table and Reinforcements (1000 pts) can enter the table from the other three, non-Allied, edges (Red).

Allied Goal

Steal these transports and go rescue the folks at Dunkirk!

Feral Goal

Stop the theft! Destroying the transports before an Allied pilot and co-pilot commandeer them is not permitted as you still own them. But once they are stolen, they become fair game!

Allied Scoring

+1VP bonus to the Allies for every stolen civilian transport.

Feral Scoring

+1VP bonus to the Scourge for every civilian transport still on the table at the end of the game or destroyed after its theft.

Special Rules

Ordinance Tokens

Ordinance tokens each count as one shot from an Alpha Annihilator. Due to the great distances and new technology involved with these weapons, shots always scatter 2d6 inches, regardless of the Accuracy listed in the standard Annihilator profile. This includes shots targeting units on the home table. Shots targeted using Scourge Scout units only scatter 1d6 inches. A single Scout squad can only be used for targeting a single shot each turn. Aside from the infinite range and modified targeting, these Alphas are the same as standard Annihilators in every way, including the weapon profile.

Civilians (Civvies)

Each base of Civvies is A1, DP10, Mv3 with no Coherency restriction. Civilians move as an entire battlegroup at the beginning of each turn, before the Scourge or the Allies. Civilian bases never count toward Embark/Disembark limits.

Killing civvies is not initially permitted, but once either the Allies or the Scourge have direct control of civvies or the civvies enter a transport of any kind, they can then be targeted by the other side.

Template weapons do not damage civvies normally. Any time a template weapon scores a hit on the center of a civvie base, roll d6. On a 6 the base is destroyed (they were killed outright or simply scatter in fear). Near hits, those where the template does not cover the center of the base, cause 1 DP, as normal.

Scourge and Capturing Civilians

Capturing requires b2b (or model to base in the case of vehicles) contact between any Scourge unit and the civilian base in question. Scourge units cannot disembark into a b2b capture. Once captured, civilians are immobilized by nerve agents for collection (see *Conventional and Military Transport*, below). These Scourge transports must come into b2b contact (flyers must land) to collect a civilian base.

Allies and Collecting Civilians for Rescue

Allied transports can pick up civilians by driving to or landing within 3" of a civilian base. The 3" is measured center-to-center.

Feral Air Transports

Each transport is A4, 2DP, MV 12", a Small LZ, Evasion +1, and can hold 3 bases of civvies/troops. Cards can be played on these transports normally by either side.

Transports can be flown by embarking a pilot and co-pilot from any base of Infantry. It is assumed that all Infantry bases have basic piloting skills. Each time a transport is flown, the Infantry base responsible loses 2DP. Transports automatically become part of the battlegroup the pilots belong to.

Transports that leave any table edge are passed to the Allied Dunkirk Commander for use as he sees fit. They enter play using the normal (4+ on the first turn, then 2+ on later turns) Ongoing Reserves roll and are considered to be part of the Civilian battlegroup.

Commuter Hangar

A Commuter Hangar is a parking garage for civilian commuter aircraft. Each commuter hangar houses an unknown number of transports. Each turn, any Infantry base inside the structure may attempt to find a transport by rolling a 3+. A roll of one means that hangar has run out of transports for the rest of the game. Transports can be flown immediately upon discovery, even when the squad is involved in CQB.

Conventional and Military Transport

Ground transports such as APCs, tanks, trucks and busses can all carry civvies, as can light dropships. Military transports (both Allied and Scourge/Feral) can carry two bases of civilians for each base of Infantry they could normally carry, or in the case of the Scourge Raider, 6 bases.

Non-transport Tracked and wheeled military vehicles can each carry one base of either Infantry or Civilians that can ride on the outside of the vehicle. These ground vehicles cannot then be embarked on a dropship as this puts the riders in grave danger. Squads of troops carried in this way temporarily change their coherency value to that of the vehicle(s) that carry them. Non-transport skimmers, such as PHR Helios and Scourge Hunters involved in this scenario can carry civvies, but their move is reduced by half. Shaltari gates cannot carry civilians.

Busses and trucks can carry 5 bases of Infantry or civvies and are A4, DP2, MV: (See *GTFO* rule below). These vehicles require an embarked base of civvies or Infantry to act as drivers before they can move.

GTFO

Busses and trucks can travel up to 12" per move, but due to the dangerous road conditions in a ruined city they run the very real risk of crashing when travelling over 7" per activation. If the Allied commander chooses to move these vehicles faster than 7", subtract 6 from the chosen move and roll that number or above on a d6 to avoid a crash. 10" yields a target number of 4, so rolling a 4+ avoids a crash. 12" yields a target number of 6, so rolling a 6+ avoids a crash. Crashed busses and trucks use the destroyed Ground Transport table.

Burning Terrain

Terrain with an *On Fire* token on it is impassable to all units.

Scenario Victory Conditions

Add the VPs per side from each table, the side with the highest number of VP wins.

When there is a clear winner on one of the other tables the winner can go help their side over on Dunkirk. Ferals can feel free to attack either (or both) sides.

That Said...

Please keep in mind that competition is not the goal of this scenario as game balance has not been maintained, at all. This scenario is meant to provide maximum fun and a break from the tournament mindset. This is a great time to try out those units you don't think are viable in Tournament play!

Help us tell a great story!

Dunkirk Scenario Sheet

Scenario Parts List

- 20 bases of civilians
- 12 Civilian transports
- 4 Commuter Hangars
- 3 (Alpha) Annihilators
- 5 buses or trucks
- On Fire tokens

Player List

Dunkirk

Scourge: _____ Score: _____

Allies: _____ Score: _____

Operation Acme Anvil

Scourge: _____ Score: _____

Allies: _____ Score: _____

Operation Rip Off

Scourge: _____ Score: _____

Allies: _____ Score: _____