

SAHARA

SCENARIO



Set Up

Roll a D6 to see who is the attacker and who is the defender, highest score chooses.

Roll a D6, highest score chooses which side is there deployment zone.

Players' deployment zones are 12" in from their table edge.

Deployment

The defender nominates half of their troops, rounding up, to start the game on the board. The remaining troops start the game in reserve.

The attacker then nominates half his troops rounding up to start the game on the board. The rest of his troops are deployed in reserves or outflank.

Then, starting with the defender, players alternate deploying their units one at a time until all units starting the game on the board are deployed.

Game Duration

The game ends at the end of turn six, unless the game is extended. At the end of turn six roll a die.

On a 1-3 the game ends. On a 4-6 play turn 7. At the end of turn 7 roll a dice on 1-5 the game ends. On a 6 play turn 8. On a 1-3 the game ends. On a 4-6 play turn 7. At the end

of turn 7 roll a dice on 1-5 the game ends. On a 6 play turn 8.

Objective

The desert is hot and both sides are desperately short of water the only well around for miles is just in front of you, unfortunate enemy forces are in the same position as you, your only option is to attack and take the well to save your troops from dehydration and possible death.

The objective of this scenario is to control the Well at the end of the game.

The well is controlled if at the end of a turn a friendly infantry unit is within 3" of the objective and there are no enemy infantry units within 3" of the it.

Once a player takes control of an objective it remains in their control unless the opposing player can capture the objective by ending their turn within 3" of the objective with no enemy units within 3".

Transports cannot capture, or control the objective.

The Well starts the game uncontrolled

Victory

The player controlling the Well at the end of the game wins. If neither player controls the well at the end of the game, count the number of Casualty points each side lost.

The side that lost the least number of casualty points is the winner.

If both players have the same number of casualty points, the game ends in a draw.

Scenario Terrain rules

Sand Dune

A sand dune is a hill of loose sand and can be all shapes and sizes, they are represented on the table by any size of sand-coloured hill.

Movement

Sand dunes are impassible to all vehicles and fixed team's; infantry and non-fixed teams treat it as rough ground.

Combat

A sand dune is tall sometimes over a 100ft in height, to represent this sand dunes block line of sight to anything on the other side of it, infantry and non-fixed teams who are on the top of a sand dune can see all around, but cannot see anything behind other sand dunes.

Sandstone outcroppings

Bordering the desert the arid terrain is scattered with large outcroppings of sandstone which rise above the surface providing both cover and a hazard to movement, constantly eroded by the wind and sandstorms they vary in size from single boulders to substantial monoliths

Movement

Sandstone outcroppings count as impassible terrain to all vehicles and team weapons with the fixed trait.

Infantry and non-fixed teams treat it as rough ground for movement.

Combat

Sandstone outcroppings use all the rules for dense terrain and will provide a -2 hard cover hit modifier for all units in or partially obscured by it. Infantry and non-fixed teams may fire out of or be fired at, if they are within the terrain.

Wadi

Despite the common view as a desert being a waterless wasteland, certain areas are subject to seasonal rainfall which at time can be heavy, this creates short-term fast flowing streams that cut passages through the sandstone surface. Most of the year they will be dry and arid, providing a natural trench line for fighting forces.

Movement

A Wadi counts as rough ground to all units except wheeled vehicles, which treat it as impassible.

Combat

Infantry and non-fixed team with 50% or more of its models in a wadi gains a -2 hard cover. All the rules for shooting from cover apply.