

It's a Steal

Attacker's Brief

The enemy is testing an experimental prototype vehicle in the area. Your mission is to steal the vehicle and return it to your side's scientists for examination.

Special Scenario Rules

It's a Steal uses the Sentries and Reserves special scenario rules.

Set-up

1. Randomly determine who is the attacker and who is the defender.
2. Both players roll a dice, the winner gets to choose his deployment table edge.
3. The defender then deploys their experimental vehicle (see below) and sentries anywhere within 24" of their table edge. The rest of their army starts in reserve.
4. The attacker then deploys their army within 6" of their table edge. They may keep vehicles in reserve.
5. The attacker automatically gains the first turn.

Table size for this mission is usually between 4'x4' and 4'x3'.

Experimental Vehicle

The defender starts with an experimental vehicle under their control. Sadly, the test crew have been delayed and the vehicle starts the game unmanned.

The vehicle can be represented by any rhino or chimera-style vehicle and has the following profile:

Front Armour	Side Armour	Rear Armour
11	11	11

Type: Tank, Transport (10)

Weapons: The experimental vehicle carries a turret-mounted plasma cannon.

Special: The vehicle uses experimental stealth technology. Units wishing to shoot

the vehicle must use to night fighting rules to determine whether they can see the vehicle.

Sounding The Alarm

Once the alarm has been raised, the sentries flee and the defenders start to turn up.

All defending units will arrive on the defender's next turn and enter play via a random table edge. Roll separately for each unit to see where they turn up.

Mission Objective

The attacker must try and steal the experimental vehicle. The defender must try to stop this new technology from slipping into the enemy's hands.

The attacker may enter the vehicle may enter the vehicle using the standard vehicle embarking rules. Note that the defending models may not enter the vehicle.

Once in the vehicle, the vehicle may move and fire in the normal manner. However, since the driver is not accustomed to the controls, the driver/gunner must make a successful leadership check before performing an action, e.g. moving or firing a gun.

The defender must try and destroy the vehicle. They can do so in the normal manner.

The attacker wins if they manage to drive the vehicle off their table edge. The defender wins if they destroy the vehicle.

Game Length

The game lasts until either the experimental vehicle is destroyed or is driven off the table. If by any fluke neither is possible, then the game is declared a draw.

Line of Retreat

Troops that are forced to fall back will do so towards their deployment board edge, using the normal fall back rules.