

The Battle for Caselton

Week 3

Scenario #5: Wolf Bait

Background:

In an attempt to launch a counter offensive against the Highlanders, Fen has his Steel Wolves lure his enemy North towards the northern polar region and erect a fake field command post. They set about convincing the Highlanders that Fen is at the lightly defended post. The Steel Wolves hope to use an ambush to eliminate the Highlander force.

Army Size: 2-player game. 400-point battleforce's, 4 orders per turn.

Time Limit: 60 minutes.

Preparing the Battlefield:

Players set up the terrain as per the Battlefield Map. No additional terrain is placed. The Highlanders player is Player 1 & must deploy inside the fake command post. Player 2 is the Steel Wolf player, who then deploys in any of his 4 deployment zones.

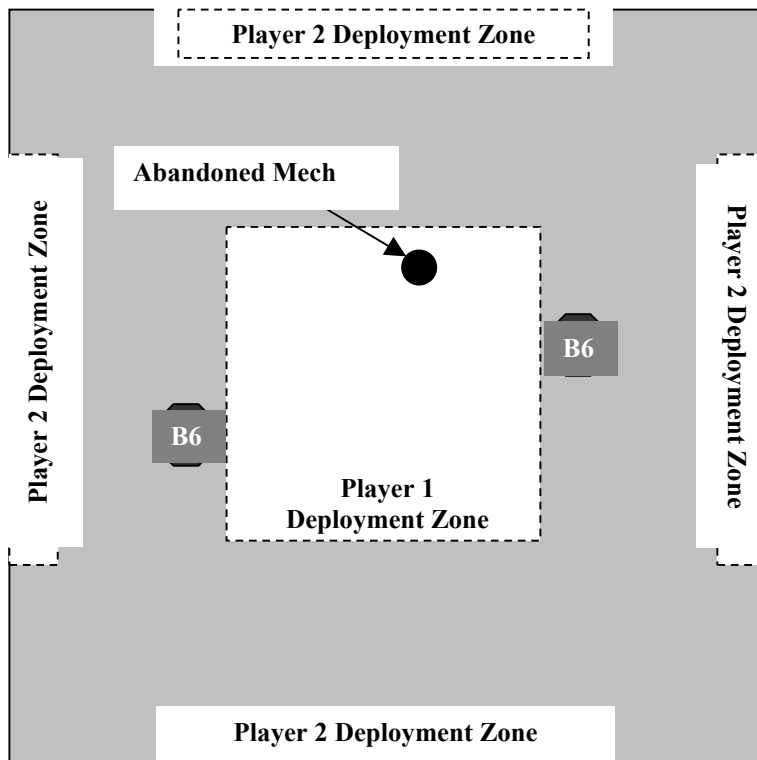
Special Rules:

1. Snow squalls impair vision & sensor readings. All ranges are limited to a max of 6 inches.
2. Abandoned Mech is any spare Mech of no more than 150 points & represents Rowan Fen's Mech.
3. The Abandoned Mech begins with its Combat Dial in the starting position & it's Heat Dial at the first Shutdown position. While abandoned, threat Mech as an opposing unit to both players. This Mech cannot be captured, but can be Bypassed as if it were already captured.
4. Neither player receives victory points for the abandoned Mech if it is eliminated or made salvage before it is Bypassed.
5. No units can begin the game in base contact with the abandoned Mech.
6. Neither player can accumulate points for Victory Condition 3: Control of your Opponents Deployment Zone.

Victory Conditions:

Score victory points as per the standard rules except where stated in Special Rule 6, above.

Battlefield Map:



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Scenario #6: Downstrike

Background:

Having ambushed the Highlanders, Fen's forces have pushed their enemy into the depths of the North Pole. Hoping to escape the Wolves' savage onslaught, the Highlanders battleforce moves into the Great Maze. The Steel Wolves are right on their heels, and a game of cat & mouse is played out in the bitterly cold landscape.

Objective:

Both sides have their sights set on victory, but they must fight the terrain as much as each other. Victory for either side will come as much from surviving the Great Maze as it will from surviving combat with the enemy.

Army Size: 2-player game, 300-point battle forces, 3 orders per turn.

Time Limit: 60 minutes.

Preparing the Battlefield:

Players set up the terrain as per the Battlefield Map. No additional terrain is placed. The Steel Wolf player is Player 1.

Special Rules:

1. Infantry units other than Battle Armour may NOT be used in the game.
2. Polar anomalies in the magnetic field have an adverse effect on targeting. Increase the defense value of targets of Ranged attacks at 8 inches or more by 1.
3. When a ranged combat order is unsuccessful, roll 1D6. On a result of 1-3 the missed shot has caused an avalanche. Roll 2D6 for the firer (or each unit in a Ranged Combat Formation) & the target (or each target for a multiple ranged combat attack), if the result is greater than the unit's speed value then that unit takes a click of damage from falling ice. This damage cannot be prevented.

Victory Conditions:

Score victory points as per the standard rules.

Battlefield Map:

