





Husky Raid

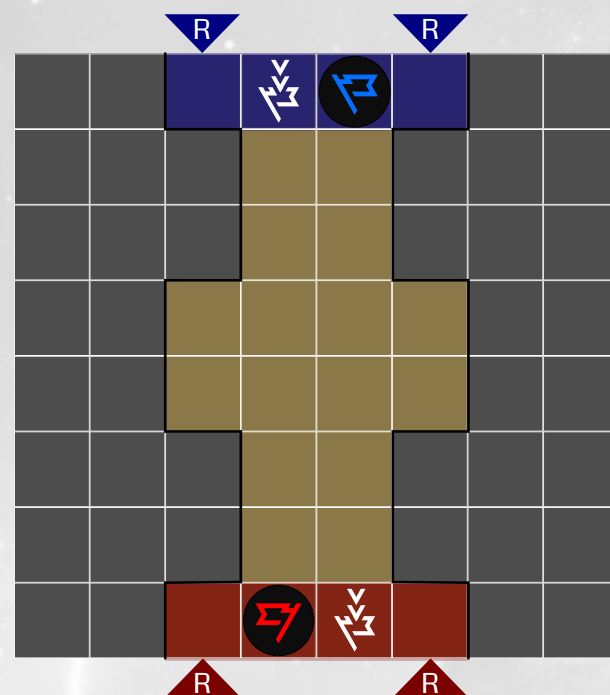
DasBilligeAlien

Teams compete to capture a flag from an enemy base and return it to their own.

With random weapons after every respawn.

Scenario Setup

-  Place Respawn Markers in the locations marked R
-  The starting player may choose the red or blue deployment zone (and the matching respawn Markers).
-  Place the Flag Markers (scenario objects) in the cubes marked with a Flag spawn Icon, on level 1.
 - Rearrange the terrain if necessary to ensure the Flag cubes are equally accessible for movement puporses
-  Place a Weapon Drop Marker in this cube to mark the flag drop-off point.
 - Put all weapon and item tokens into a pile and shuffle. Beginning with the starting player, alternate drawing 1 weapon and w item token for each model.



Scenario Rules

At the begin of the round remove all dropped weapon and item tokens from the battlefield and add them to the token pile. Then shuffle all tokens.

Anytime a model respawns, draw a weapon token from the pile and place the corresponding Weapon Card on their Profile Card. The model can not use its normal weapons but instead gets a M11 combat Knife and the random weapon.

A model getting killed by anything other then Assault, the weapon profile card is removed from their Pickup slot and returned to the supply. Place the token for the removed weapon face up in the same cube.

The enemy colour Flag is picked up by moving into, through or out of the cube containing the Flag Maker, and only if there are no enemy models in the cube which contains the Flag Marker.

The Flag is carried like an Item, so a model can only carry one other item while carrying the Flag. If the model carrying the Flag is killed the Flag Marker is dropped and will scatter.

You may not interact with your own colour Flag.

If the enemy flag is carried into the cube with Weapon Drop Marker in you own spawn zone you score 1 point. When this happens, the Flag immediatly returns to its starting position.

Victory Conditions

The first player to score 3 points immediatly wins the game.

If neither player has scored 3 points after 8 Rounds, the game ends and the player with the most points wins. If both players have equal points it is a tie, or both players can agree to continue until the next point is scored.

Husky Raid

Changelog

Release 02

- Changed Weapon Cards to Weapon Tokens to make it make sense
- Added items into the rules

Notes

- The scenario can be played on a folded half map. Reducing the needed space.
- Being fluent with the keywords and weapons speeds up the game dramatically or you cna use it to force yourself to get familiar with all the weapons.

