

Fighting in Jungles v0.2

An Appendix to the Mirali Skyraiders army list

Miral is a world of jungle. While there are several major cities along the coasts of its three major continents, the interiors are vast stretches of wilderness, with jagged mountain ranges covered by dense foliage that is impassable to wheeled or tracked vehicles without special clearance equipment. This terrain is ideal to harbor the kind of long running rebellion that exists there. For fifty years the forces of the Mirali Resistance Movement have attempted to throw off the yoke of the Imperium. Lightly equipped but well versed in survival in the wild, the MRM has inflicted casualties out of proportion to their numbers, striking isolated outposts and melting into the greenery. It is against this force that the Mirali Skyraiders were first deployed. The Skyraiders strike from a network of hilltop firebases, taking their Valkyries and Vultures to wherever the MRM strikes and landing companies of light infantry to attempt to contain and destroy the rebels. As well as the firepower carried by the aircraft of the Mirali Regiments, the firebases contain emplaced artillery that can strike wherever it is required. The MRM isn't going anywhere, but neither are the Skyraiders.

Dense Terrain

All areas of open ground (including hills, but excepting clearings) count as woods, while 'Woods' count as 'Jungle' (see below). All built up or clear areas need to be mounted on bases to distinguish them from the surrounding woods.

Jungle

This represents very dense and/or steeply ridged forest that halves infantry, walker and mounted movement, and is impassable to vehicles and war engines without *Walker*. It is also Dangerous Terrain to vehicles and war engines. It provides a 4+ cover save to infantry and a 5+ cover save to vehicles, and restricts visibility to 5cm.

Clearings

Most jungles have natural or artificial clearings. They may be from landslides, fires, explosions, or human development. As the most easily defensible locations in jungles, they often form pivotal objectives that must be taken.

They also tend to have tracks between them ranging from game trails to paved highways.

Clearings are open ground, and may be between 10-20cm in diameter. When playing the GT scenario on a jungle table, after all other terrain has been set up but before Objectives are placed, players take turns placing clearings. Clearings may or may not have buildings in them. Each player must place their first clearing in contact with their table edge, and other clearings must not be less than 20cm from another clearing. Clearings may not be placed on other terrain except hills. There may be no less than three clearings on each player's half of the table.

Once both players are satisfied with the setup (i.e. both players have 'passed' on their turn) or when no more clearings may be placed, roads are placed between clearings. Each road must begin and end at a clearing. All clearings must be connected to each other, but other than this there are no restrictions on placement: determine placement however is convenient.

Only when all clearings and roads are placed players take turns placing objectives. This occurs as normal except objectives may ONLY be placed in clearings.

Skimmers on Jungle Tables

Skimmers are ideal for crossing the dense terrain of jungles. When playing on a jungle table Skimmers may pop-up and remain popped up until you declare otherwise. This allows them to cross broad expanses of jungle by flying high over the canopy.

Scouts in Jungle

Scouts retain their 10cm ZoC in jungles, despite the 5cm limit on visibility.

Note: This represents the scouts spreading out to cover more ground, but being too dispersed to concentrate fire to any degree on the fringes of the squad.

Dozer Blades

When playing on a Jungle table, any AV or LV may take a Dozer Blade for +3pt. This grants the Walker ability.

Note: Dozer blades are representative of an entire range of clearance devices, from actual dozer blades to giant saws, plasma blades, or even more arcane technologies.

Scenario

Firebase Defense

Background

A firebase has been wreaking havoc on our supply lines, and we have mustered a force to destroy it for good. The defenders must make a desperate defense of their stronghold, or risk facing a surge of men and materiel that could shatter their control of the sector.

Forces

The defender will have half as many points to spend as the attacker. I.e. if the attacker has a 3000 point army, the defender will be able to spend only 1500 points.

However, the defender has occupied this position for a long time, and has dug in extensively. Any infantry that are not supplied with transports, and any artillery (LV or AV armed with an *Indirect Fire* weapon) or AAA (LV or AV armed with an AA weapon) may take Fortifications for free.

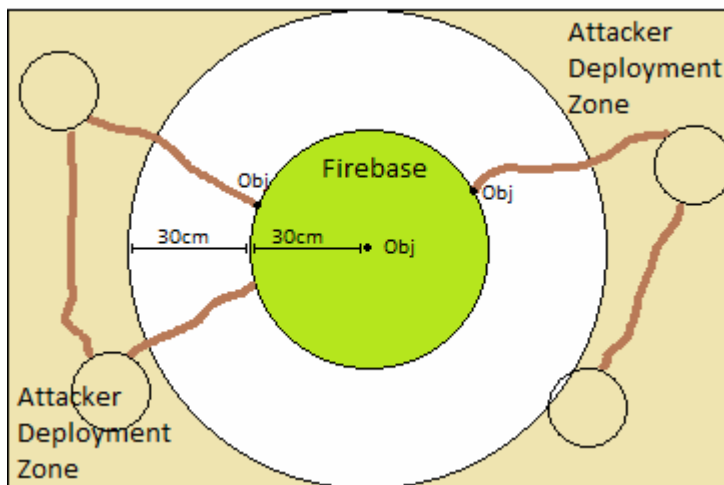
Infantry may take enough trenches to hold every stand. Artillery and AAA may take enough Gun Emplacements to hold every vehicle. Defenders may also take razorwire at 50 points for 50cm.



Setup

This scenario takes place on a Jungle table. As such the following special rules are used: Jungle, Dense Terrain, Skimmers on Jungle Tables, Scouts in Jungle, Dozer Blades. After normal terrain has been placed, place an objective in the center of the table. Mark a clearing around this point with a radius of 30cm. This is the Firebase. Starting with the attacker, players then take turns placing d3+3 clearings on the remainder of the table. No clearing may be within 20cm of an already placed clearing, including the Firebase. Players then take turns (starting with the defender) placing up to d6+6 roads between clearings. Each road must begin and end at a clearing, and at least two roads must connect to the Firebase.

Once all roads and clearings have been placed, the defender then places two further objectives where roads enter the Firebase.



Deployment

Attacker: The attacker must deploy his forces no closer than 30cm to the perimeter of the Firebase.

Defender: The Defender must deploy all his forces that are not held off-table (Teleporters, Aircraft, Planetfall, etc.) inside the Firebase.

Victory Conditions

If after three turns the attacker controls at least two Objectives, the attacker is the winner. Otherwise the defender is the winner.