

## Dawn Raid

+

A spate of unexplained disappearances in the Hyperalian outpost city of Borinya was taking its toll on local law enforcement. A full score of citizens had vanished within a week, leaving little evidence of the perpetrators' methods let alone whom the culprits were. A strict curfew was emplaced and, as much as the community protested, rigorously enforced by both the local VASA garrison and the marines of the Viridian authorities. This sense of unrest was increased when one of the marine patrols went missing. Discipline was deemed too high for desertion to ever be a consideration and it was the authorities absolute belief that the patrol had succumbed to the same fate as the missing citizenry.

The scale of investigation was increased several fold and controlled sweeps of the outer regions of the city discovered a huge clue as to the whereabouts of the absentees; an undisclosed Synthra base of operations was uncovered in an abandoned warehouse in the industrial zone. However, none of those captured were apparent. Not allowing themselves to fear the worst, the authorities decided that this must be a stop off point used by the abductors and a plan was put in action to track down their location. The trap was set; Viridian marines, backed up by Strike Commandos under the command of Lieutenant Nightshade, kept a relentless vigil over the premises without the presence of the VASA constabulary.

Within a day shadowy figures were seen entering the warehouse carrying what appeared to be bodies enclosed in tarpaulins. Fearing discovery, the marines dropped back allowing the Strike Commandos to continue the surveillance with more stealth. The viridians kept their patience and their distance in equal measure, the desire to act battling with the knowledge that to do so would almost certainly forfeit the operation. The elite team followed their unsuspecting quarry through the night out into the derelict wasteland beyond the city, arriving at what looked like some kind of research facility located in an otherwise deserted but heavily forested ravine.

As the Commandos sat back to observe their target's next action they saw Androsynths transferring the "bags" into a wire enclosure next to a fortified building. As the bags were opened, viridian subjects were dumped roughly to the ground and the gate was locked. No one could distinguish exactly what the Synthra had been doing here, but every single commando was of the same mind. The building must be destroyed and the captives freed!

+

*Lieutenant Nightshade raised her left hand. At the signal, the three units of Strike Commandos under her command halted their stooped advance, becoming one with the scattered rubble. The squat Synthra facility was clearly visible through the canopy from this vantage point and the young officer's superb vision easily picked out the movements of the automatons in the valley below.*

*She looked on with a hunger burning in her eyes as she witnessed the rough handling of the Viridian captives, penned in as if they were no more than cattle or mere creatures of burden. No, even worse. Fodder for scientific research. The pain in her soul intensified to the point where it threatened to consume her. She had been here before.*

*Containing her fury she turned from the scene being played out in the gorge beneath and addressed her troops. "So this is it. Units Two and Three head straight down the valley. The woods are dense so there will be sufficient cover," she whispered. "I want that building taken out. Unit One, you're with me. We go left and head for the pen."*

*All three squad leaders nodded their understanding in turn and the commandos rose silently to continue their hunt. As Unit One reached the valley wall she glanced over to see her other charges making good headway amongst the trees and foliage. With Two and Three in place, waiting patiently for the signal to go, she led her squad along the bank until the perimeter of the enclosure was once again clearly in sight.*

*For a heartbeat she stopped. Would a signal be seen? Would a verbal command be intercepted? And then the red mist descended and she no longer cared. She would not allow this atrocity to happen... again. With barely suppressed aggression and through tightly clenched teeth she hissed into her micro bead.*

*"Destroy them!"*

### Forces.

The Viridian player has a maximum points total available of 325 points and the force is to be made up of Strike Commandos and is led by the Lieutenant Nightshade. Please note that the Drop Troop upgrade is not available for this scenario.

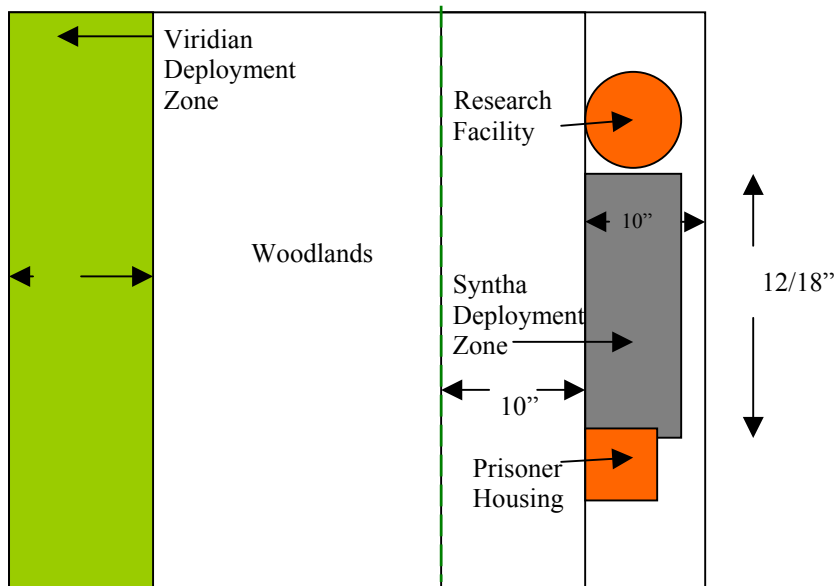
The Syntha force can have up to 500 points consisting of prosthene marines, androsynths and teratosynths.

Additionally you will need a minimum of 12 militia models to represent the prisoners; the militia are unarmed and cannot be attacked nor retaliate in any way.

### Deployment & Terrain.

This scenario can be fought over any sized table area, but an area larger than 4x4' is likely to be unnecessary. There are only two terrain pieces of note in this scenario; a building representing the Syntha research facility and a cordoned off area for the prisoner housing (for which chain link fencing would be best). These are both placed within 10" of one table edge and preferably at least 12-18" apart. The area between these buildings is the Syntha deployment zone. The Viridians deploy with 12" of the opposite table edge.

The Syntha deployment zone and the adjacent 10" band is considered as clear territory. The remainder of the battlefield is considered to be woodlands. Rather than place individual trees, show the edge of this area with a suitable marker (string for example). Other terrain may be placed within the woods in any mutually agreeable manner if you so wish, using whatever terrain you have available, but it is not necessary to do so if you do not want to.



### Special Rules.

**Terrain:** the majority of the battlefield is considered as heavy woodlands and for movement purposes is treated as difficult terrain (for the Syntha that is, the strike commandos are quite adept at traversing this kind of ground). Visibility within the woods is limited to 6". Likewise models out side of the woods can only target up to 6" into them, and models within can only target models outside if they are within 6" of the edge. Other terrain may be inserted into the "woods" for further restricting movement if so desired.

The game will last for 6 turns or until either the Viridians have destroyed the facility or been eliminated.

Additionally, as noted, the Viridians may attempt to rescue prisoners. To rescue a prisoner a Viridian model just has to end its move in base contact with it. Rescued prisoners are removed from play and kept by the Viridian player in order to tally up points at the end of the game.

The chain link fence may be breached by moving into base contact with it and, once breached, moved across from that side without penalty. Note that a viridian model cannot move across the line of the fence in the same turn as it reaches it, but subsequent units that reach that side of the fence in the same turn may do so.

Each of the commandos is equipped with a DAM 8(X2) charge that may be used to destroy the facility. To attach a charge the commando must be in base contact with the building in the assault phase no roll to hit is needed.

The research facility building is there to represent the objective of the scenario and as scenery on the board. It cannot be entered by any models.

For the purposes of determining damage to the building it is regarded as having the following stats:

#### Research facility

<b>T</b>	<b>W</b>
<b>7</b>	<b>8</b>

#### Damage Table

1d10	Result
1-6	No additional damage
7	Building shaken. The building suffers an additional wound.
8	Structural damage. The building suffers an additional 2 wounds.
9	Partial collapse. The building starts to fall apart all models in base-to-base contact make a CD check. Those that fail suffer 1 DAM4 hit as they are struck by falling masonry.
10	Major collapse. All models in base-to-base contact make a CD Check with a modifier of -2. All that fail take 1 DAM 4 hit. A second hit in this location brings the building down. All models in base-to-base contact must make an evasion check or be destroyed.

#### Heavy Armour 5

When shooting at a building, it is hit on a 2+.

Only weapons of DAM 6+ can damage a building.

#### Objectives & Victory Conditions.

The Viridian player ***must*** destroy the research facility and as a secondary mission rescue as many prisoners as possible. If at the end of the game the facility is still standing the Syntha automatically win regardless of how many prisoners the Viridians have rescued. Otherwise the winner is the player with the most points.

For every prisoner rescued the Viridians score 1 point, for destroying the facility the Viridians score 10 points any prisoners not rescued at the end of the games the Syntha player scores 1 point per model.

## Lieutenant Nightshade

Pamela Carole excelled during boot camp. A rising star of the Karas Military Academy on Viridia she was earmarked for glory at an early stage. Her affinity with lightning strikes and her uncanny grasp of battlefield conditions led to further training with the strike commandos where she continued to outshine her peers almost effortlessly. As is usual she served as a regular commando for a period of time, but it was a mere formality. Her commission was a matter of when, not if.

Once her promotion was in place, Lt. Carole was given the command of several units of strike commandos operating within her native Guxiss Prime system. Based out of Semlak, her units conducted rapid response missions throughout the system, stemming the adversaries of the Assembly with distinction and earning a fearsome reputation and Lt. Carole the nickname "Nightshade". Many of these operations were conducted in unison with the VASA authorities, in particular under the jurisdiction of one Captain Akida Haikade of the Jade Talon black legion.

One such operation involved the tracking down and subjugation of a Synthia enclave alleged to be carrying out research using humans. The pursuit led Nightshade and her allies back to the lush jungles of her own home world, Ardget, where the collective seemed to be most active. In a daring night raid, the strike commandos and black legion attacked and destroyed the Synthia's research facilities, wiping out or capturing all opposition. During the engagement Captain Haikade found himself cornered in a laboratory by three Assault Androsynths, the enclosed space not affording him his usual advantages of manoeuvrability. It was only Nightshade's intervention, at great personal risk, that turned the tide of the melee and allowed the Black Legion officer the opening he required.

As the dust settled and stock was taken of the operation, the unpleasant task of clearing up began. It was at this stage that Pamela Carole, commando officer of renown, "Nightshade" feared across an entire system, collapsed. Among the bodies of the citizens recovered from the Synthia experimental tanks was the desecrated corpse of a young woman by the name of Rebecca. Rebecca Carole. Her sister. The sense of grief was overwhelming and there was little she could do to stem the pain in her heart. For a long time she sat there mourning next to the body of her sibling, anguish eating at her very being. A lesser soldier could easily have cracked; in fact few expected her to recover from the trauma. But, eventually, she stood and turned to face her troopers, her cheeks still streaked with sorrow but now with a determined look in her eyes.

Many months later, in the officers' mess on Semlak, Lt. Nightshade received a call to the Captain's quarters. Upon entering the room Nightshade saw the winged carapaces of several black legion in the livery of the Jade Talon. Captain Haikade stepped to the fore, knelt and presented the astonished Lieutenant with one of his Legion's precious Ion Swords as a mark of equal gratitude and admiration. It is a blade she wields in battle to this day - a constant reminder to all of her actions, her bravery and, ultimately, her sorrow.

AS	SH	ST	T	W	CD	SZ	MV
4	4	4	5	2	5	2	4

**Structure:** Individual

**Unit Size:** 1

An army cannot contain more than one Lieutenant Nightshade. You may add Lieutenant Nightshade to a unit of Strike Commandos.

Troop Type	Equipment	No. Per Unit	Cost
Lt. Nightshade	Gauss Carbine, Ion Sword	1	27

### Special Rules

Rough Terrain Specialist: Jungle/Forest, Tactical Awareness, High Morale (+1), Multiple Attacks (x2)

## **Viridians**

### **Strike Force "Dawn Raid"**

#### **Squad Carter**

5 Strike Commandos, Gauss Carbine and Combat Blade.

#### **Squad Robson**

5 Strike Commandos, Gauss Carbine and Combat Blade.

#### **Squad Forsyth**

5 Strike Commandos, Gauss Carbine and Combat Blade.

#### **Lieutenant Nightshade**

Lieutenant Nightshade, Gauss Carbine and Ion Sword

## **Syntha**

### **Security Cell 1001010110**

#### **Φ**

1 Prosthene Alpha, Gauss Rifle, Body Weapon Implants

7 Prosthene Marines, Gauss Rifle, Body Weapon Implants

#### **Λ**

1 Prosthene Alpha, Pulse Rifle, Armour Plating

4 Prosthene Marines, Pulse Rifle, Armour Plating

#### **Σ**

1 Tactical Teratosynth Alpha, Heavy Pulse Rifle

1 Tactical Teratosynth, MLRS

3 Tactical Teratosynths, Heavy Pulse Rifle