

## Task Force Delta

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During the repulsion of the Koralon from the Guxiss system, Muezzan, one of Lorheb's twin, life sustaining moons, was seconded by the forces of the VASA protectorate as their base of operations. Being an integral part of Lorheb's research program, Muezzan's scientific and administrative facilities contained sensitive information regarding the development of several Viridian projects; information that would not suit the Assembly should it fall into VASA's hands.

At the time there was little the local authorities could do to deny VASA the base – after all, had they not themselves requested the help? – and retaking the facilities by force was, and still is, certainly out of the question. The Viridian Assembly spent agonising months hoping beyond hope that their secrets would remain so and once the immediate threat had passed, the potential downside of discovery far outweighed the risks involved in a recovery operation.

Now the time is at hand for action and a hand picked force of Strike Commandos from the elite Delta units has been assembled to infiltrate the former administration buildings and retrieve the data from the vast hard drives of their central computer. Their mission is, in essence, simple – enter the primary building, download the data and evacuate to the waiting drop-ship – but there are complications. According to Viridian Intel the building is manned by civilian workers and, bound by the rules of engagement, the Strike Commandos may only fire in defence. In addition to this there is a very real possibility of the drop-ship being discovered and grounded. As a result the mission is set to last only 15 minutes from initial drop to evac.

The protection of their base on Muezzan is something that the VASA troops stationed there take very seriously. The training of local security has been placed firmly in the very capable hands of a retired and almost legendary Suppressor sergeant, Sgt. Tenko, and Viridia's ill-timed operation has coincided with his reorganisation of the administration's defences. Convinced that there is an imminent incursion by hostile forces intent on taking the colony, the sergeant is ever vigilant and as Task Force Delta's sortie trips the complex's alarm system the Suppressors and the newly trained Militia are ready and waiting to deal with the threat.

Now the Viridians have a running battle on their hands. The protection of their retrieved data is paramount. The drop ship must be attained with haste.

### **Forces.**

Task Force Delta is entirely composed of Strike Commandos and has a maximum of 300 points. Please note that the Drop Troop upgrade is not available for this scenario.

The VASA defence have up to 500 points made up from Suppressors, Militia, Colonial Marines and Ronins no other models may be used. The only support weapons available to the Suppressors in this scenario are grenade launchers.

### **Deployment & Terrain**

Depending on the size of the forces used the battle may be fought over pretty much any sized area, but we suggest an area of 4x4' to be the best balance of flexibility and challenge. Terrain is placed upon the field in any mutually agreeable manner, preferably using terrain of an urban nature, but note that there must be a minimum of 6 buildings on the table (representing the research and administrative buildings) one of which must be placed centrally. Prior to deployment the Viridian player must nominate one of the table edges at their escape zone. This should be written down and kept secret.

The Viridian forces are deployed first within 6" of the central building (this being the building from which they have just recovered the data) and the VASA forces are deployed anywhere on the table, but cannot be placed within 18" of any Viridian model.

"Sir! We have an intruder alert from Block 001/DV3!"

The stern features of the sergeant's face split in a wide grin as he heard the news. "So we finally have someone to play with," he muttered, almost to quiet to be heard. Turning to address the suppressor sat at the monitor bank to his right he enquired "You see any uninvited guests on that toy of yours?"

"Not yet, sir," replied the duty officer. "Switching channel for internal cams. There! Main building, sir! Right next door. It seems that they are on the way out, sir."

"Well, well." Tenko was obviously amused by this turn of events.

"Looks like our friends are going to find themselves holed up in there for a little while. Bolt the doors. We can pick up these little interlopers later," he laughed. "Let's let them sweat for a while first."

"Sir! The doors aren't responding!"

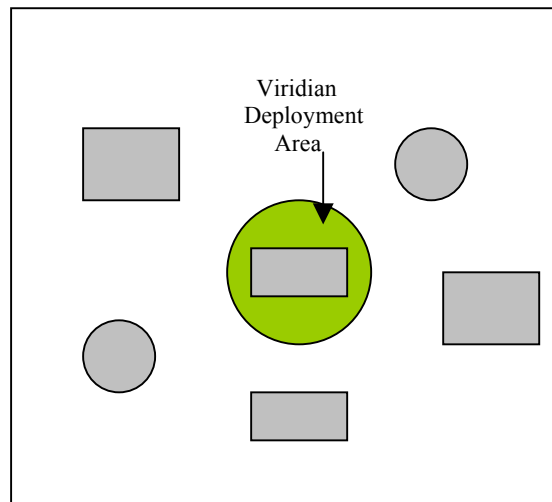
"What do you mean man?" the sergeant bellowed, his voice booming within the small observation room.

"It seems as if the main frame has been tampered with, sir. The Building is not responding to any external signal and I can't get in through the back door."

Tenko stood, still impressive despite his years, his brief flicker of anger dissipating rapidly. "It looks like we're just going to have to do this the old fashioned way." This time his smile had an edge that was altogether more disconcerting.

"Well what are you waiting for?" he demanded, addressing the militiaman who had reported the alarm. "Go round up the boys."

And then to himself "We have something here that needs taking care of."



### Special Rules.

The VASA player starts in this scenario, benefiting from the alarm system's warning. The game lasts for 6 turns or until the Viridians have either exited the battlefield or have been eliminated.

Sergeant Tenko is the driving force behind the VASA defence. If is killed then any VASA squads must make a command check each time they wish to activate. If they fail the check then they count as having activated and are placed on hold. This rule only applies to squads, not to the Ronin.

The Viridians **may not** fire on any VASA troops unless they have been fired upon first.

### Objectives & Victory Conditions

As noted above, the Viridian player must secretly nominate once of the further table edges as the Strike Commandos exit point prior to deployment. Their sole objective is to get a model off that table edge in order to return the data to the Viridian authorities. If any of the Viridians make it to the exit point then they win the game. If no Strike Commandos survive the encounter, or if they are unable to exit the battlefield in time, then VASA win.

## Sergeant Tenko

Sergeant Tenko was once a highly decorated Suppressor Sergeant but with the coming of old age he ended his career after serving with the Guxiss Relief Forces and instead decided to live out his retirement on Vashpix. Although Tenko eagerly anticipated his new lifestyle he wasn't able to shed his former life completely and he soon became uncomfortable with citizenship.

The local garrison force was barely able to control the criminal element on the planet, and it was not long before the felons decided to pick on Tenko. Unaware of his military background, the rather short scuffle left the attackers with bloody noses, a few broken bones and an appetite for revenge. The animosity this caused between Tenko and the local syndicates boiled over in short order and they wasted no time in exacting their reprisal, choosing one of Tenko's friends as their means and crippling the man.

Unable to take on the syndicates single-handed this proved to be the catalyst for his reenlistment, the most promising course of action being to train the local forces to be better able to deal with the underground. After the culmination of several successful operations subduing much of the syndicate's ventures on Vashpix, VASA had wished to promote the sergeant to more auspicious heights however, wanting nothing other than to serve in his current capacity, Tenko was instead employed to bolster and to train VASA's security forces within the Guxiss system.

Always with an eye out for criminal activity and subversion, some envisage Sergeant Tenko as somewhat eccentric and more than a little paranoid, but there is no denying that his philosophies regarding black market trading and the submission of illicit organisation have done wonders for the general well being of the system as a whole.

|    |    |    |   |   |    |    |    |
|----|----|----|---|---|----|----|----|
| AS | SH | ST | T | W | CD | SZ | MV |
| 4  | 4  | 4  | 4 | 1 | 5  | 2  | 4  |

**Structure:** Individual

**Unit Size:** 1

An army cannot contain more than one Sergeant Tenko. You may add Sergeant Tenko to a unit of Suppressors or Militia. If you do so he will replace the sergeant option in any unit that he joins and you may NOT include another Sergeant (although you may include other characters as normal).

| Troop Type | Equipment  | No. Per Unit | Cost |
|------------|--|--------------|------|
| Sgt. Tenko | Gauss Rifle, High Voltage Stun Baton, Battleshield | 1            | 35   |

### Special Rules

Suppressive Fire (1), Tactical Awareness, High Morale (+1), Multiple Attacks (x2), Inspiring

### High Voltage Stun Baton

The High Voltage Stun Baton is a super charged version of the Suppressor standard armament. It is still a "non-lethal" weapon, but packs a much larger voltage enabling it to take out much more powerful enemies than its predecessor allowed. As the highly conductive alloys coating the weapon strike their intended target they release a massive, yet controlled, shock capable of disrupting neural synaptic responses and artificial nervous systems with equal aplomb.

| CC     |      | Short  |     | Medium |     | Long   |     | Extreme |     |
|--------|------|--------|-----|--------|-----|--------|-----|---------|-----|
| To Hit | Dam  | To Hit | Dam | To Hit | Dam | To Hit | Dam | To Hit  | Dam |
| 0      | ST+1 | -      | -   | -      | -   | -      | -   | -       | -   |

Type: 1handed, melee

Special Rules: Any hit that damages its target immediately takes the model out of action for the rest of the battle, irrespective of the amount of wounds the target model has.

## **VASA**

### **Muezzen Suppression Battalion, 2<sup>nd</sup> Battalion**

1 Suppressor Sergeant, Gauss Rifle, Stun Baton, Battleshield  
1 Suppressor, Grenade Launcher  
1 Suppressor, Sniper Rifle, Stun Baton  
5 Suppressors, Gauss Rifle, Stun Baton, Battleshield

### **Muezzen Planetary Defence Force, 21<sup>st</sup> Regulars (Squad Sengani)**

1 Colonial Marine Sergeant, Gauss Rifle  
4 Colonial Marines, Gauss Rifle

### **Muezzen Planetary Defence Force, 21<sup>st</sup> Regulars (Squad Kanrana)**

1 Colonial Marine Sergeant, Gauss Rifle  
4 Colonial Marines, Gauss Rifle

### **Muezzen Militia (Tenko's Pride, Alpha Cell)**

9 Militia

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9 Militia

### **Sergeant Tenko**

Sergeant Tenko, High Voltage Stun Baton, Battleshield, Gauss Rifle

## **Viridians**

### **Strike Force Delta (Bravo Squad)**

5 Strike Commandos, Gauss Carbine and Combat Blade.

### **Strike Force Delta (Charlie Squad)**

5 Strike Commandos, Gauss Carbine and Combat Blade.

### **Strike Force Delta (Echo Squad)**

5 Strike Commandos, Gauss Carbine and Combat Blade.