BEER AND PRETZEL SPACE MARINES
DESERT SCENARIO B

In a plan designed to make an end run around further battle with the implacable "never surrender" Bots, a Mentat (whose "biological" computer-mind has proven unassailable from Bot probes) has been sent in to gain data on the Bots' controlling software that would allow the humans to "turn off" the Bots. The penetration and acquisition phases of the mission have been a success: now the extraction of the Mentat with his brain full of information must be accomplished. The sole Marine survivor of the penetration team (himself wounded) has carried the badly hurt Mentat as far as he could --to move him farther would quite possibly kill him. The Marine has put both of them in a hole, and hopes that his fellow Marines home in on the rescue beacon before the pursuing Bots...

GOOD GUYS: Marines = Rifle (w/2 wounds), Mentat, Sarge (with rifle), SmartGunner, Flamethrower (with 20 ammo tokens), 7 Rifles (no grenades), and APC (with 10 Cannon ammo tokens).

BAD GUYS: Bots = Leader (with pistol), SmartGunner, 6 Rifles, and 2 Scouts (with pistols).

SET-UP: Wounded Marine Rifle and Mentat start in the hole in the middle of the board. Place two of the Squad's Rifles anywhere on the board half that does not have the large trench.

The Bots enter on turn 5 at the board edge beyond the big trench on any hex at least 10 spaces from the lateral edges of the board.

NOTE: The Bot player must decide during set up on which turn the Scouts will enter (1 - 5). This should be indicated on a die and kept secret from the Marine player. Unless they come in on turn 5 with the rest of the Bots, the Scouts must enter in the flying mode.

TERRAIN EFFECTS: Figures pay one extra Point to move up or down a 2-level step. Figures may move down a 2-level step at no extra cost, but must roll a die and take one wound if a 6 is rolled.

Damage rolls from fire through an adjacent trench wall subtract 2 from each die.

LINE-OF-SIGHT: Panzerblitz-sort of thing: KISS, and resolve any disputes in the firer's favor.

For firing / target figures that are on the same level:

L-O-S is blocked if it crosses a hexside that is 2 levels higher. L-O-S that crosses a hexside that is 1 level higher or a figure that is 1 level lower is not blocked, but the hex counts double for range.

For firing / target figures that are on 1-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same or higher level as the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

For firing / target figures that are on 2-higher / lower levels:

L-O-S is blocked if it crosses a figure-occupied hex that is on the same level as the higher figure, if it crosses a hexside that is more than 2 levels higher than the lower figure, and if it crosses a hexside that is 2 levels higher than the lower figure or a figure-occupied hex that is on the same or 1-higher level as the lower figure UNLESS the hexside is closer to the higher figure -in which case the hex counts double for range.

COVER FIRE: The target area covered is a 60-degree cone to the front of the figure out to maximum range. Indicate the presence and direction of the cover fire by placing a marker in front of the figure. If an enemy figure moves into the target area an attack may be made. Roll the attack by the Marine and place the cover fire marker at the maximum range determined by the dice roll (taking into account terrain type) --the hit takes place at this range. If the enemy does not reach the marker then the cover fire is a miss.

APC: The APC has a crew of two: driver and gunner. It may move 10 hexes per turn, and may only cross one-hex wide trenches. Its weapons are a Cannon and Rifle (only one may fire per turn). The weapons are treated as one level up for L-O-S calculations. The crew may not add personal Aim Points to improve the target number of attacks made with the APC's weapons.

- RIFLE: target number = range -10. damage = 1d.
- CANNON: target number = range -10. damage = 2d plus 1d in adjacent hexes.

The APC and its occupants are impervious to fire. Its weapons, however, are vulnerable: attacks may be made on the Cannon, Rifle, or Ranging Equipment. All such attacks are at +1 to the range. The cannon takes 3 wounds, the Rifle takes 2, and the Ranging Equipment takes 10 (--each wound on the Ranging Equipment subtracts from the "-10" bonus given to both the weapons.)

MENTAT: The Mentat has 0 Points: he may not move or attack on his own and has no turn in the Marine's phase. Any successful hit that scores at least one wound kills the Mentat. The Mentat may be picked up (cost = 1 Point) and carried by a Marine (who pays +1 Point per hex). A Marine may not make an attack while carrying the Mentat. If a carrying Marine sets down the Mentat (at a one-point cost), he/she must move immediately out of the hex.

If the Mentat is carried, roll 1d for each hex moved and give a wound ring to the Mentat for each "1" rolled. If the Mentat has wound rings and is carried, roll 1d: if the roll is equal to or less than the number of wounds the Mentat dies (and the Marines lose).

If a carrying Marine and Mentat come under fire, the Mentat will take half the damage (round down).

When not being carried the Mentat is assumed to be lying down and is considered to be one level down for all L-O-S calculations.

MARINE REINFORCEMENTS: Beginning with turn 5, Marines arrive at the end of each of their phases until all are on the board. Roll 1d to determine the number: 1 - 2 = 1, 3 - 5 = 2, and 6 = 3. Draw randomly to choose which Marines come in, and roll 1d for each Marine's placement on the numbered hexes around the board's edge.

APC: During any turn she is on the board (excluding the first she arrives), the Sarge may call the APC. (Such action takes her entire turn: she may not move, attack, or give any Command Points.) When called, place a d10 timer on the board and set it to 10. Move it down one number at the beginning of each following turn --once it reaches 0 the tank comes in: roll a die for location, and place it on the flat area adjacent to the number on the board edge.

DESERT SCENARIO - BOARD

I made a hard-scrabble, dry-creek-bed-cutup sort of thing:

The basic idea is to create a place of covered routes / hideyholes within an open shooting-gallery.