The Silk Must Flow! (beta 3)

Backstory

A shipment of Silk (Teseum if played on an ice table) is being shipped incognito in an armoured car the defenders have heard about a raid and have set up a counter-ambush.

The defender is trying to get the truck across the table and to salvage crates if this isn't posisble. The attacker is trying to stop the truck and to grab crates.

Recommended Terrain

Ice or desert table with a clearish path from the middle of one edge to the opposite edge.

Start & Deployment

Four turn game.

Randomly decide which player is the defender and which is the attacker. If one player is using Qapu Khalki on a desert table or Ariadna on an ice table they are automatically the defender.

Attacker nominates a table corner for the defender's DZ and has the opposite corner for theirs.
The attacker places one camouflaged Mine anywhere within their half of the table.
Defender deploys.
Attacker deploys.
Defender reserve model deploys.
Attacker reserve model deploys.
Make a FtF roll between the Lieutenants as if rolling for Initiative/Deployment. If the attacker wins then two of his models have suppression fire corridors already set up. This represents the attackers successfully ambushing the convoy and defenders. Defender goes first.
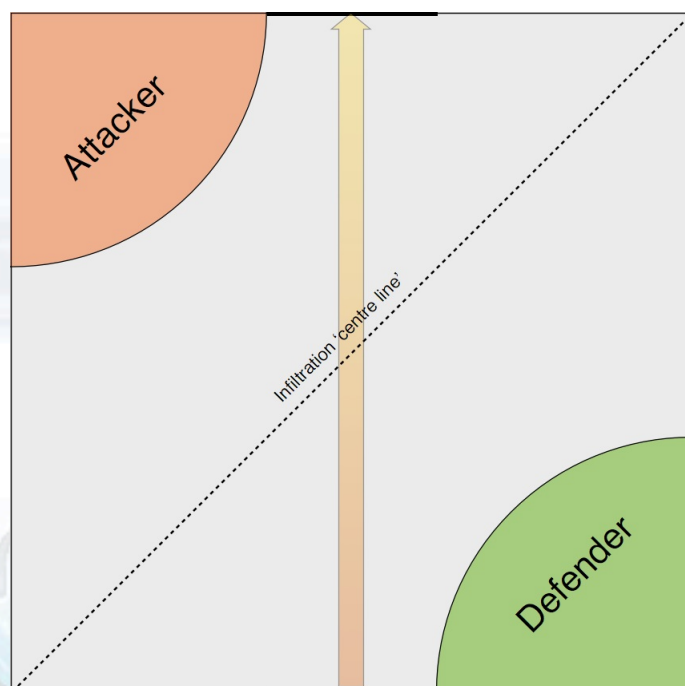
Special Rules

The Truck

The defender controls an armoured truck which enters from one side of the board tries to get across the board and go off on the opposite side.

MOV:8 CC:-- BS:-- PH:18 WIP:-- ARM:6 BTS:-3 STR:6
Electric Pulse, ECM, not hackable, immune to E/M ammo, Valor: Courage, Mono ammo does two STR damage, limited ADHL Immunity*.

The first failed PH roll against adhesive ammo halves the truck's speed and has no other effect. The second immobilises it fully.

As a model with STR, it can be repaired by an Engineer.

Truck Movement

The truck is moved by the defender at the start of each turn (both attacker and defender) before Impetuous Orders. It can move up to STRx2 inches in a straight line, making one pivot at any point during the move. The defender can always move the truck at least 6" until immobilised/unconscious/ wrecked. Orders cannot be spent on the truck.

Truck Overruns & CC

Any models under the truck's move are attacked as per the rules for TAG overrun attacks.
As long as the truck moved 8" or more this turn, any model making a CC attack against it is hit as per Overrun. The CC attack will be a Normal roll. Models are never locked in CC with the truck.
Once the truck is immobilised/unconscious/wrecked then it doesn't cause overrun hits on attackers, even if it started the turn moving fast enough.

Truck Smoke Launchers

The truck has a three-use set of Zero-Viz Smoke Launchers. These can be used in ARO against any attack using the truck's PH of 18 as it they were a grenade in +0 range. A successful roll means that the truck counts as being in Zero-Viz Smoke for the rest of the current player turn. A failed or beaten roll has no effect but uses up one of the three charges.

Searching the Truck

The truck carries four crates with PH 6 (luggable by models with PH 13 or less, storable by PH 14 or above).

A model in BtB with the truck or it's wreck can search for a crate. This is a short skill with a -3 WIP roll.
Models searching the truck in a turn where it moved 8" or more will be hit by an Overrun attack.

Defending players do not suffer the -3 WIP modifier but can only search the truck if it is stationary/ wrecked/immobilised.

Special Issue Equipment

Attacker gets a 'free' Mine as mentioned earlier.

Objectives

Attacker

- 1 if the armoured car is immobilised/unconscious at the end of the game (adhesive ammo counts for this).
- 1 if the armoured car is still on the table at the end of the game.
- 1 for each crate held by an active attacking model at the end of the game.

Defender

- 1 for getting the car off the far side of the table.
- 1 for putting the enemy force into Retreat (even if all remaining enemy models are Religious) or for wiping out the attackers.
- 1 if the car is still mobile at the end of the game.
- ~~1 if the car hasn't been searched.~~
- 1 for each crate held by an active defending model at the end of the game.