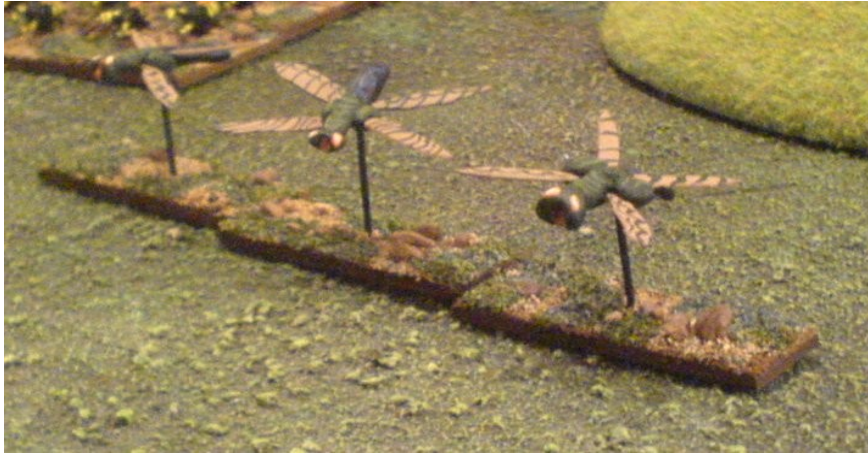


Contact!

Sergeant Coralli sighed as he watched his platoon fan out before him, another boring patrol on another backwater world. The Sergeant wondered silently what the point was of spending millions of Sterling-Credits on these expeditions. The same results that his men returned could be achieved with unmanned probes. Still, at least he was getting to stretch his legs and sample some fresh air, instead of being cooped up on-board the spacecraft that had brought him to this remote place.

Coralli paused and scanned the landscape with his binoculars. It was truly exciting, some vegetation, a lake, oh and some vegetation. The Sergeant scanned to his right and observed the walker platoon advance towards the "trees", straining he could hear the heavy footfalls of the two legged machines. His radio barked to life, but something was interfering with the Comm signal. "We have... p.. sig... appr.. care..." Fantastic he thought, boring patrol and now the radio doesn't work. Coralli scanned the horizon, was that movement? He activated the binoculars zoom function. It was! Some kind of flying insect, and bloody big too! Coralli barked out orders to his platoon and prayed that the others in the scout party had seen what he had.



A human exploratory force has set down on an unknown world and is conducting patrols. One of the lead patrols has picked up signs of life. With radio contact seemingly impossible the scout force must return to their dropships and evacuate ASAP.

This scenario is designed for use with Future War Commander as the suggested forces are taken from the FWC book and the Specialist Military Games website.

Human Forces

Any of the Human forces from the FWC book can be used and an army list should be chosen to represent a scouting force (I used the Baccus **CHBR3 - Light Commando Brigade**). The army should contain no more than 1000 points of models and no artillery or air support options are available. Bear in mind that the Human force needs to be as mobile as possible so no fixed defences!

Alien Forces

The opposing force stopping the Humans from escaping is a large "Bug" army. The army list for this force can be found here - <http://www.firezonestudios.com/doc/FWCbugs.xls> the list is also on the FWC battlegroup creator if you have access to it. The "Bug" army should contain no more than 1500 points of models. The only restrictions for the bugs are those in the army list.

Set up and Terrain

This scenario was designed to be played on a 4' x 4' table (as that's what I had at home at the time!) but can easily be played on a 6' x 4' table. Terrain can be anything you have available, obviously no buildings as this is supposed to be a "virgin" world. Terrain should be placed quite liberally on the tabletop. Players should then dice to pick a table edge to deploy on (long edges if playing on a board bigger than 4x4).

Objectives and Victory Conditions

The objectives for this scenario are quite simple, The Humans must escape and the Bugs must annihilate the Humans. To work out who won or who lost, players score victory points. For every unit that is destroyed the player who destroyed it scores its points cost. The Humans also score an additional 10 points for every unit they manage to get off the opposite table edge. The side with the most points at the end of 10 turns is declared the winner. If either force reaches its break point before the turn limit is up automatically loses.