
FUTURE WAR COMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, The Future

Marine Corps Planetary Assault

Introduction

This battle report sees the Marine Corps carry out the assault phase of colonisation on a planet already occupied by Andrayadan cyborgs. The objective for the Marine Corps is simple: obtain a foothold on the planet, whilst the Andrayadans have to prevent this! The game is limited to 10 turns, with the Marine Corps taking the first turn.

10th Marine Corps Regiment

The attacking battlegroup is composed of the following formations:

Battlegroup HQ

CO

2 x Infantry Units (M6A2 Grav Bike)

2 x Support Units (M6A4 Grav Bike)

2 x Gunship Units (A51B Marine Gunship) with one FAO in each

6 x Light Orbital Strikes

2 x Heavy Orbital Strikes

Formation A1

HQ

6 x Infantry Units (Regular Marines)

2 x Support Units (Support Marines)

4 x IFV Units (M1 'Big Mama' Assault Vehicle)

2 x Tank Units (M18 Support Tank)

2 x Tank Units (M19 Tank Destroyer)

1 x Air Defence Unit (M13 'Night Owl')

Formation A2

HQ

6 x Infantry Units (Regular Marines)

2 x Support Units (Support Marines)

4 x IFV Units (M1 'Big Mama' Assault Vehicle)

2 x Tank Units (M18 Support Tank)

2 x Tank Units (M19 Tank Destroyer)

1 x Air Defence Unit (M13 'Night Owl')

Formation A3

HQ

2 x Walker Units (M1A5 'Coyote')

The tactical doctrine of the Marine Corps battlegroup is *Flexible* and the *Breakpoint* is 20. Total points spent is 6020 of 6000. The Marine player must add 20 to the casualty points at the end of the game.

Andrayadan Defence Detachment B639

The defending battlegroup is composed of the following formations:

Andrayadan Battlegroup

- 1 x CO
- 2 x HQ
- 4 x Infantry Unit (Andrayadas)
- 4 x Infantry Unit (Vulturs)
- 4 x Walker Unit (Verger)
- 4 x Walker Unit (Vorace)
- 1 x Walker Unit (Malignant, Support)
- 2 x Ambushes

The tactical doctrine of the Andrayadan battlegroup is *Cyborg* and the *Breakpoint* is 9. Total points spent is 2720 of 2700. The Andrayadan player must deduct 280 from the casualty points at the end of the game.

The Battlefield

The table measures 4ft by 6ft and is volcanic terrain with a lava flow and lava pools, scattered with volcanic rocks.

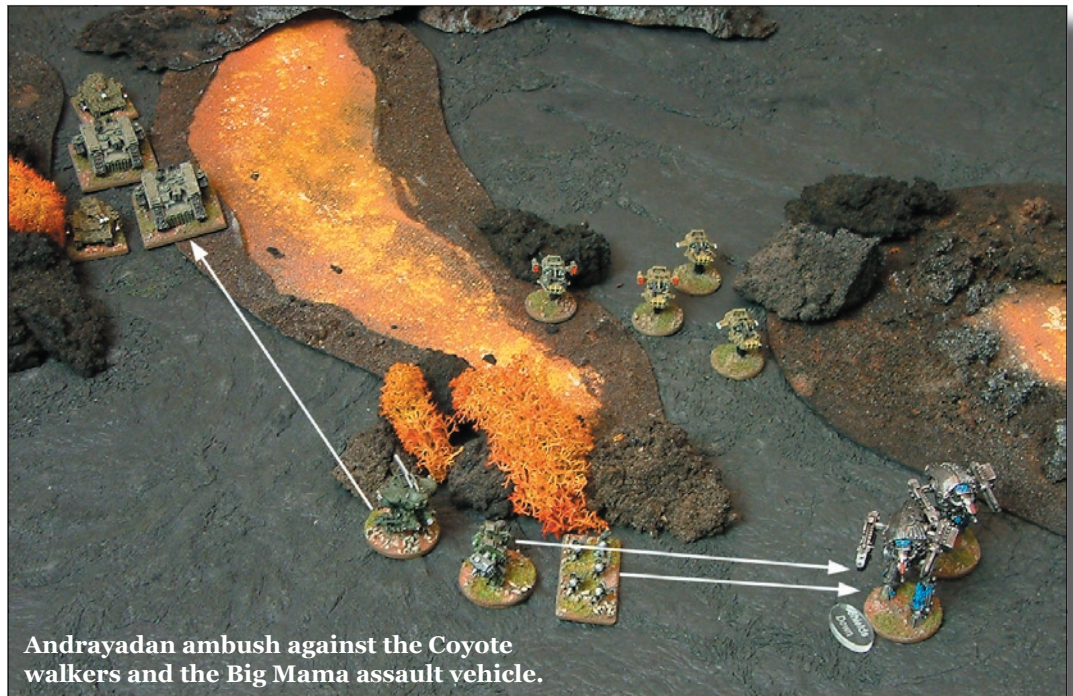
Deployment

Prior to deployment, the Andrayadan player makes a note of the two ambushes. These will be revealed during the game. The Marine Corps deploy in the centre of the table using orbital deployment, as can be seen in the following picture:

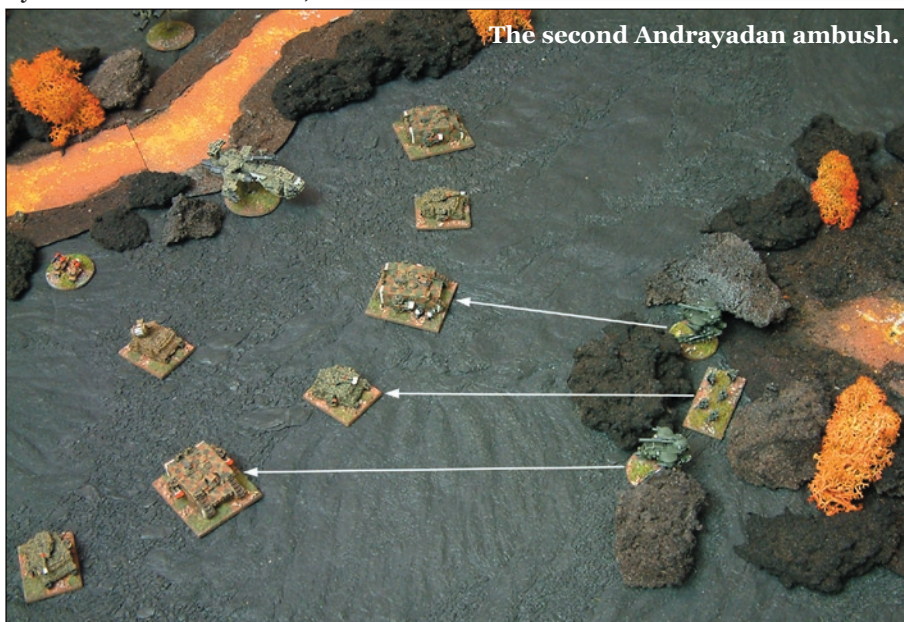


Marine Turn 1

The Marines take the first turn and push out of the deployment zone, taking care not to move out of command. The Grav Bikes and Coyotes head towards the end of the lava flow, but the Coyotes are ambushed in the process. Andrayadan infantry and a Malignant walker unit open fire into the flank of the nearest Coyote, taking down the shields and suppressing the giant fighting machine. The other Coyote is caught by plasma overspill and is also suppressed. A Big Mama assault vehicle is also taken under fire from the same ambush by a Vorace walker unit,



Andrayadan ambush against the Coyote walkers and the Big Mama assault vehicle.



The second Andrayadan ambush.

but the heavy armour absorbs the fire without any lasting effect.

On the other side of the lava flow, two assault vehicles and a support tank are ambushed by Andrayadan troops hidden in the volcanic rocks. Fortunately for the Marines, only one assault vehicle is suppressed - none of the vehicles suffer any damage.

Andrayadan Turn 1

During the Andrayadan turn, a Verger and Andrayadan infantry knock-out a Marine M19 tank destroyer as they enter the table out-of-sight and hit the Marines in the flank.

A small formation of Andrayadans advance into battle out-of-sight of the Marines (see picture below).

Shortly after that, the other Verger and the Vorace concentrate their fire and knock-out an M1 Assault Vehicle and its occupants (two Marine units).

At the opposite side of the battlefield, massed opportunity fire takes down the shields on the Malignant walker unit that has advanced onto the table and also caused two hits. However, the Malignant isn't suppressed and thus opens fire with its twin Gatling Cannon, knocking out an M1 Assault Vehicle and its occupants (again, two Marine units). The Andrayadan CO pushes his luck just a little too far and blunders, which results in a short-term breakdown in communications and all command units suffer a -1 to their command values for the duration of the following turn.



Andrayadans advance into battle.



Marine Turn 2

During the initiative phase, the 'Coyote' Marine walker unit restores its shields to full-strength. The Grav bikes and an M18 support tank open fire and suppress the Vorace walker unit that was used in the ambush shortly after the Marines landed on the planet surface. One of the Forward Artillery Observers (FAOs) in an A51B Gunship successfully requests an orbital strike against the Andrayadans that opened fire. One Andrayadan infantry unit is knocked-out, and another suppressed. All the walker units take only minor damage. The Gunship then opens fire with its anti-personnel weapons, but as the Andrayadan infantry are amongst the volcanic rocks, they manage to avoid taking casualties. However, concentrated fire from the Andrayadan walkers, including two smart missiles, downs the Gunship as opportunity fire! Things are not going well for the Marines as they are beginning to take casualties and are hemmed in by the Andrayadans.

As there is no air threat at the present time, one of the 'Night Owl' air-defence systems launches a smart-missile at the Malignant walker unit, inflicting two hits (the shields are still down). The 'Coyote' walkers manoeuvre to face the ambushers at the end of the lava flow and shoot a torrent of fire down at the Andrayadan infantry and Verger. The latter is knocked-out, the infantry are suppressed. Seeing two huge fighting machines towering over the volcanic rocks is too tempting a target for the Andrayadans that entered the battlefield out-of-sight: they open fire and take down the shields of one 'Coyote'. Meanwhile, the Grav bikes finish off the Andrayadan infantry, then race round to the rear of the remaining ambusher, the Vorace walker unit, and destroy it from behind.

Unfortunately for the Marines, the CO is so overwhelmed by the incoming reports of the confused fighting going on all around the DZ that he fails to issue any orders. The Marines end their second turn with eight confirmed casualties (four Marine units, the FAO, one Gunship, two M1 Assault Vehicles and one M19 tank destroyer). The Andrayadans have lost four units: two infantry, one Vorace and one Verger.

Andrayadan Turn 2

The Andrayadans concentrate their fire against one of the other M1 Assault Vehicles and manage to knock it out, then the concentrated fire from a Verger (firing smart missiles), two Andrayadan infantry units and two Vultur infantry units destroy a 'Coyote' walker unit. Finally, two Verger knock out an M18 support tank using their smart missiles. Smoke begins to cover the battlefield as both sides take casualties and the hardware starts to burn ferociously in the volcanic climate.

Under orders, a Vorace and two Vulturs destroy an M19 tank destroyer. Massed fire against the remaining Marine Gunship almost downs the machine, but the crew manage to bring the gunship back under control, the automated defence systems kick in and quickly extinguish several fires that break out in the passenger compartment. Enraged by this intensity of fire, the remaining Marines loose a volley of laser weaponry and smart missiles at the attacking cyborgs, destroying one Vorace walker, suppressing the two Vulturs and inflicting three hits against the Malignant walker, suppressing it. Thanks to that quick response, the Andrayadan fire dies down and both sides take stock of their respective situations.

The Marines are now 16/20 units away from their breakpoint, whilst the Andrayadans are 5/9 away from theirs. This is one hell of a fight and it's still early in the day!



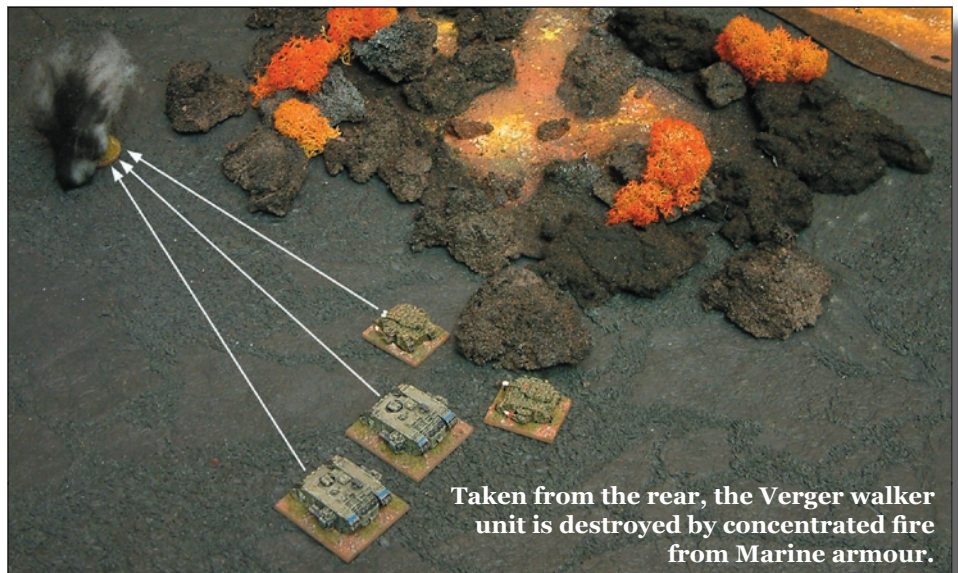
Marine grav bikes finish off the Andrayadans that carried out an ambush, whilst one of the 'Coyote' Marine walkers is destroyed by concentrated fire in the rear.



The Marines south of the lava flow are taking heavy casualties as the Andrayadans work their way onto the flank through the volcanic rocks.

Marine Turn 3

The Grav Bikes move round the flank of the Andrayadan infantry, but one of the support bikes is knocked out by the Verger as they move across the open terrain. However, concentrated fire from the remaining bikes take the Verger in the flank and knock it out of action. In the centre, the Support Marines suppress the Verger to their front. In a bold out-flanking manoeuvre, the two M1 IFVs, an M18 and an M19 move round the lava pool and hit the Verger in the rear, taking it out. In the main landing zone, the CO fails due to comms overload.



Taken from the rear, the Verger walker unit is destroyed by concentrated fire from Marine armour.

Andrayadan Turn 3

In the centre, the Malignant suppresses one of the 'Big Mama' IFVs. Over the other side of the lava flow, the Vorace suppresses the Support Marines, then advances through the carnage, but is suppressed by a smart missile fired from the 'Night Owl' air-defence system. Down the far end of the battlefield, the three infantry units knock out one of the Marine Grav Bikes. The remaining Grav Bikes return fire, but to no avail and the other Support Grav Bike spins to the ground and explodes.

The Marines are now at their breakpoint as they have lost 20 units, whilst the Andrayadans are 7/9 away from theirs. Will the Marine Corps CO manage to rally his remaining troops?

Marine Turn 4

The CO makes a straight command roll with no modifiers and rallies his troops with ease. The fight is still on! The Vorace in the centre is assaulted by a Marine unit supported by a 'Big Mama' assault vehicle. Unfortunately things don't quite go according to plan as the powerful laser cannon on the Vorace takes it's toll on the assaulting Marines. They fall-back, suppressed, whilst the 'Big Mama' stands it's ground. The FAO in the remaining Gunship calls in an orbital strike, but due to the nature of the terrain, it has little effect against the Andrayadan infantry hidden amongst the volcanic rocks.

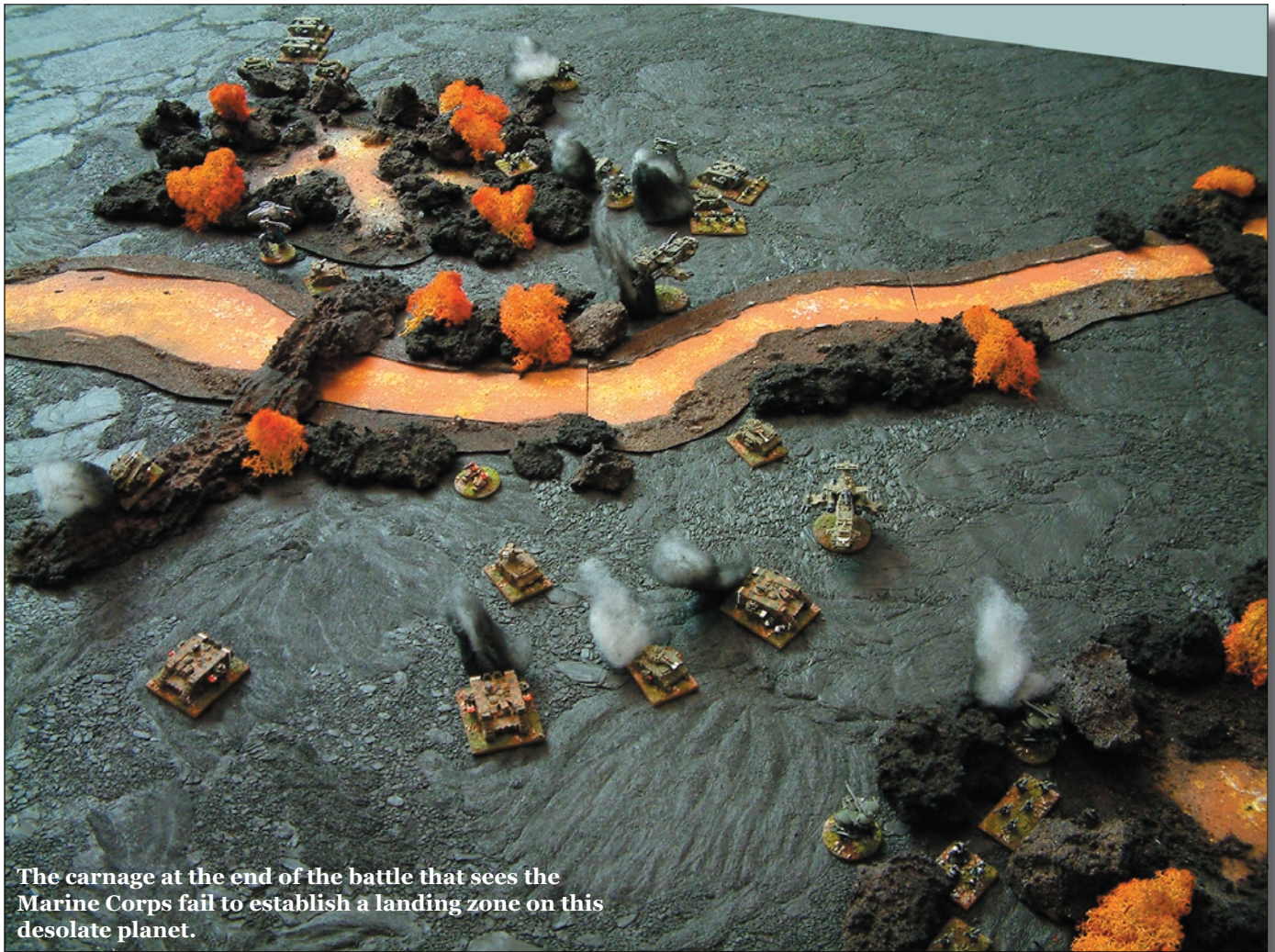


Knowing that the battle is going against him, the Marine CO steps up a gear and orders an M1 IFV and an M19 Tank Destroyer to out-flank the Malignant walker by moving round the lava pools. An M18 attempts to move as well, but is shredded by the twin gatlings from the Malignant (this boy sure deserves his name!). The Gunship turns to face the action, but due to it's close proximity to the enemy, is suppressed by concentrated fire from the Andrayadan infantry. Finally, the 'Night Owl' launches a smart missile at the Malignant, but only inflicts minor damage (the shields are still down on the Malignant, so it is relatively vulnerable).

Andrayadan Turn 4

The Malignant moves to counter the new threat to it's rear and destroys the M19. It then turns round to bring it's guns to bear against another M1, but this has no effect against the tough flank armour. Over the other side, the Support Marines come under intense fire from the Andrayadan infantry in the rocks and are knocked out. The Andrayadan infantry then push forward into the burning wreckage that is littering this part of the battlefield. The Gunship is again taken under fire and is suppressed.

The Marines have now lost 23 units, so the Marine Commander really must use all his determination to keep his Marines on the field. Unfortunately he fails. The assault ends in disaster as the Andrayadans move in against the remaining Marine units that have become dispersed in the unforgiving volcanic terrain. Those that manage to evade the Cyborgs will have to hope they can be picked-up before their life support systems fail.



Casualties

Marine Corps

- 1 x FAO
- 6 x Regular Marines
- 1 x Support Marine Unit
- 2 x Grav Bikes
- 2 x Support Grav Bikes
- 3 x M1 'Big Mama' Assault Vehicles
- 2 x M18 Support Tanks
- 3 x M19 Tank Destroyers
- 1 x A51B Gunship
- 1 x Coyote Walker

Andrayadans

- 2 x Andrayada
- 2 x Vorace
- 3 x Verger