

# BUILDING BRIDGES

A 650 PT / 500 PT **Contact!** Scenario for Mutant Chronicles Warzone: Resurrection

by Ryan Chamberlain



With his helmet tucked smartly under his arm, Hussar Lieutenant Arne Betoril of the 8th Sturmpanzer regiment, 3rd Battalion picked his way across a muddy clearing that until twelve hours ago had been an anonymous patch of Venusian Jungle, but had since been blasted away to create a staging area the Karlstein Battle Group. Armour from three different Dragoon regiments rumbled noisily around him and Hussars hurried about, loading vehicles and occasionally stopping to salute the Lieutenant whenever the rolling fog of diesel fumes afforded one a glimpse of the other. One of those men had just informed Arne that the senior officers had concluded their briefing and now he was keen to meet with his new CO and find out what role his men would be having in the upcoming offensive. Reaching his destination, he ducked into the oppressive heat of the Battalion commander's tent.

Two small lamps illuminated the cramped interior and it took a few moments for his eyes to adjust to the relative darkness. Armoured from the waist down, but above that sporting only a drab tank top, some colourful tattoos and a sheen of sweat, a tall woman stood pouring over a map of the western half of Eisila Island. She could easily have been mistaken for a squad's heavy weapon specialist; not in the regimented Hussars perhaps, but certainly in the less disciplined Jungle Kommandos. Yet she was an officer in the Hussars like Arne and with his immediate superior back at the field hospital, command of the company had fallen to him and now he reported to her; Major Fieldhausen-Valmonte. Arne fired off a crisp salute and she looked up and nodded at him, then returned her attention to the map. "Did your men get those supplies we sent for?"

"Yes, Major. Thank you." he replied, and after a moment of silence in which he had been anticipating some kind of order, he added "Is the Karlstein Battle Group moving out?"

"No Lieutenant. The bulk of the battle group will be remaining here for the time being."

A look of surprise passed across the young lieutenant's face, but it quickly gave way to concern. The Dragoons were eager to get moving and he had already seen the Hussars from 71st - Karlstein's own regiment - loading up their transports. "Those were.. not our orders?" he asked cautiously.

"We have been ordered" she began, with a very unBauhaus-like emphasis on the word, "..to move west ahead of the rest of the battle group to crossing point X-Ray on the Eisenstaub river and construct a bridge so that Karlstein's armour can cross." Of course, the armour was drawn from the 93rd Dragoons while Freidrich Karlstein himself was a Colonel in the Hussars.. yet the man had enough pull to be appointed command of the Battle Group over the more experienced commander of the Dragoons. "Then we are to follow the 71st across the river and begin erecting defensive positions west of the flood plain." Ilse snorted and she began rolling up the map on her desk. Outside, another heavy diesel engine roared to life. "However, I have heard from a reliable source that when Lord Heir Maru refused to intervene, Ozumi went to the Cartel and they have already arbitrated on the matter and ordered hostilities in this region to cease. The Karlsteins have been afforded the land up to the river but the flood plain and everything west is to remain part of the Ozumi Keiretsu."

"Does the Colonel already know this? Surely he wouldn't.."

Of course he would." Ilse replied wearily, the tall woman stepping out of the light long enough to fetch the clamshell torso armour from her bunk. "The Karlsteins still have very close ties with the Romanovs. This communication blackout is a load of crap, just a cover so that the Colonel can say the news reached him too late. Karlstein will seize as much land as he can for his family - all the way to Taipan Port if he could get away with it. As long as he is successful the Romanovs will support him and the Cartel won't be able to do anything about it."

Arne considered this for a moment, but he knew it to be true. The Ministry saw no reason to take the Cartel seriously and the Fluorescent Sea was a very long way away from Luna. "But if we strike now.. if we follow our orders.. we would be successful." he urged.



"Absolutely. I have every faith in our intelligence report. Even if Ozumi's forces in this region were double in size, they would still be adequate for little more than reconnaissance. We would drive them into the sea and fortify such that a thousand men could not take it back. But make no mistake, Lieutenant, if we do that we will be defending this border from Maru's subordinates for years to come and we will not always be successful. How many settlers will die?" the Major asked, each question punctuated by a snap of a buckle as she strapped herself into her armour. "How much material lost? How many companies stationed here to defend territory from our neighbours when we should be laying siege to the citadels north of Heimburg?"

Just then the flaps of the tent were peeled back revealing the silhouette of a large man. Sergeant Richard Meier strode in and unfastened his great coat, hanging it up in one corner of the tent and seeming no less imposing after shedding its bulk. He saluted Arne but nodded wordlessly to the Major, then ditched his gear and began filling a basin with water. Growing more and more uncomfortable, Arne couldn't help but notice how the Major had failed to reprimand the Sergeant. "I know you haven't fought against Algeroth's forces yet, Lieutenant, but Venus is our home and for us that's the real fight. The Brotherhood know it and the Cartel is their answer. Whether we like it or not, everyone needs to be onboard, including Mishima. That is why we can not let the Cartel seem impotent in this matter. A medal for Herr Karlstein and a minor victory for High Command today, forgotten by tomorrow, and the day after, fewer Doomtroopers from Mishima. All the while, more Homebuilders die."

Having washed himself, Meier approached the small pool of light in the middle of the room around which the Major and Lieutenant were standing. He had the air of a man who had taken thirty seconds to recover and was now itching to return to the fight. "Is it done?" the Major asked.

"Yes, all the fuel tanks have been spiked. We have perhaps ten minutes before Karlstein's men figure it out but I just sent the quartermaster back to the outpost with all the spares in the back of his truck. Even if the 71st marched within the hour it would take them six to reach X-Ray on foot and another two to find us at Zulu. I don't think Karlstein will let the armour move ahead without him and his men.. so you delayed Herr Karlstein by eight hours. I just hope your friend is right, Major."

"Me too, Richard, but Colonel Marbach has never been wrong before and it's better than my plan." she smirked, picturing Karlstein laying sprawled on the floor with a broken nose. "So if he says the Cartel needs this diplomatic victory then.. well, you'd better get your men ready to go." That seemed to be enough for the Sergeant and he strode over to the corner to fetch his gear. Arne turned towards his CO with a sense of dread. "Major? If the Battle Group has been grounded, why are we moving out?" He had heard the battalion commander was reckless, but he had assumed they meant in combat. Instead, she was reckless in an arena far more dangerous.

"Haven't you heard, Lieutenant?" she grinned. "Today we're building bridges!"







## HISTORY

Spurred on by Mishima sabotage of the Grindelwald Mines, Operation Scythe saw Bauhaus High Command approve the formation of the Karlstein Battle Group. Led by Colonel Friedrich Karlstein, they swept from the western shores of Aphrodite Terra across the Fluorescent Sea, seizing Thann and pushing deep into the Ozumi Keiretsu on Eisilla Island in little over a day.

So sudden was the attack that over half the island had fallen to the Battle Group by the time the Lord Ozumi's forces rallied. Eight days later and with the bulk of the fighting in the central region, a smaller force commanded by Karlstein himself broke off and circled north, poised to carry the ailing momentum of the attack along the lightly defended northern shores. Despite Cartel intervention, Colonel Karlstein was determined to reclaim as much territory as possible in the name of his house

Convinced that his smaller force had gone undetected, Karlstein's plans were stalled by mechanical failure that left his vehicles unable to follow after the engineering detachment sent to establish a route across the Eisenstaub / Ketsueki river. While it was true that the northern coast was lightly defended from an inland attack, Mishima reconnaissance aircraft had spotted Karlstein moving into position and Lord Ozumi was hastily mustering troops that could reinforce his scouting party in the region, putting little faith in the assurances of the Cartel that hostilities were about to cease and finding no offer of help from the Lord Heir.

## FORCE RESTRICTIONS

The attacking player's force should be selected using the Standard OOC and total no more than 650 points. It **must** include at least 1 light vehicle, but may **not** include any vehicles with the Flyer type.

The defending player's force should be selected using the Standard OOC and not total more than 500 points, **must** include at least 6 Children of Illian or 10 Hussars / Brotherhood Troopers / Light Infantry / Chasseurs / Undead Legionnaires / Trenchers / Wolfbane Commandos / Ronin depending on the defending player's faction, and may **not** include any vehicles except for Cartel Mules.

## HISTORICAL FORCES

### **ATTACKER** (Mishima, 649 PTS)

Lieutenant Masaru (use as Capitan Kurosawa, Uma no Supido) .. 55 PTS + 15 PTS

10x Ronin (Ushi no Pawa) .. 120 PTS + 5 PTS

5x Ashigaru + 1x Mortar Team (Ronin Squad Commander, Taka no Me) .. 60 PTS + 17 PTS

5x Ashigaru + 1x Mortar Team (Ronin Squad Commander, Taka no Me) .. 60 PTS + 17 PTS

4x Tiger Dragons .. 80 PTS

1x Kunshu Dragon Rider (In this historical force the Dragon Rider takes up a Support Slot) .. 70 PTS

1x Meka (Daimyo Rocket Launcher) .. 150 PTS

### **DEFENDER** (Bauhaus, 496 PTS)

Major Ilsa Fieldhausen-Valmonte .. 80 PTS

Feldwebel Richard Meier .. 50 PTS

5x Hussars (MG-40, Smoke Flare doktrin) .. 60 PTS + 13 PTS  
5x Hussars (MG-40, Smoke Flare doktrin) .. 60 PTS + 13 PTS  
5x Sturmblitzers (ARG-17B, Tarnung doktrin) .. 100 PTS + 20 PTS  
1x Sturmblitzer HMG (Spotter) .. 45 PTS + 10 PTS  
1x Cartel Mule .. 45 PTS

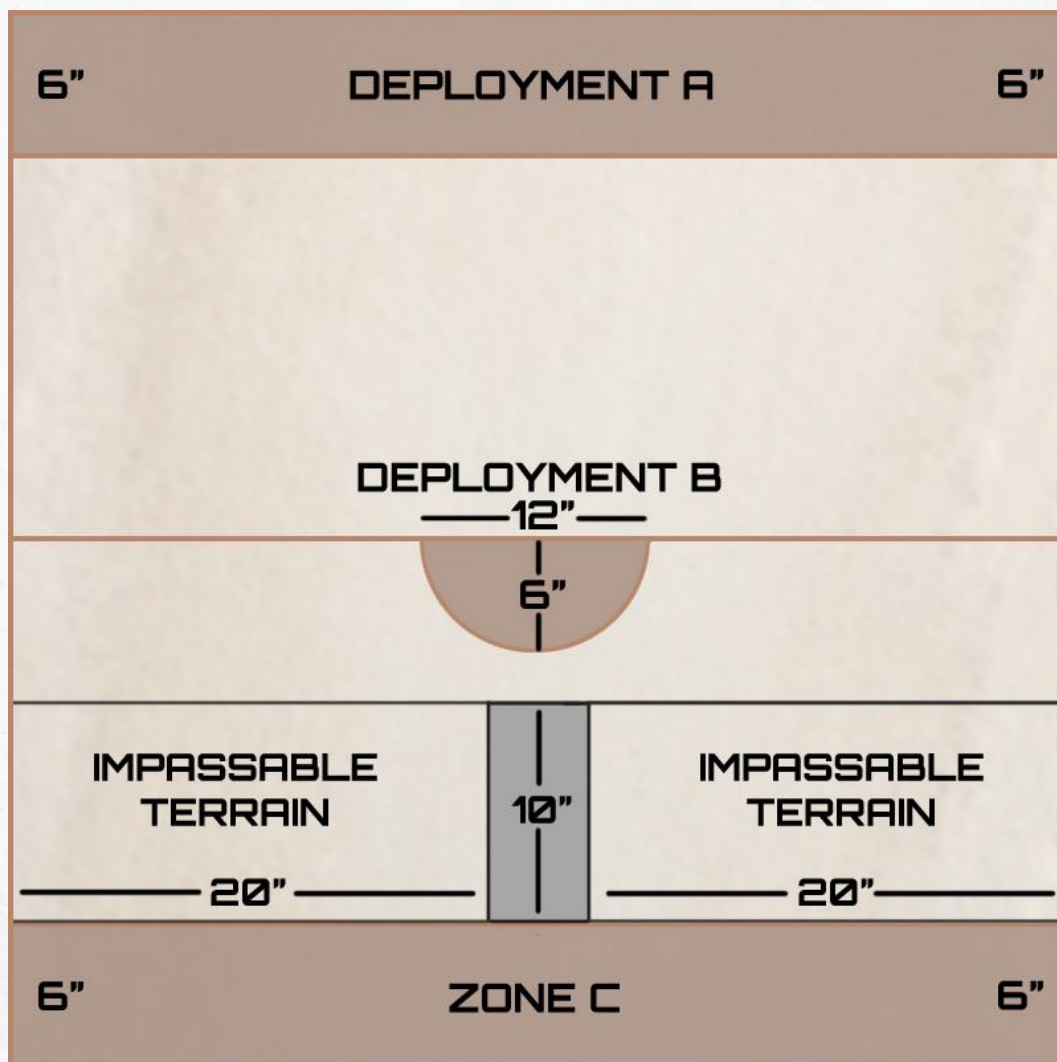
## MISSION: Building Bridges

**LENGTH:** 5 Turns

**DEPLOYMENT OPTIONS:** Attacker (Regular), Defender (Regular, Pre-Emptive Strike)

## DEPLOYMENT

The defending player always has the initial initiative and deploys first with at least one model from each squad within Deployment Zone B. The attacking player deploys second in Deployment Zone A.





## MISSION SPECIAL RULES

A bridge approximately 4" wide and 10" long should separate Deployment Zone B and Zone C, crossing the Eisenstaub river which is impassable terrain. The bridge has A(28) and W(8) . RS penalties due to cover, weapon range and the Smoke ability DO apply when attacking this structure. Any models on the bridge when it is destroyed are automatically removed as casualties.

## MISSION VICTORY CONDITIONS

If the attacking player destroys the bridge before the end of turn 5, that player wins a major victory (10 MP). If the attacking player has reduced the bridge to at least 3 wounds and there are no defending models in Zone C, that player wins a minor victory (5 MP).

If the bridge is intact at the end of turn 5 but all surviving models of at least two defending squads are in Zone C, or if all of the attacking forces are wiped out, the defender wins a major victory (10 MP). If the bridge is intact and there is at least 1 defending model in Zone C, but not enough to qualify for a major victory, the defender scores a minor victory (5 MP).

## HISTORICAL OUTCOME

A small Mishiman scouting force led by Captain Kurosawa was positioned on the western shore of the Ketsueki river at the most logical crossing point for Karlstein's armour, ready to sell their lives dearly and stall them until reinforcements could arrive. Instead, the Bauhaus engineers rushed to an exposed location some twelve kilometers north along the flood plain and by the time the scouting force had repositioned, the engineers had almost finished the construction of the crossing. With both forces anticipating the other would receive reinforcements at any moment a frantic battle broke out on the western bank of the river, with the Bauhaus forces retreating to the eastern side of the bridge despite disabling the Mishima walkers in the opening moments of the engagement. Both sides exchanged fire across the river for several hours until the scouting party received a communication from Lord Commander Ozumi himself that the Bauhaus armour waiting on the eastern side of the river had still not made an advance on the bridge.

With the knowledge that his own reinforcements were less than an hour away and that no help was coming for the Bauhaus engineers, Captain Kurosawa offered his foe the opportunity to surrender. Only when he met his opposite number on the bridge did he learn that their orders were to stop at the natural border created by the river and to respect the decree from the Cartel. Once word reached Lord Commander Ozumi and later, the Cartel, that troops from the Karlstein Battle Group were aware of the decree and were respecting it, Colonel Karstein was put in a position where he could no longer pursue his ambitions without disobeying an order the Cartel and High Command believed him to have received.

The bridge, as well as the road the engineers had already begun to construct, would go on to become the Han'ei Highway that connects the northern coast of the Ozumi Keiretsu with the neighboring Bauhaus settlements.

