

CSAR

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

by Ryan Chamberlain

Corporal Magoro pressed the cup of her headphones against her ear and strained to hear the scratchy and faint voice at the other end. It had sounded like.. eggs and bacon? No, that couldn't be right. "Say again, Romeo Two Two, please repeat your last."

"Nega... ..mergency beacon in my sec... ..but I... ..two klicks north east of my... ..ill burning. Could be our... ..ird."

Magoro quickly wrote this down on a grime-smudged pad on her knee and glanced over at the map that had been hung from the workshop wall. Several figures in suits were crowded around it, one of whom was addressing her Lieutenant in a curt manner, but just above the top of the tallest man's head she could see the sector the Pegasus patrol had been assigned to. She shifted her gaze up and right, almost to the edge of the map, and noted with dismay that the whole region was shaded in red. Not good. "Sector Foxtrot Eight. Can you confirm, Romeo Two Two?"

"Affirmative. Fire and smoke in... ..oxtro Eight."

Magoro had barely finished writing it down when a suited sleeve blocked her vision as one of the agents reached down to tear the sheet from her pad. "Mr Preston? I think we might have something."

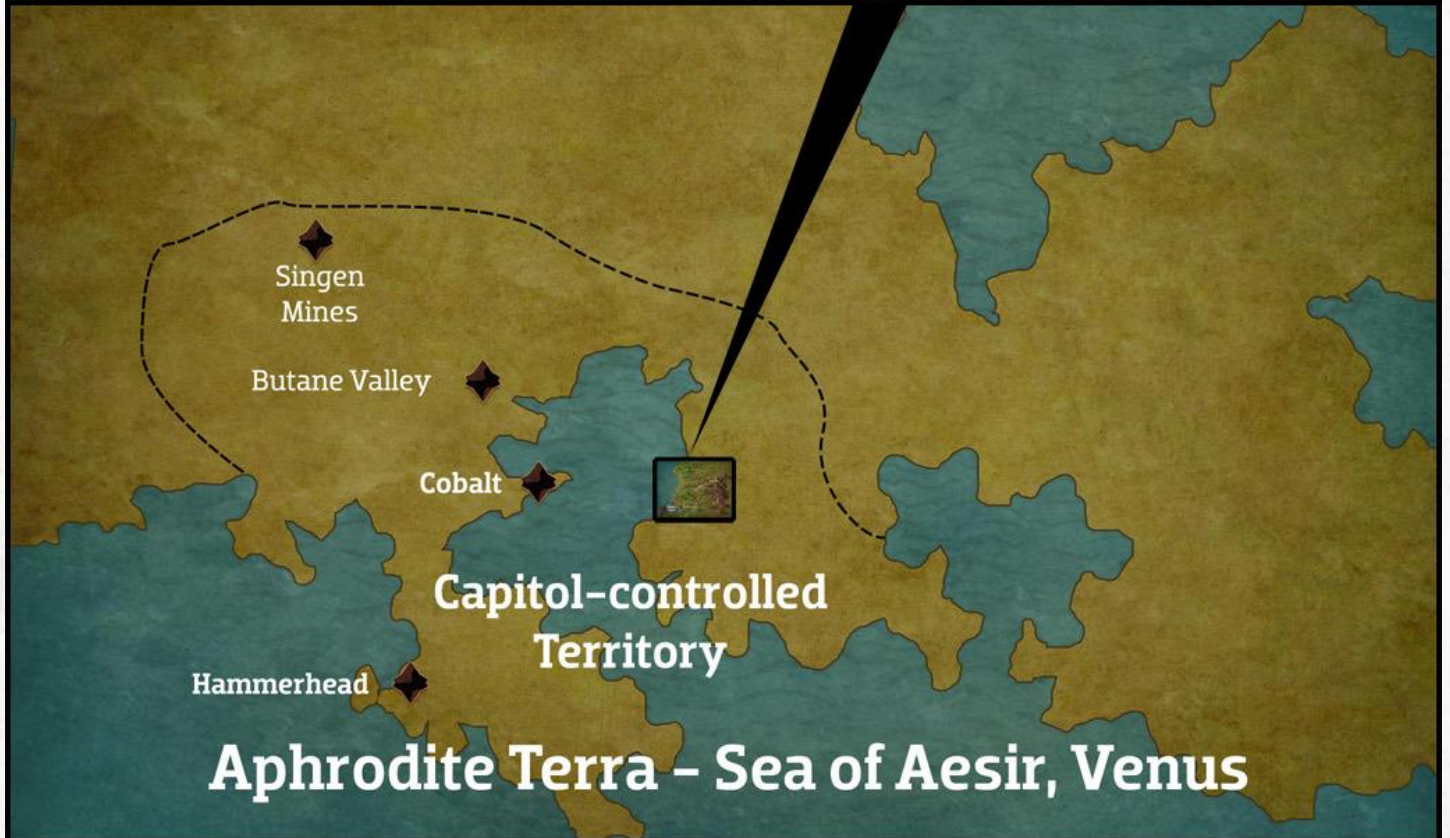
At once, the figures gathered around the map turned to look at the agent holding the torn page, then an instant later they were looking past the man to Magoro herself, perched on a small munitions case and operating a radio balanced on the rim of a spare Hound Dog wheel. "Corporal?" her Lieutenant asked, but before she could speak up the agent interrupted. "One of the Pegasus patrols to the north sir. It seems they have spotted a possible crash site in sector Foxtrot Eight." Her Lieutenant winced. That was almost ten kilometres north east of where the garrison was currently searching for the downed UH-15. "Mr Presteon, I will tell my men to.."

"No, Lieutenant, this matter is too important to entrust to your ground pounders. Executive Garret is our responsibility now. We will take your marines and investigate ourselves. Corporal, tell the Pegasus pilot to move in for a closer look. I want more intel by the time we are in the air."

"But Mr Preston, I don't have orders to send my men out of the AO. We can't depl.." he began but the agent in charge rounded on him. Preston was only an inch taller than the Lieutenant, but he was broader, with a hard face and a heavy caliber pistol on his hip. "Perhaps Sherman Arms did not make itself clear to you, Lieutenant. While Garret's transport is AFC airspace – your airspace – we consider you **personally** responsible for his safety." Magoro had been following the conversation in uncomfortable silence, occasionally glancing at her Lieutenant to confirm the order, and now, finally, he did. "Do it, Corporal, and see if you can re-task some of the garrison's Sharks. If they break off now, they should arrive at Foxtrot Eight around the same time as Mr Preston and his men."

"Yes sir!" she replied, and happily turned her attention away from the scene and back to the radio. Behind her, Preston and his men were gathering up their equipment or fetching their dogs from the motor pool break room. Outside, Magoro could hear the low thrum of a Grapeshot engine and it quickly increased in pitch, rising to a shrill whine as the rotor blades began to spin up. Booted feet clattered across the concrete floor – the marines, she presumed – and in just a few minutes, the men from the Sherman Arms security detail were gone, leaving behind a dozen lower ranks and the Lieutenant, all of whom seemed relieved that this was so. The Lieutenant stood near the map on the wall, mopping his brow and watching the open bay doors with trepidation. It took him a moment to realise that Corporal Magoro was standing next to him.

"Corporal, recall the rest of the garrison then get back to work. VENAV needs those 105s back on the road by eleven hundred." "Yes, sir!" Magoro saluted, relieved to be back in her own domain again. As she hurried off back to the radio, Lieutenant Martin glanced up and the green tinted light pouring in through the depot windows and saw the shadow of the corporate UH-19 swoop past. His commission was relatively new, but he suddenly found himself wondering if it was too soon to muster out..



HISTORY

During a frenetic period of industrial sabotage that targeted Capitol weapons factories in the closing months of the financial calendar, Julian Garret, VP of Intercompany Trade at Sherman Arms was dispatched from their Martian headquarters in San Dorado to personally oversee the repairs at the affected facilities on Venus. Sherman Arms suspected that the timing of the attacks was not a coincidence and a security detail was sent ahead of Garret to gather up any evidence that might be destroyed in the reconstruction work. After a brief stop at the Graveton Archipelago, the VP flew west into Black Rock but his transport crashed in the jungle shortly before entering Capitol airspace around the port.

The security team waiting for him at Black Rock flew out to the nearest military facility – Denver Outpost – and commandeered several military assets in order to conduct a search and rescue operation. Little did they know that the crash had not been the result of further sabotage but instead Garret's C-5 has been shot down by a Dark Legion scouting force that had been sent to probe the port's eastern defenses.

FORCE RESTRICTIONS

The defending player's force **must** include at least one Corporate Agent Squad, consisting of at least 3 Agents and 2 Dogs. It may only include a vehicle or monster if it has the Flying type. This vehicle or monster will not deploy on the table at the start of the game.

HISTORICAL FORCES

ATTACKER (Dark Legion – Algeroth, 510 PTS)

Necromutant Leader (Blindness, Banishment of Steel) 50 PTS + 20 PTS

10x Undead Legionnaires + 1x Necromutant Squad Commander (2x Plague Dealers) 120 PTS + 10 PTS

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2x Praetorian Stalkers .. 90 PTS

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DEFENDER (Capitol, Special Operations Battalion, 512 PTS)

Detective Nathan Castle (use as Mr Preston) .. 35 PTS

3x Corporate Agents, 2x Dogs (Napalm Strike ET) .. 67 PTS + 20 PTS

5x Free Marines (M606 LMG, Smoke Bombardment ET, Troops) .. 110 PTS + 35 PTS

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2x Purple Sharks.. 100 PTS.

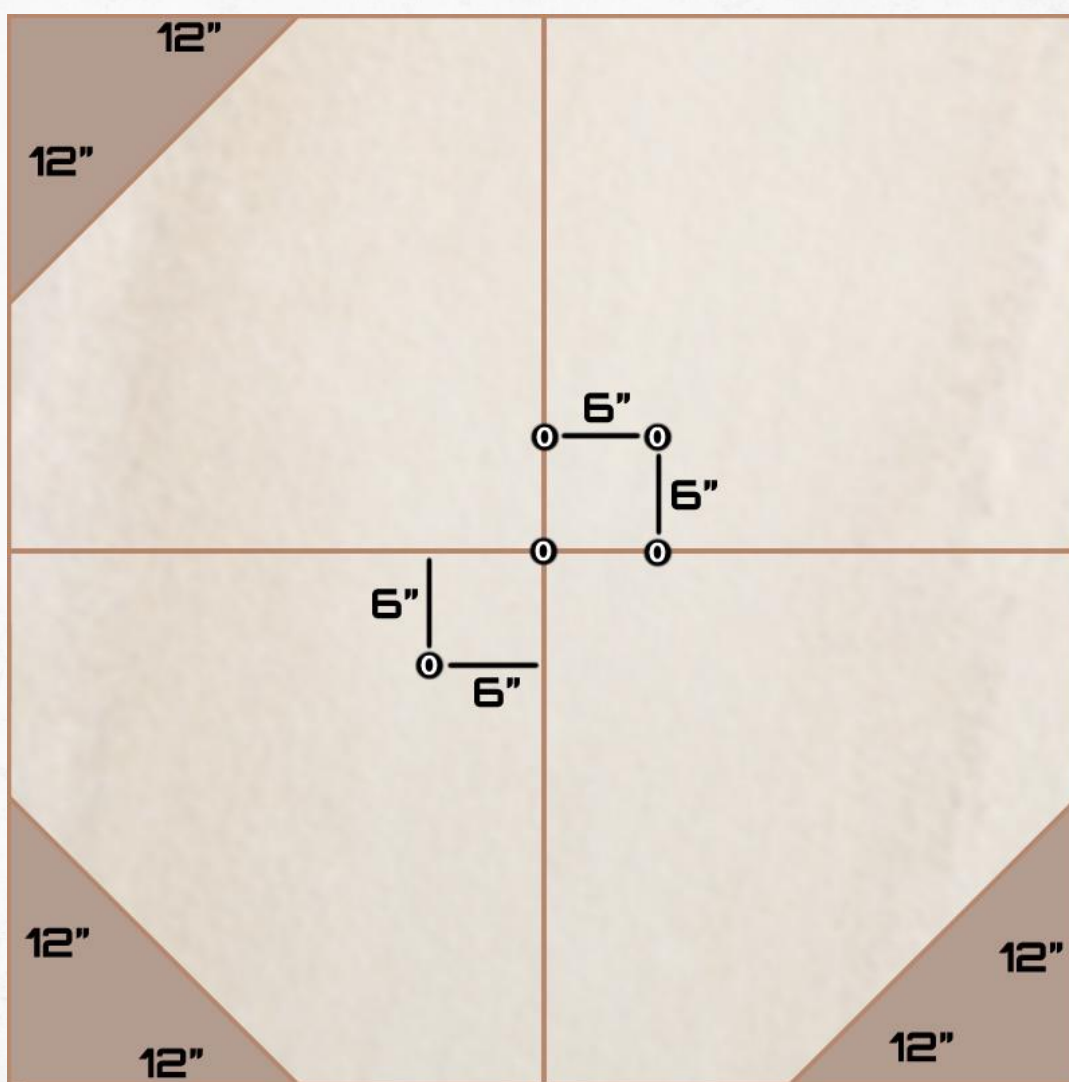
MISSION: CSAR

LENGTH: 7 Turns

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

DEPLOYMENT

The attacking player must deploy on opposite corners with at least one squad in each zone. All non-vehicle squads in the attacking force gain Stalk deployment for free. The defending player deploys in one corner not used by the attacker. If the defending player has any vehicles or monsters, they are deployed in the same deployment zone during the Control Phase of turn 3. Place 5x 30mm "Wreckage" markers as indicated, with one marker in the same quarter as the defender's deployment zone.



MISSION SPECIAL RULES

All non-vehicle squads in the attacking force gain Stalk. Corporate Agent squads in the defending force do not have the "Hidden Agenda" rule. Any non-vehicle model from the defending force in B2B with a "Wreckage" marker can start searching it for 2 AP. Roll 1D20 and consult the table below:

The searching model is..	Search complete on..
A Guard Dog from the Corporate Agent squad.	1 – 15.
A Corporate Agent from the Corporate Agent squad.	1 – 10.
Any other model.	1 – 5.

Once a model has completed searching the marker, roll 1D20 unless this is the last "Wreckage" marker on the table (in which case, the VP is automatically found). On a 1–8 the VP has been found, although he is badly wounded. Place a marker or appropriate model in B2B with the model who found him. On a 9–20, the VP is not here and the "Wreckage" marker should be removed. Once placed, the VP moves with the model who found him and remains where he is if that model is removed as a casualty until another non-vehicle model from the defending force is in B2B with him and spends 1 AP to help him up.

MISSION VICTORY CONDITIONS

If at any time the VP is in B2B with the two table edges opposite the defender's deployment zone, or if there are no enemy models within 12" of the VP for 2 End Phases in a row, the defending player scores a major victory (10 MP).

If, at the end of turn 7, the VP has been found and there are no enemy models within 12" of him during the End Phase BUT there is at least one friendly model within 12", the defending player scores a minor victory (5 MP).

If all of the non-vehicle models from the defending force are destroyed before the end of turn 7, the attacking player scores a major victory (10 MP).

If, at the end of turn 7, the VP has been found but there are no non-vehicle models from the defending force within 12" of him during the End Phase, the attacking player scores a minor victory (5 MP).

HISTORICAL OUTCOME

Although the Sherman Arms security team were able to hold back the Dark Legion patrol long enough to extract Garret and have him airlifted to the MacPherson Naval Medical Facility at Black Rock, news soon got out that the corporation's run of bad luck had continued. Sherman Arms downplayed the involvement of the Dark Legion and insisted that it was simply a faulty component in the General Aerospace C-5 – for which they were seeking damages – that caused the aircraft to crash and that the incident had not affected their ability to restore their output and fulfil outstanding orders. Nevertheless, earnings dropped in that final quarter and the share price fell as a result.