SURGICAL STRIKE

v 1.1.1

"There will be no negotiations."

PROLOGUE

A group of mercenaries, hired by a malevolent mastermind, have kidnapped President Ronald Crump, who has brokered a tenuous peace for a restless, rebellious nation. No ransom has been declared as of yet, but intelligence has located the President as being held inside a warehouse of an industrial sector. You are part of a team that is to infiltrate the hideout, secure Crump and escort him out to safety. You have been authorised to use lethal force.

Logistics

Narrative Type	Party	Unit Cap	1 per Player
Difficulty	Moderate	Model Cap	1-2 Models per Player
Number of Players	2-5	Themes	Modern/Mercenary
Point Limit	170pts	Perk Restrictions	Yes
Map Size	2' x 2'	Playstyle	Standard

Perk Restrictions: Perk Restrictions are detailed in Book 4. Narrative Games under Section 15.2.

Move and Dash Restriction: Units need to be careful traversing the building and escorting the Political Figure, therefore the Move and Dash of all player Units cannot exceed 6" each.
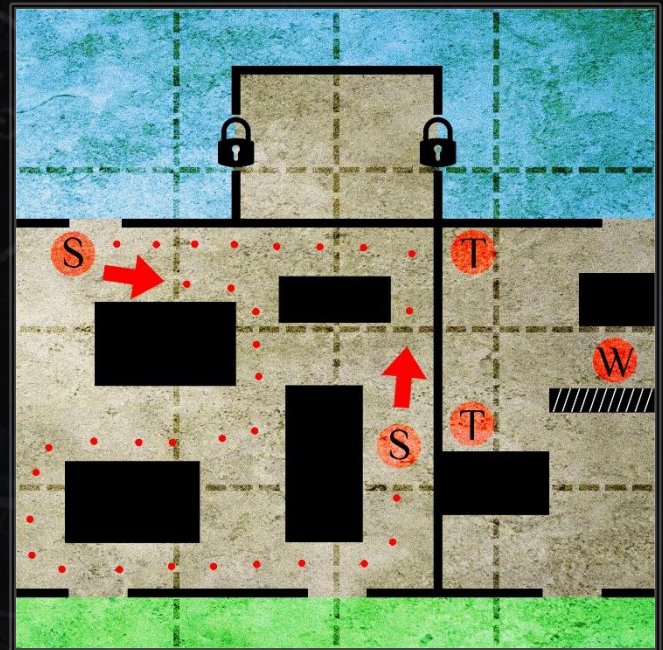
Models Needed

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Sentry	2	6"	6"	3	5	4+	5+	Murderer	Guard: Patrol (6"/12") / Aggressive
Watchmen	1	6"	6"	3	5	4+	5+	Murderer	Guard: Lookout (12") / Aggressive
Gunmen	6	6"	6"	3	3	4+	5+	Murderer	Aggressive
Demolitionist	1	6"	-	4	5	4+	5+	Murderer	Aggressive
Fighter	1	6"	6"	4	5	4+	4+	Murderer	Aggressive
Drone Gun Turret	7	0"	0"	5	5	4+	-	Murderer	Aggressive
President Crump	1	6"	6"	2	3	-	5+	Leader	Player Controlled

Weapons Needed

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Assault Rifle	9	18"	3	3	5+	AS	-
Explosive	1	12"	1	8	4+	AS	Blast I
Incendiary Bomb	1	12"	2	6	-	AS	Burn
Iron Knuckles	1	0"	3	5	-	AS	Piercing Hit II
Drone Minigun	7	24"	5	6	-	HV	Piercing Hit I

Environment: A warehouse, with large crates and containers that reach the ceiling.

STAGE 1: Element of Surprise

Prologue: You have arrived at the hideout and the mercenaries are not aware of your presence yet. Thankfully, you can hear the President complaining very loudly out back, confirming he is alive and providing some level of distraction from the guards, who are on alert. You will need to secure Ronald Crump by seizing the back room. Navigate past or kill any guards without drawing attention.

Objective: All player Units must get to the Blue Zone.

Time: 10 Game Turns.

Deployment: All player Units must Deploy in the Green Zone.

Turn Master: The player team is the Turn Master.

Enemy Tactics: The Sentry and Watchmen Units follow the Guard Tactics on their profiles (discussed in Section 15.4, Enemy Tactics). The Sentry Units follow the path of the red dots and arrows on the Map at the start of the Game Turn. If any of these Units become active (they detect a player or are attacked) and are not a casualty by the end of that same Game Turn, the alarm is raised and immediately proceed to Stage 2.

Enemies: Two Units of 1 Sentry, One Unit of 1 Watchmen and Two Units of 1 Drone Gun Turret. Each Sentry and Watchmen Unit have 1 Assault Rifle.

Map Data

 Padlocks indicate locked doors. These locks cannot be bypassed during Stage 1 or 2 and block line of sight.

2' x 2' Map

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Sentry (S)	2	6"	6"	3	5	4+	5+	Murderer	Guard: Patrol (6"/12") / Aggressive
Watchmen (W)	1	6"	6"	3	5	4+	5+	Murderer	Guard: Lookout (12") / Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Assault Rifle	3	18"	3	3	5+	AS	-

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Drone Gun Turret (T)	2	0"	0"	5	5	4+	-	Murderer	Aggressive

| Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Drone Minigun	2	24"	5	6	-	HV	Piercing Hit I

Defeat: If all player Units are casualties, refer to **Epilogue: Disaster** on Page 5. If a player becomes a casualty but the party completes the Stage, the casualty player refers to **Epilogue: In the Line of Duty** on Page 5.

Completion: Once the Objective has been completed, proceed to Stage 2. If the alarm is raised, proceed to Stage 2.

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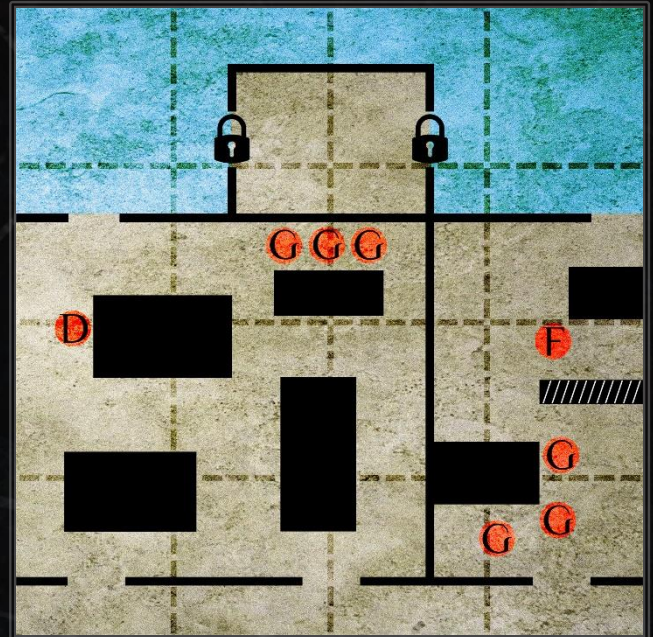
STAGE 2: Secure Asset

Prologue: The President is being held in a vault, accessible with a controlled explosive that your team has ready. However, you have been detected; enemies are rushing to stop you breaching the doors.

Objective: Have at least one player Unit stay in the Blue Zone for four Game Turns, or slay all enemy Units from Stage 2.

Time: 8 Game Turns.

Deployment: Player Units and Stage 1 Enemy Units begin from where they finished in Stage 1. Stage 2 Enemy Units Deploy as indicated on the Map. If any of these Stage 2 Units cannot Deploy due to other Units taking their space, reposition these Stage 2 Units the minimum distance to be 1" away from the model blocking their Deployment.

Turn Master: The Enemy Units are the Turn Master.

Enemy Tactics: Aggressive – all enemy Units from Stage 2 and Stage 1 will move and/or attack the closest player Unit.

Enemies: Two Units of 3 Gunmen, One Unit of 1 Fighter, One Unit of 1 Demolitionist

Map Data

2' x 2' Map

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Gunmen (G)	6	6"	6"	3	3	4+	5+	Murderer	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Assault Rifle	6	18"	3	3	5+	AS	-

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Fighter (F)	1	6"	6"	4	5	4+	4+	Murderer	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Iron Knuckles	1	0"	3	5	-	AS	Piercing Hit II

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Demolitionist (D)	1	6"	0"	4	5	4+	5+	Murderer	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Explosive	1	12"	1	8	4+	AS	Blast I
Incendiary Bomb	1	12"	2	6	-	AS	Burn

Defeat: If all player Units are casualties, refer to **Epilogue: Disaster** on Page 5. If a player becomes a casualty but the party completes the Stage, the casualty player refers to **Epilogue: In the Line of Duty** on Page 5.

Completion: Once the objective has been met, proceed to Stage 3: Escape.

Reward: All player Units quickly use some bandages and first-aid gear they brought for the mission. All surviving player Units recover 1 HP (which can bring back a casualty model).

Note: The QR Code does not include any surviving enemies from Stage 1.

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STAGE 3: Escape

Map Data

2' x 2' Map

Prologue: As Ronald Crump thanks you and anxiously asks about your plan, the building is rocked by a series of explosions. The mercenaries have destroyed sections of the building, impacting your escape route and leaving many areas exposed to gunfire. To make matters worse, there are more Drone Gun Turrets - previously inside several warehouse crates - now revealed and ready to lay waste to your squad and potentially the President.

Objective: Protect and escort President Crump to the Blue Zone. President Crump may be controlled like a player Unit, may embark in a player Unit or be attached to a player's Unit. At least one player Unit and President Crump must reach the Blue Zone.

Time: 7 Game Turns.

Deployment: Player Units begin where they finished the previous Stage. The President is located at (P). Surviving Drone Gun Turrets from Stage 1 and 2 remain where they were, but all other enemy Units that were not defeated in Stage 2 are removed from the Battlefield. Stage 3 Enemy Units Deploy as indicated on the Map.

Map Data: The shaded area with the red fire symbol is Dangerous Ground. Movement through, into, ending or beginning in this area is treated as being attacked by a Weapon that automatically causes 1 HP to be lost with no Armour or AEGIS Saves allowed, and applies a Burn.

Burn: The Target is afflicted with Burn. At the end of each Game Turn, the Target loses 1 HP with no Saves allowed. Note that like many Weapon Afflictions, Burn will stack the more it is applied, causing more HP Loss at the end of each Game Turn.
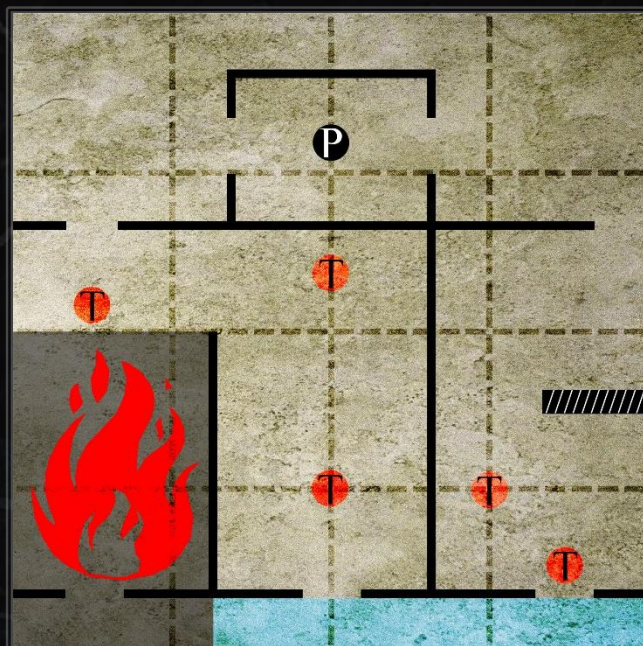
Note: The QR Code does not include surviving Drone Gun Turrets from Stage 1.

Scan the QR Code in Play or Edit Roster

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
President Crump	1	6"	6"	2	3	-	5+	Leader	Player Controlled

Objective Model: President Crump – For embarking Transports, Crump is worth 10pts.

Turn Master: The players are the Turn Master.

Enemy Tactics: All Enemy Units are Aggressive.

Enemies: Five Units of 1 Drone Gun Turret.

Unit Name	Qty	M	D	DEF	HP	ARM	AEG	PERKS	TACTICS
Drone Gun Turret	5	0"	0"	5	5	4+	-	Murderer	Aggressive

Weapon Name	Qty	RNG	ATK	PWR	AP	TYPE	PERKS
Drone Minigun	5	24"	5	6	-	HV	Piercing Hit I

Defeat: If all player Units are slain, or the Narrative is not completed in Seven Game Turns, refer to Epilogue: Fires of Rebellion. If President Crump is a casualty, refer to Epilogue: Asset Down.

Completion: Once the Objective has been met, go to Epilogue: Mission Success.

EPILOGUE

In the Line of Duty

Sustaining fatal damage, you fall in battle. Your comrades assure you that your sacrifice will not be in vain and that you will be remembered as a hero. As your comrades press on with the mission, you wish them the best and breathe your last.

Disaster

The mercenaries eliminated your team and kept control of President Crump. This proved problematic for the government that dispatched you for the task, as the mercenaries moved Crump to a new location. The architect of this kidnapping scheme soon televised a gruesome video of Ronald Crump being tortured and brutally executed.

The social backlash and lack of control demonstrated in the crisis caused massive unrest among the populace, unravelling the tenuous peace. As a result, a series of riots and rebellion raged alongside continued terror-based activity from the mastermind. The country eventually fell into complete chaos, with outbreaks of war occurring between police forces and civilians. After some years, the government was able to regain control, but not before countless lives were lost in the fires of rebellion. Control was only regained at a heavy price; a ruthless corporation acted as the backbone to restore the country's economy, infiltrating its government system and corrupting it from within, with its CEO becoming President of the nation.

Asset Down

President Ronald Crump was killed in the operation, though it was little consolation that some of the operatives survived to report their findings. Due to careful control of the media and news broadcasts, the President was portrayed as a martyr. Strangely, it was the leader of an opposing political party who praised him the most, saying that if elected, he would take up the mantle of the fallen President and further the cause for restoring peace and prosperity.

In time, this new politician was elected as President and worked towards the optimistic goals in his campaign statement. Being a business man and CEO of a successful corporation, there were high hopes for the future. However, there was something amiss; rumours were spread that the government would not be able to fulfill the promises that were made. In time, the unrest of the populace grew worse than it had ever been before, causing the country to be on the precipice of a bitter civil war.

The President enforced Martial Law, bringing in the military to create 'peace'. Many died, while the survivors were forced into a new labour system created by the government. In time, the populace was effectively enslaved, working to survive.

Fires of Rebellion

The building collapsed and destroyed the squad along with the President who was being rescued. The government could not conceal this failure, and ultimately, the country fell into anarchy. Martial Law came into effect and eventually, the capital city itself was set ablaze. After the country fell apart, a corporation offered to purchase the virtually decimated nation and seize control of its government. The offer was accepted, and the country was privatised. A new, uncertain era began for the nation.

Mission Success

You and your squad were commended for rescuing Ronald Crump. The populace was informed of your success and your commanders were promoted. However, the question remained: who was the perpetrator, the mastermind behind this kidnapping? After much discussion among an inner circle of military leaders, it was believed that a political opponent or individual who would profit most from the current economic climate would be behind it. There was no concrete evidence however, so a careful investigation would be required to reveal the culprit.

As for the country itself, the unrest of the people slowly turned to optimism, but it would only take one major catastrophe or political slip-up to undo all the hard work. It was at this time that a new, charismatic politician with lofty ideals and great promises arose, ready to run in the next election. As to what end this development would bring, only time would tell.

CHALLENGES

Through the Fire and Flames

In Stage 3, take President Crump to the Blue Zone via the door that is inside the Dangerous Ground without causing President Crump to become a casualty or moving further than 12" in a single Game Turn.

Licence to Chill

Complete the Narrative without inflicting any casualties on any Enemy Units.

No One Dies on My Watch

Play the Narrative with five players, and have all players survive to the successful completion of Stage 3.

No Survivors

Successfully complete the Narrative causing all Enemy Units to be casualties. Enemies removed at the end of Stage 2 do not count; they must be defeated by player Units.

Express Exit

Successfully complete Stage 3 in a single Game Turn.

Coordinated Kill

During Stage 1, cause all Sentry and Watchmen Units to become casualties in a single Game Turn.

Leeroy Jenkins!

On the first Game Turn of Stage 1, have one or more players leave the Green Zone, shouting 'Leeroy Jenkins' and raise the alarm during the same Game Turn. Then, during the same Narrative, successfully complete Stage 3.

Independence Day

Successfully complete Stage 3 without having President Crump embark or attach to a Unit.