



# Tactical Assault: Combat Cards™

## Scenario 7: Bug Hole (Solitaire)

"At 09:40 reconnaissance units discovered the Bug hole 2 kilometers south of Firebase Echo. It was the prototypical Bug hole, with steep sloping sides dropping down into the actual underground labyrinth.

Leading elements lured away the single bug sentinel, which was quickly dispatched. The company then moved into position to better observe the hole entrance. Rather than simply seal the hole with explosives, the decision was made to draw the bugs out in small numbers and destroy the contents of the hive. The company then took up positions around the outer perimeter of the hole to allow it to maximize its firepower, with minimal risk to personnel.

Initially individual marines moved down the slopes of the hole just enough to allow the bugs to catch their scent. The first bugs emerged singly and in pairs and were easily dispatched, but then they started to swarm and all hell broke loose..."

After Action Report of the 10th Skyborne Marines

### SETTING

A group of interplanetary marines are on a bug hunting mission. At first everything goes according to plan, but then it all goes wrong. Can you help them escape with their lives?

### THE BATTLEFIELD

The key elements of battlefield set-up are an area of descending **Elevation** (see map), an area marked as **The Hole** in the center of the depression and a few scattered pieces of **Covering Template Terrain** around the edges of the highest elevation.

### FORCES

For this scenario the force attempting to survive the onslaught of the bugs is considered to be the **Defending Force**. The Bugs themselves are considered to be the **Attacking Force**. Both sides should have forces of equal size, although the **Attacking Force** may only select **Creature** and **Swarm Units** for its forces.

### SET UP

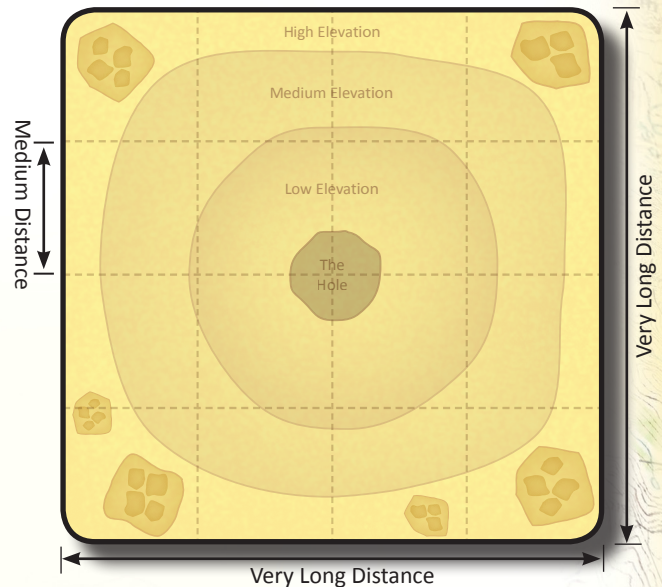
The **Defending Force** is the only side to start the battle actually on the battlefield. The **Attacking Force** will enter the battlefield as the battle progresses. The Defending Force deploys its forces anywhere on the **High Elevation** area. The **Attacking Force** takes the first turn.

### SPECIAL RULES

**THE HOLE:** For the **Defending Force**, The Hole is **Impassable Template Terrain**. For the **Attacking Force**, The Hole is a battlefield edge. Any Attacking Unit which is forced to **Fall Back** into The Hole is removed from the battle and counts as **Eliminated**.

**TURNS:** The **Defending Force** takes its turns as per the normal rules. The Attacking Force's turns are not played normally, however. Instead, when the Defending Force's turn is complete, the **Attacking Force** takes its turn in the following fashion:

### MAP



### SPECIAL RULES (CON'T)

- Any Attacking Force units which have a prohibitive status on them (e.g. Shaken, Out of Action, etc.) remove that status. Only one status may be removed from each Attacking Force unit per turn.
- All Attacking Force units which did not have to remove a status this turn, move a **Short Distance** towards the nearest Defending Force unit. All modifiers to movement apply as per normal.
- If all of the Attacking Force's units have not yet entered the battlefield, randomly select one unit not yet on the battlefield and have it enter starting at the edge of **The Hole** nearest a Defending Unit. Use the movement rules noted above.
- Any Attacking Force Units which contact a Defending Force unit are considered to be in **Close Combat** with the Defending Unit; this is resolved in the normal fashion.

After all Close Combats have been resolved, the Attacking Force's turn is complete. During the Attacking Force's turn, the **Defending Force** may play Situations as per the normal rules.

### VICTORY CONDITIONS

**VICTORY CONDITIONS:** The first side to **Eliminate** half of the enemy force in terms of total starting unit points, wins. Also, if all Defending Units are **Eliminated** from the battlefield the **Attacking Force** wins.

**TIME LIMIT:** Allow 30 minutes for every 12 points in each player's force to complete the battle (e.g. 36 pts. per player equals a 90 minute game). If there is no clear victor at the end of the allotted time, then the player who has **Eliminated** the most enemy unit points by that time is the winner.

