URBAN SCENARIO B

The war against the Federation is not going well for the evil Bots, so they have turned their efforts towards the breaking of the alliance by hitting the homes of more vulnerable Federation members. Using captured Bug Warriors and fearsome suicide bombs they destroy treasured sites: In so doing they seek to break the will of the "puny biologicals". A plan for such a raid has been discovered by the Federation, and Marines have been rushed to the location -arriving just moments after the Bot raiding party. As the freshly landed troops begin deployment to the city's wall, an explosion / breach is detected. Only one thinly spread squad of Marines is in a position to halt and/or delay the attack -- can they hold until reinforcements arrive?

GOOD GUYS: Marines = Sarge (with rifle), SmartGunner, Sniper, Flamethrower (with 20 ammo tokens), and 7 Rifles (no grenades).

BAD GUYS: Bots = Leader (with pistol), SmartGunner, 4 Rifles, 2 Scouts, and BombMech*.
Bugs = 6 Warriors.

   *see below for stats / photo of the thing I made --any sort of walker / thingy will serve.

SET-UP: The Bugs are placed in the breach in the first rows of rubble (they will be 3 across and 2 deep). The Bots can be placed anywhere behind the Bugs. Roll as for reinforcements to determine the number of Marines at the start, then roll for each figure for placement:

1 = on far edge of the board, 2 - 4 anywhere in far half of the board, 5 - 6 = anywhere on the board.

TIMER: Set a 20-sided die as a counter, and advance it one number at the beginning of each turn.

VICTORY CONDITIONS: It is assumed that many more Marines will eventually swarm on the Bot attack so to win the Bots must have the Mech exit the far edge of the board on or before turn 20. The Marines win if they destroy the Mech or prevent it from reaching the far edge by turn 20.

TERRAIN EFFECTS:
RUBBLE = -1 to damage die rolls, x2 per space for range, and +½Point for Marine movement.
WALL = -2 to damage die rolls, and +1 Point for all figure movement.

The two wall-enclosed areas on the edge farthest from the breach are treated as solid structures that are tall enough to block all fire and movement.

COVER FIRE: Since there is no obstructing terrain on the battle area there is no cover fire.

MARINE REINFORCEMENTS: Roll 1d to determine the number: 1 - 2 = 1, 3 - 5 = 2, and 6 = 3. Draw randomly to choose which Marines come in. Roll 1d for each Marine's placement on any of the open street spaces of the roll-determined numbered edge.

 MORALE CHECKS: If at the beginning of the turn a Bug is 1 or 2 squares away from a Marine the Marine must roll 1d: if a 1 or 2 is rolled the Marine freaks out and fires at the Bug. This counts as that figure's move and attack for the turn.

PLAYING THE BUGS: The Bugs go first on each of the Bad Guy phases and may not be controlled in any way by the Bot player. They will move towards and/or attack the nearest Marine. If two Bugs are already advancing on a Marine, other Bugs will seek the next closest to attack. If no Marine is visible the Bugs will simply move forward toward the far edge of the board. If two or more equal choices are presented to a Bug, simply roll a die to determine which one it chooses.

I used the lazy-man's hexes for this --dunno if I'd do it that way again as it does cause some confusion for players. Ease-of-play (and being cheap) motivated painting the majority of the terrain (rubble and walls) and only building the main wall in 3D --having to always transport all the terrain for the various scenarios to Cons / stores played a role in keeping it simple as well!

Extra rubble (see Urban A) can be placed by the players: pick-and-place in alternating turns.
(The entry towers / spaces used for Urban A are ignored in this scenario.)

BOMB-MECH: Mech has 10 Points, and pays 1-½ Points per space for movement just like a regular Bot (as well as 1-Point wall penalty). It *MAY NOT* receive Command Points.

It has two Rifles: they may both be fired once per turn (at the usual 1-Point cost each), making separate rolls to hit on the same target.

Other Bots in the L-O-S screen any Marine fire on the Mech. The Mech is immune to Sniper fire.