

It's Like Squashing Bugs

A Scenario for Injurius Games and Meck Wars by Derek Flowers

I told Mick "It's like squashin' bugs"

Background:

After the heroic success of the 10th Legion in the Martian Mines, Centurion Command was finally in a position to take the battle to the Mecks. They ordered the 3rd, 5th, and portions of the 13th Legions to begin a series of attacks on Meck supply lines, and processing centers. One such attack was against a Runner assembly plant on the Moon.

Required Terrain:

A 4-zone building must be designated as the Meck assembly plant.

Forces/Setup:

Human: Two Human squads set up in their LZ (see map at the end of this document). They are experienced warriors with advanced power armor: All have Skill Upgrade 12 (Hero or Improved Command Points), ES4, PR +3 and two random upgrades.

Meck: 4 Runners set up adjacent to the Meck Factory. Weapons are random (we suggest putting all your Meck weapons in a bag, and randomly drawing them for your Runners. Re-draw for impossible combinations).

Note that the Meck player will need many Runners to play this scenario! We recommend you buy the Steel Warriors Boxed Set, which contains 6 squads of Mecks for only \$20.00 USD. That's a huge savings over the two-squad pack price.

Cluster Bombs: The Human sappers have dropped smart cluster bombs in the area surrounding the Meck Factory (the factory was also targeted, but its defenses proved too hard to crack). The Human player secretly marks down 4 zones, anywhere in the Powerup area (but not within 2 zones of the Meck factory), as containing a Frag Grenade. These grenades can only be detected when a Meck enters the zone and sets them off. Multiple grenades may be in the same zone.

Objective:

The Human Objective is to destroy the Factory.
The Meck Objective is to **Kill The Humans**.

Special Rules:

Meck Production: The Factory is automated and will produce two Runners at the end of each turn, plus additional Runners as follows:

- 1 Runner for each Human within 6 zones of the Factory.
- 1 Runner whenever there are fewer than 4 Runners in play.
- 1 Runner for each crit the Factory has taken.
- The weapons for each Runner are determined randomly see set-up).
- Runners may appear in any square adjacent to the building, or on top.
- Runners produced by the factory are rushed, and as such completely shutdown as soon as a weapons or mobility kill is scored.
- Runners have a simplified URS (see the charts at the end of this document).

Lunar Gravity: Due to low Lunar gravity, the following rules are in effect:

- Jump Jets double the distance traveled.
- Any figure hit for more than 10 points of projectile or melee damage will fly 1d6 zones away from the attack. Striking a solid object will cause a 1d12 APAC attack.
- All movement is similar to Jumpers, bounding over terrain up to 3 zone height.

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- Grenade Launchers have doubled range (18-24). Thrown grenade ranges are doubled, and all TNs are at +2. NOTE: Rocket pods can be used normally, since they maintain fully powered flight.

Power-Ups: There are no power-ups in this scenario.

Meck Crits: Runners automatically blow up when they take their seventh crit.

The Factory:

- The factory is a building covering 2x2 zones. It has APAC 10 and DT16.
- Attacking the Factory from the inside is easier: APAC 6 and DT8.
- Ranged weapons may not attack the factory's "inside" from outside, but grenades may be thrown into the Factory.

Building Destruction: The Meck factory has a chart that determines what happens to it as it takes damage. The chart is similar to that of a Meck, requiring d12 rolls every time the DT is exceeded.

Similar to the Meck charts, all light damage migrates to Major damage in increments of 2; when the greater of two increments has been hit, or when both have been hit in the case of crits affecting the Light category before the Major one, all further damage to either of those numbers migrates to the core systems, which begins at 4.

Humans may use Time on Target to combine fire against the Factory.

Building DT Example: a Human hits the factory from the inside with a Blaster shot that causes 19 damage. The interior DT of the factory is 8, and 8 goes into 19 twice. The Factory takes two crit rolls. The human player rolls a 7, then an 8. The 7 does major damage, reducing the building's DT by 2. The 8 would cause light damage, but since the major damage has already been dealt, the 7 progresses to 4, Building Stressed. The building's DT drops by half, to 3 inside and 7 outside.

Roll	Crit Result
1	Structure destroyed. TN 4 projectile attack against all occupants.
2	Plasma fire. TN 2 energy attack on all occupants every time they activate if they end their turn inside the factory.
3	Penetration. TN 4 projectile attack against all occupants.
4	Building Stressed. 1/2 current DT
5	Major damage. -2 DT
6	Light damage. -1 DT
7	Major damage. -2 DT
8	Light damage. -1 DT
9	Major damage. -2 DT
10	Light damage. -1 DT
11	Major damage. -2 DT
12	Light damage. -1 DT

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Terrain:

The Moon is barren and featureless. The area near to the Factory contains many structures, all destroyed by heavy bombardment. Only the hardened roof of the Factory has survived. Place lots of buildings, vehicles and destroyed objects on the terrain.

Victory Conditions:

Standard victory conditions based on Battle Honors. It's most likely that the end-state of the Factory decides the match.

Human Gladiators – 2 BH each

Runners – ½ BH each

Factory Destroyed – 15 BH (Humans only)

Humans fail to destroy the Factory – 15 BH (Mecks Only)

Balance (Use one or more of the following):

Apply Battle Honors to one or both sides.

Advantage Humans:

- Increase the number of Demo charges placed before the match.
- Include a Demo Engineer with the squad. Treat this engineer as a Grunt with no weapons. He carries a Satchel Charge capable of doing 4d12 projectile damage, ½ APAC save, if it's placed (not thrown) in the Factory. The charge detonates automatically after the engineer is clear of the zone or dead.

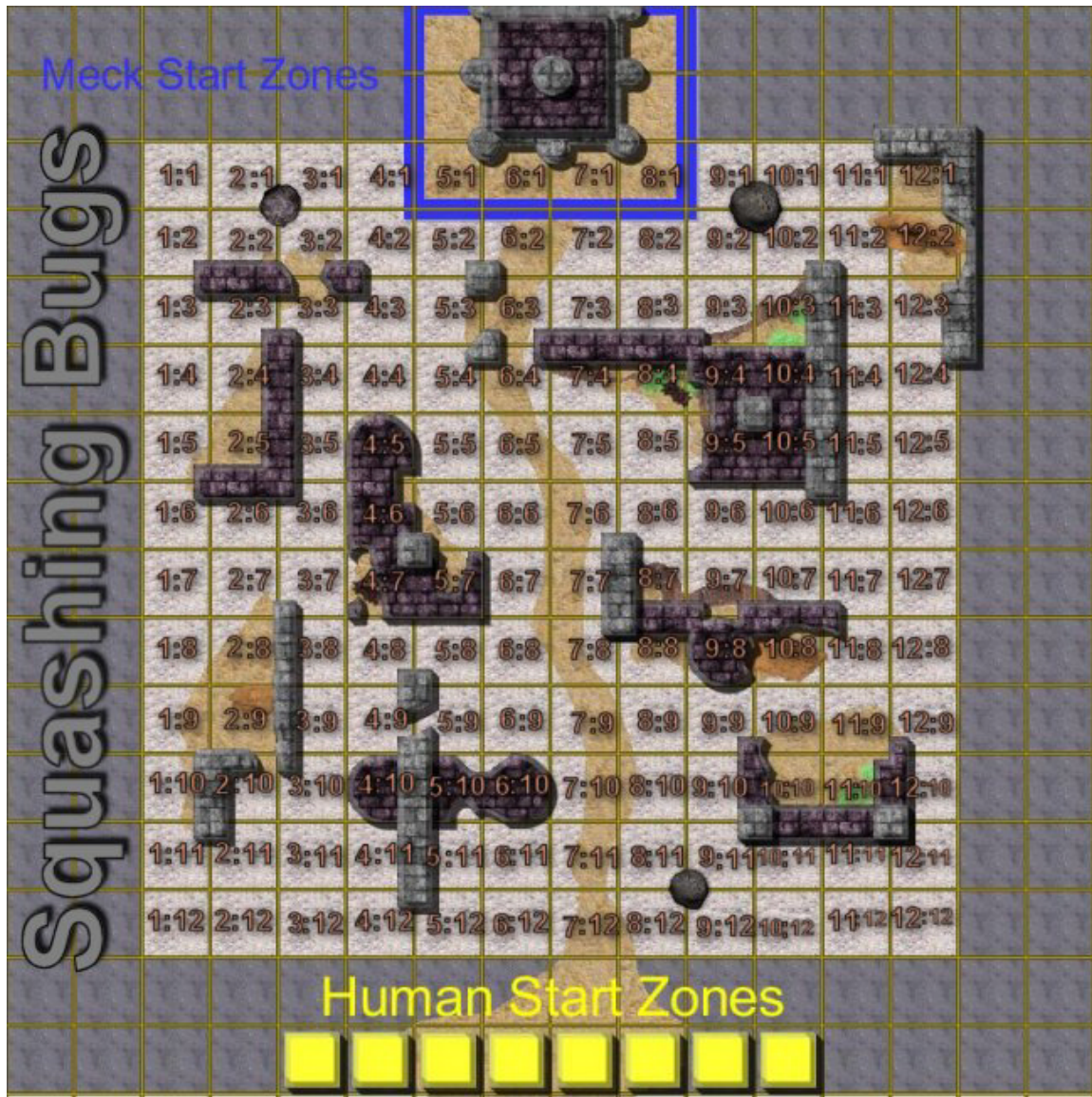
Advantage Mecks:

- Improve the Factory defenses to DT 20.
- Place a Turret based Quad Laser (two twin lasers, must fire at same target) on top of the Factory. It receives an opportunity fire counter at the start of each turn, and may fire at the Meck player's discretion.
- Increase the Runner Production schedule.

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Setup Map



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Special Runner URS – 4 runners per page; print several pages!

ES 6	APAC 2	DT 4	MP 5	Command Cost 2
Crit Table				
1: Meck Destroyed.		5: Left Arm Offline.		9: Left Leg Offline. -50% MP.
2: Stressed. +2TN for all combat.		6: Left Arm Damaged. +2TN ranged.		10: Left Leg Dam. -25% MP.
3: ES offline.		7: Right Arm offline.		11: Right Leg Offline. -50% MP.
4: Shocker offline.		8: Right Arm Damaged. +2TN ranged.		12: Left Leg Dam. -25% MP.

Runner #

Left Arm Wpn:			Right Arm Wpn:			Shocker
Short Rng TN	Med Rng TN	Long Rng TN	Short Rng TN	Med Rng TN	Long Rng TN	TN 2 1d12 energy range 0
Crit 1	Crit 2	Crit 3	Crit 4	Crit 5	Crit 6	Meck Destroyed

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