

Attack on the Solace Monorail

Players

Four: three playing on the Solace team.

Forces

Attacking: Waldheim Dragoons (2 Detachments)

Defending: Solace Regulars ('Elite' Cavalry Unit), Solace Militia and Solace Freedom Fighters (3 Detachments, one of each)

Training Levels

Waldheim Dragoons: *Veteran*

Solace Regulars: *Veteran*

Solace Militia: *Trained*

Solace Freedom Fighters: *Untrained*

Command

Waldheim Dragoons: *a Captain and a Lieutenant*

Solace Regulars: *Colonel Priamedes (LV10) - Elite skills: A Shaper of Men*

Solace Militia: *a Lieutenant*

Solace Freedom Fighters: *Melinda Grayle (LV8) – political leader*

Terrain

A Monorail station with buildings close by (tower blocks and lower structures). Roads and shallow water areas on an otherwise fairly flat urban landscape

Objectives

The Solace players had to defend the Monorail station at all costs. The Waldheim Dragoon player had to take the station with little or no collateral damage to buildings – especially the monorail.

Starting Positions

The Solace Regulars deployed in the lower lying buildings with their vehicles outside. Any position was likely to be exposed but they guarded the right flank (the Solace team didn't know where the Waldheim forces would come on or what their deployment was).

The Militia parked vehicles to the left and south and placed infantry units armed with powerguns and deployed their four calliopes onto the tower rooftops in positions of concealment they would not be revealed until they opened fire).

The Freedom Fighters deployed their vehicles to the left flank (just lightly armoured trucks, essentially) and their infantry groups in the buildings (the tower blocks and the train station) as well as in the monorail trains themselves.

The Waldheim forces – both detachments – swept in fast on the left flank making use of open desert, roads and shallow water to keep the speed on wherever possible.

First Turn

The Solace Regulars one initiative (the advantage of having a Colonel with them giving the orders). Seeing the Waldheims approaching fast they tried to redeploy their forces and shot up a opposing APC which blew up taking the two infantry squads inside with it (so Waldheims down 3 TUs).

The Waldheim heavy armour moved next followed by the lighter detachment. Between them they destroyed three Solace Regular Attack vehicles plus an infantry TU. They also deployed their towed anti-tank weapons.

The Militia opened fire with a calliope and blew a Waldheim towing vehicle, the resultant explosion suppressing the crews of the adjacent two towed anti-tank weapons.

The Freedom Fighters stayed put.

Second and Third Turns

The Waldheims did more damage to the Solace regulars using main guns, anti-tank guns and missile swarms, forcing them to take a morale test by the end of the turn. The result of that test is that some ran leaving just one infantry TU and the Command Vehicle (with the Colonel in it) left behind.

Meanwhile the Militia burned out the barrels on a calliope by rapid firing it at lighter Waldheim targets. They kept suppression on one of the towed anti-tank weapons, knocked out the other one and took the support weapon from an APC, all with calliope fire backed up with infantry fire using power guns.

Colonel Priamedes, now with no effective force to command, lent his command points to the Militia and Freedom fighters where he could and – in return – the Militia sent in an air car to extract his remaining infantry squad.

Fourth and Fifth Turns

The Militia started taking casualties (especially the calliopes). Using some of the extra command points from the Colonel helped and they flew one of their air cars to the top of a building, picked up a calliope, moved it and then redeployed it and put it to use against the lighter Waldheim forces (though without much effect).

In the last (fifth) turn, as the Dragoons approached the station with what remained of their infantry to occupy the building, the Freedom fighters jumped out and swarmed them with buzz-bomb attacks (rapid fired and with concentrated fire rules applied) and then close combated the

vehicles and deployed infantry where they could with Molotov cocktails, assault rifles and shotguns.

Conclusion

The Waldheim Dragoons lost more infantry and vehicles and were down to heavy tanks and one pair of infantry squads. While the tanks could have sat there and pulverized the train station eventually reducing it to rubble, what they could not do was occupy it with what they had left. While they would have undoubtedly taken out more Solace Freedom Fighters and Militia, they may well have lost one or two more vehicles in the process to Molotov and Satchel charge attacks.

The Waldheims called it a day!