



**Operation
"Get the mad
scientist"**

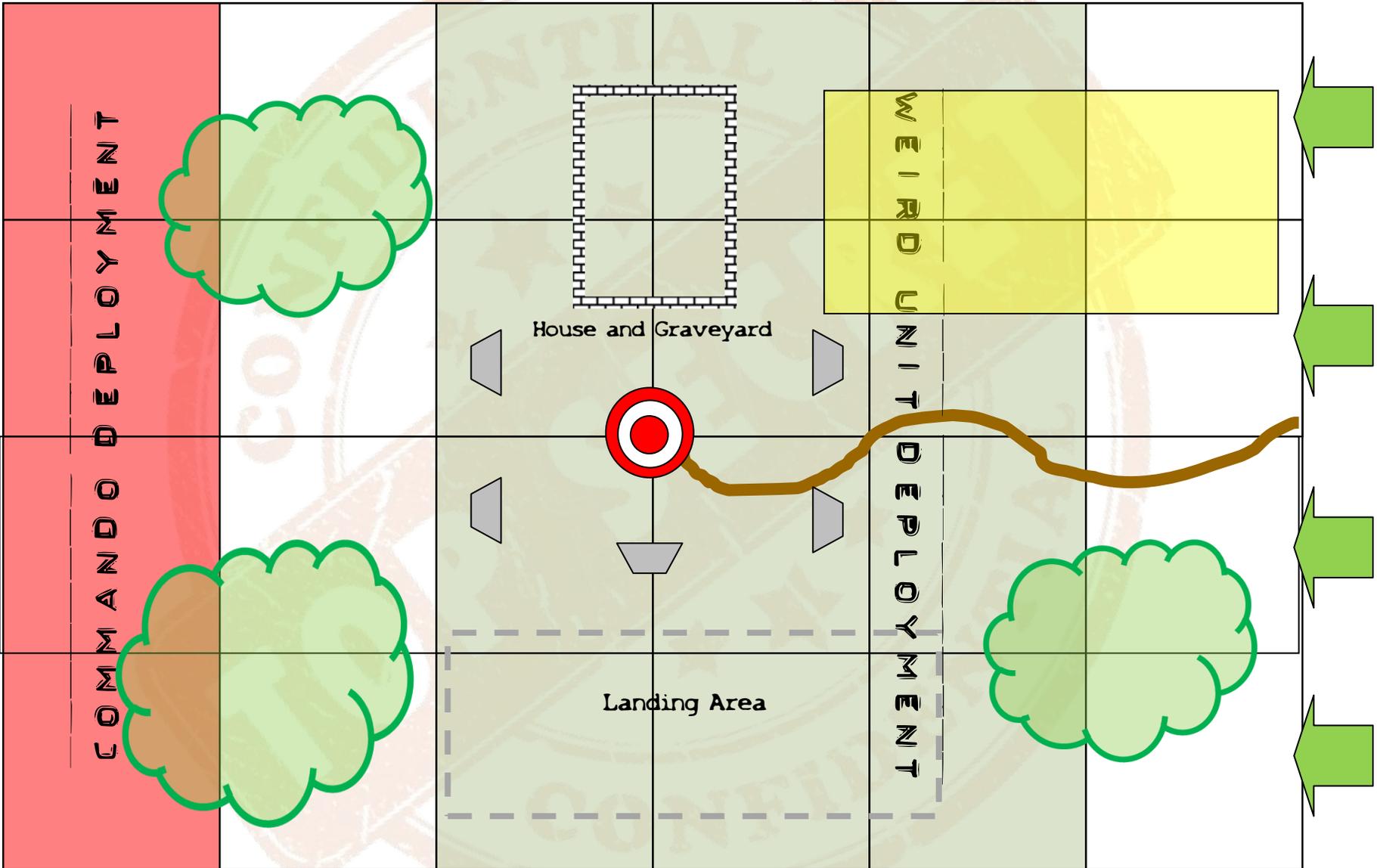
1949

DEPLOYMENT

This game should be played on a 4x6' table and you should an empty clearing at one side of the board for aircraft to land. The middle of the board should contain a single house and a graveyard. The rest of the board should contain a good amount of wood and low lying walls. 1 road at least should lead from 1 border to the house. The German reinforcement arrives from a border with a road.

Cemetery is treated as a light cover and same rules as wood for ground forces, open field for units on second or above floor of the house.





German Reinforcement zone available turn 1

COMMANDO

YOUR ORDERS:

A Commando has been sent to investigate a graveyard used by the enemy recently. The team has to reach the graveyard fast and dig up anything that can be analyzed and used by our scientists.

FORCE DISPOSITION

50RP.

You have access to all standard OoB units as designed, but no Artillery barrage or strike.

You are also limited to Light and Very Light Armored Mecha/Transport/Vehicles.

TACTICS

Rush to the Graveyard and the house. Pay attention to the weird units wandering around. Ideally take 1 unit rushing and the other covering it.

SPECIAL RULES

Your commando shall include units that are likely going to make a hit and run operation behind the enemy lines where speed is key. No heavy armors. The Platoon can include vehicles and mecha, they are supposed to have landed with gliders or with their own ability.

Your unit should include at least 1 radio to call in the plane. Once you found

INVESTIGATION

Instead of moving or firing, and if not engaged in close combat, a unit can investigate the house or the graveyard.

For each member of the unit in the house or in the graveyard investigating, roll a Cool test for each member, if successful, the Commando player can take 1 investigation card.

Note that it is easier to search in the house and Cool check benefit of -1 to the dice roll result.



DEFENDER

YOUR ORDERS:

There are reports of airborne troops landing near an abandoned lab. This lab was used recently for some advanced research and we need to avoid the commando to discover what was done. Get there and destroy the commando.

FORCE DISPOSITION

50RP.

You have access to your standard OoB units.

Your force will be deployed as Reinforcement unit and you will benefit of 2 free Weird Units at half their strenght.

The Reinforcement : The units arrive on turn 1 on a successful Cool check at each activation. If failed, the unit has been activated but has failed to reach the battle field yet. You will need to try again next turn.

The Weird Units : They are deployed during the initial deployment. The Defender player places 2 weird units and twice their number of decoy.

The Weird Units can be either a unit of 2 wild werewolves or a unit of 5 zombies. To represent the uncertainties of the units and where they are, the Defender place 6 tokens, 2 for the weird units and 4 decoys. It places the 6 tokens face down. Weird Unit cannot move or attack if they are not spotted by the Commando unit.

TACTICS

Try to busy the Commando so they cannot search effectively the house or the graveyard. Also, you can damage the plane once it landed.

SPECIAL RULES

Weird Unit cannot be attacked by Commando if the Commando did not spot their token first.

Once discovered, the discovering unit must take a Cool Check for Horror. If passed, they can attack if permitted, for example no on the double" before spotting the Weird Unit.

Defender don't control the Weird Unit and they all follow the 'shamble' skill, but against the Commando only.

The mad scientist in the house will automatically follow the Commando as long as they are in the house. Once outside, a Commando must be base to base with the mad scientist or he will escape. The mad scientist has a standard human move (2, 4, 8). The mad scientist will flee only if the commando is a goner, down or in Close Combat.



VICTORY

Game length : 6 turns

The Commando wins if it can find 5 Investigation Points and call the aircraft.
The Commando wins a minor victory if it can find 5 Investigation Points but all radio are destroyed.

The Defender wins if the Commando cannot have the 5 Investigation Points at the end of the 6 turns.

The game is a draw if the Commando has destroyed the Defender but lost its radio.

The game is a draw too if the mad scientist is killed.



CEMETERY SEARCH CARDS

				
0.5  Strange Bottle You just found a strange bottle. You can keep it, and it is taking no load on your soldier. The strange bottle brings you 0.5 Investigation Points.	0  Stach You just found a stach. You can keep it, but it is taking a lot on the soldier. You can investigate next turn without making a coolness check. Take a Search Card next turn as usual to discover the content	0  Bones You just found bones. This is not helping for now. Keep searching	0  Golden Ring You just found a golden ring. This is not helping for now. Keep searching	0  Nothing You just found nothing. This is not helping for now. Keep searching





 **0**

Alcohol Bottle

You just found a bottle of alcohol.
This is not helping for now.
Keep searching



 **0.5**

Military badge

You just found a military badge.
You can keep it, and it is taking
no load on your soldier.
The military badge brings you
0.5 Investigation Points.



 **0**

Bones

You just found bones.
This is not helping for now.
Keep searching



 **0**

Fresh Vegetables

You just found fresh vegetables.
This is not helping for now.
Keep searching



 **0**

Very Big Worm

You just found a very big worm.
This is not helping for now.
Keep searching



 **0**

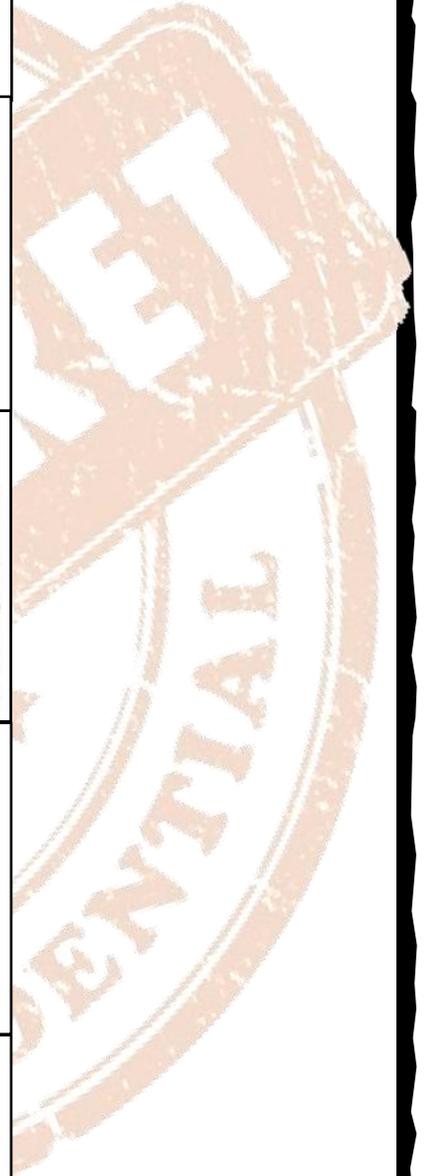
Nothing

You just found nothing.
This is not helping for now.
Keep searching



THE HOUSE SEARCH CARD

	<p>1 Autopsy Report</p> <p>You just found an autopsy report. You can keep it, and it is taking no load on your soldier.</p> <p>The autopsy report brings you 1 Investigation Points.</p>
	<p>0 Stash</p> <p>You just found a stash. You can keep it, but it is taking a lot on the soldier. You can investigate next turn without making a coolness check.</p> <p>Take a Search Card next turn as usual to discover the content.</p>
	<p>2.5 Mad Scientist</p> <p>You just found a Mad Scientist. He is mad and try to escape. You need to control him with one soldier. The soldier needs to do nothing but move. If the soldier is down or gone, and if no other soldier is base to base with the mad scientist, he is escaping 4" in the best escape route.</p> <p>The mad scientist brings you 2.5 Investigation Points.</p>
	<p>0 Mutilated Corpse</p> <p>You just found a mutilated corpse. This is not helping for now.</p> <p>Keep searching</p>
	<p>0 Kitchenware</p> <p>You just found kitchenware. This is not helping for now.</p> <p>Keep searching</p>





Bag

You just found a stash.

You can keep it, but it is taking a lot on the soldier. You can investigate next turn without making a coolness check.

Take a Search Card next turn as usual to discover the content



Nothing

You just found nothing. This is not helping for now.

Keep searching



Family Photo

You just found a family photo. This is not helping for now.

Keep searching



Wine Bottle

You just found a bottle of wine. This is not helping for now.

Keep searching



Research Photos

You just found photos related to the research.

You can keep it, and it is taking no load on your soldier.

The research photos brings you 0.5 Investigation Points.



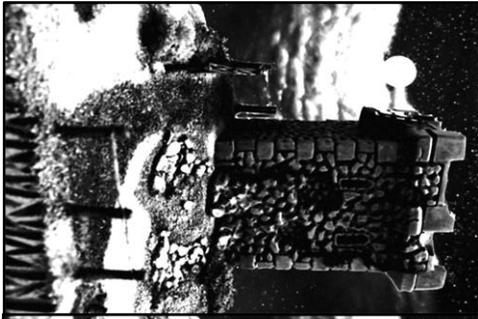
HQ Order

You just found a HQ Order.

You can keep it, and it is taking no load on your soldier.

The HQ Order brings you 0.5 Investigation Points.





 Nothing

You just found nothing.
This is not helping for now.
Keep searching



 Money

You just found money.
This is not helping for now.
Keep searching



 Old Cheese

You just found an old cheese.
This is not helping for now.
Keep searching



 Golden Ring

You just found a golden ring.
This is not helping for now.
Keep searching

