

DROPZONE COMMANDER

ATLANTIA CAMPAIGN



AHQ SITUATION REPORT:
EDEN SYSTEM
SEP17TH, 2670AD, D+103

+ + + Classified level 1 – Senate and
UCMA/F Personnel + + +

OVERVIEW

SURFACE OPERATIONS – EDEN PRIME

Overwhelming forces launched upon the large southern cities of New Troy and Romagrad with brutal speed and surprise have seen an exodus of Scourge forces to the colder northern territories, chiefly the city of Atlantia and surrounding forests.

Whilst heavy resistance is still fought at New Troy and Romagrad we have air superiority and vast numerical advantage, it is clear to our long-term strategists that this suicidal fanaticism is to provide time for a more effective and stubborn defence at Atlantia where the climate is more tolerable to the Scourge overcharged physiology.

ACTIVE SURFACE BATTLEFRONTS

CITY OF ATLANTIA – EDEN PRIME



Orbital surveillance and the few scouting patrols that have returned from the city outskirts show the element of surprise has been expended. The city is heavily defended by roving patrols, bunkers, defence lasers, fortified buildings and concealed command positions.

+ + + Classified level 2 – Senate and
Ranked UCMA/F Officers Eyes Only + + +



Each day thousands of Scourge troops bolster this defence as they escape our presence in the south despite the horrific casualties our fleet air arm ravage on their convoys.

Our strategists predict this city will become a new focus and rallying point to the Scourge defence if we do not press our advantage and assault as soon as possible. Aggressive fighting spirit must be maintained in preparation for this inevitable offensive.

+ + + Classified level 4 – Senate,
Admiralty and AHQ Officers Eyes Only +
+ +

AHQ strategist calculating from estimated Scourge troop disposition in Atlantia are predicting this city will be extremely costly to capture if a swift assault is not made soon. Even with this assault casualty estimates are close to half a million. Suffice to say this information is not to be released.

+ + + Classified level 1 – Senate and
UCMA/F Personnel + + +

LOCAL RESISTANCE



Whilst scouting patrols have made attempts to contact and provide assistance to local resistance groups this has been met mostly with indifference or outright aggression. Volunteer militia from New Troy and Romagrad are being assisted in moving encampments to the surrounding forests near Atlantia where

their fieldcraft and infiltration abilities, rather than local knowledge, will hopefully gather valuable intelligence before our forces arrive.

+ + + Classified level 2 – Senate and
Ranked UCMA/F Officers Eyes Only + + +

There are unconfirmed reports of both PHR and Shaltari sighted in the forests around Atlantia. Whilst unlikely to be true, the harsh climate of ice and snow, extremely mountainous, deeply forested terrain and the distance from our main deployment zones in the southern hemisphere make this an ideal location for these elusive forces to operate.



Upon sighting either faction only fire if fired upon and report dispositions to AHQ as per standard operating protocol.

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Campaign Sides

There are two sides to this campaign- the **Forces of the Reconquest(RQ)** attempting to make a breach into the city of Atlantia and the **Forces of the Occupation (Oc)** attempting to defend the city from recapture.

There should be an equal number of players on each side.

Forces of the Reconquest (RQ)

The following races can be used on the **Forces of the Reconquest** side-each player must use the same race for all of their games:



- **United Colonies of Mankind (UCM)**

With great successes in the south, the UCM must keep up the pressure and chase down the Scourge across the planet. Atlantia, in the north, is a new rallying point for the enemy that must be captured.



- **Resistance (Allied)**

Whilst small groups in the north may join the attack, the majority are volunteers from the southern cities buoyed up by the UCM's rapid success and eager to take the fight to the Scourge wherever on their home world they may be.



- **Post-Human Republic (PHR)**

Your interpretation of the revered Sphere's Will concludes that Atlantia must fall to your human cousins for the greater plan to unfold as it must for the good of all. You are the instrument of a wiser sentence.



- **Shaltari**

As the humans continue their ferocious war against the Scourge your council has identified the northern city they name Atlantia as the next theatre to become the crucible of battle. The Scourge have prepared formidable defences and your Tribe will hone their skills defeating them.





Army Roster Requirements

Each player on the **Forces of the Reconquest** side must use the same race for all three games and requires the following three army rosters:

- **750 Points- Standard Army Roster- Skirmish game size**
To be used in game 1
- **1500 Points- Standard Army Roster- Clash game size**
To be used in game 2
- **2000 Points- Standard Army Roster- Battle game size**
To be used in game 3

Forces of the Occupation (Oc)

The following races can be used on the **Forces of the Occupation** side- each player must use the same race for all their games:

-  **Scourge**
The humans have returned wreaking terrible vengeance and horrific casualties on the southern cities. Though you have been forced to flee north you will defend the city of Atlantia stubbornly, repelling any attacks and costing the humans dearly.
-  **Resistance (Feral)**
The cowards that fled centuries ago have returned, stirring the Scourge like a hornet's nest to harass you. They have the audacity to expect your thanks and your obedience for upsetting the delicate balance that has allowed you to survive. You will not replace one oppressor with another nor give up your territory.
-  **Post-Human Republic (PHR)**
Your interpretation of the revered Sphere's Will concludes that Atlantia must be held by the Scourge for the greater plan to unfold as it must for the good of all. You are the instrument of a wiser sentence.
-  **Shaltari**
As the humans continue their ferocious war against the Scourge your council has identified the northern city they name Atlantia as the next theatre to become the crucible of battle. The humans have prepared formidable assault forces and your Tribe will hone their skills defeating them.

Army List Requirements

Each player on the **Forces of the Occupation** side must use the same race for all three games and requires the following three army rosters:

- **750 Points- Standard Army Roster- Skirmish game size**
To be used in game 1
- **1500 Points- Standard Army Roster- Clash game size**
To be used in game 2
- **2000 Points- Standard Army Roster- Battle game size**
To be used in game 3

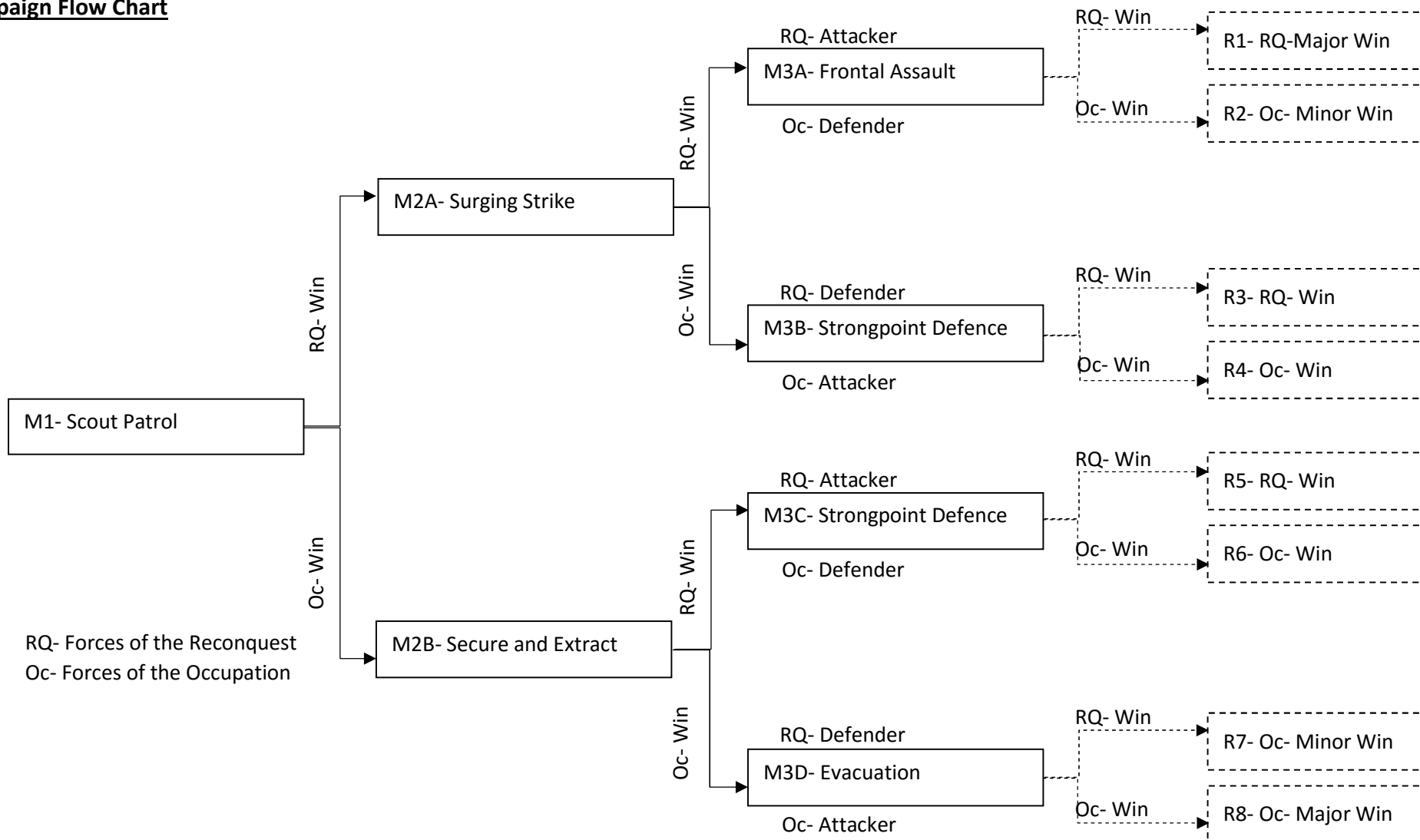
Playing the Campaign

This campaign is a branch or tree campaign- the outcome of the previous game determines the mission played and circumstances of the next game with the outcome of the final game determining the end result of the whole campaign.

- Players should follow the Campaign Flow Chart (see below) from left to right, playing the next mission depending on if the **Forces of the Reconquest (RQ)** or the **Forces of the Occupation (Oc)** side won the previous game.
- If the game is a draw, use Kill Points to determine the winning side, in the rare situation where both players scored an equal amount of Kill Points roll a D6 dice to determine the winner.
- If there is more than one player on each side (each side will need an equal number of players), the total number of games won on each side are used to determine the next mission to play, e.g. if the Forces of the Reconquest side won 2 out of 3 games, all players play the next mission as though the Forces of the Reconquest side won the previous game and so on.
- If the total number of games won for each side is equal use the total number of Kill Points per side to determine the winning side.
- If all else fails, roll dice for it.

Game Size:	750 Points Skirmish	1500 Points Clash	Lunch	2000 Points Battle	Result
Duration:	1.5 Hours	2 Hours	30 Minutes	3 Hours	30 Minutes
Schedule:	9:15 – 10:45	11:00 – 13:00		13:30 – 16:30	16:30 – 17:00

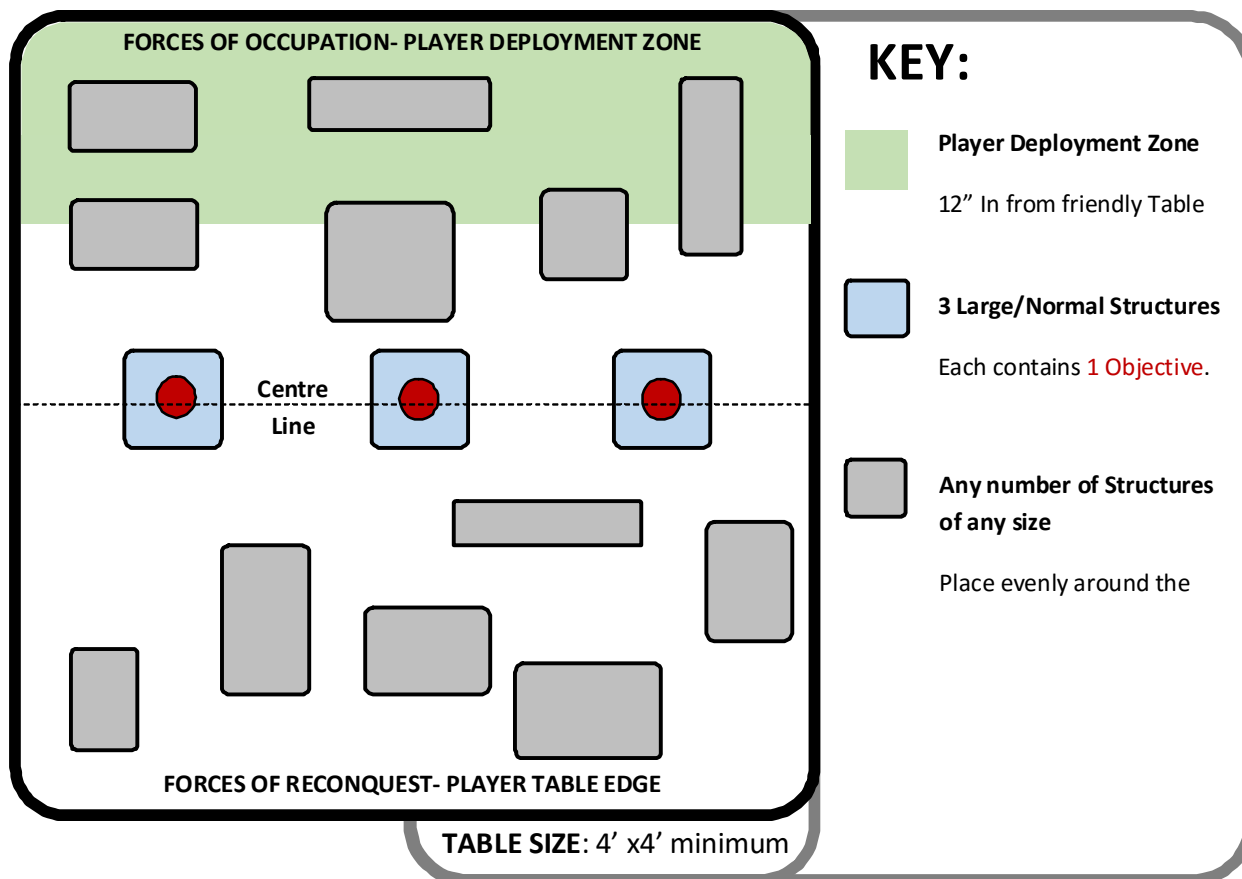
Campaign Flow Chart



Mission 1 – Scout Patrol

Forces of the Reconquest (RQ): Time spent in reconnaissance is seldom wasted. You are to lead one of several intelligence gathering scout teams into the outskirts of Atlantia city to determine enemy strength and positions before the main assault. Gather what you can but do not get caught.

Forces of the Occupation (Oc): Defensive patrols have been stepped up in preparation for the inevitable assault by the returning humans. You are to react aggressively to any enemy trespass into Atlantia city to prevent any gathering of intelligence, if possible the capture of prisoners for interrogation is recommended as a springboard for counter-attack.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard, 750 Points, Skirmish

DEPLOYMENT:

Forces of the Reconquest (RQ): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

Forces of the Occupation (Oc):

- May Direct Deploy.
- For each Squad Directly Deployed at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- All remaining Squads begin the game in Readiness.
- Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Mission2A – Surging Strike

Forces of the Reconquest (RQ): Vital information has been gathered on enemy strength and positions. A plan has been formulated for the assault on Atlantia the first phase of which is the establishment of forward operating bases or staging points in the outskirts of Atlantia city that will be used as the springboard to assault the city centre.

Forces of the Occupation (Oc): Enemy scout teams have been persistently invasive despite our efforts. Counter-attack forces have been prepared throughout the city to react quickly and aggressively to any attempted assault. The enemy cannot be allowed to establish any foothold in Atlantia.

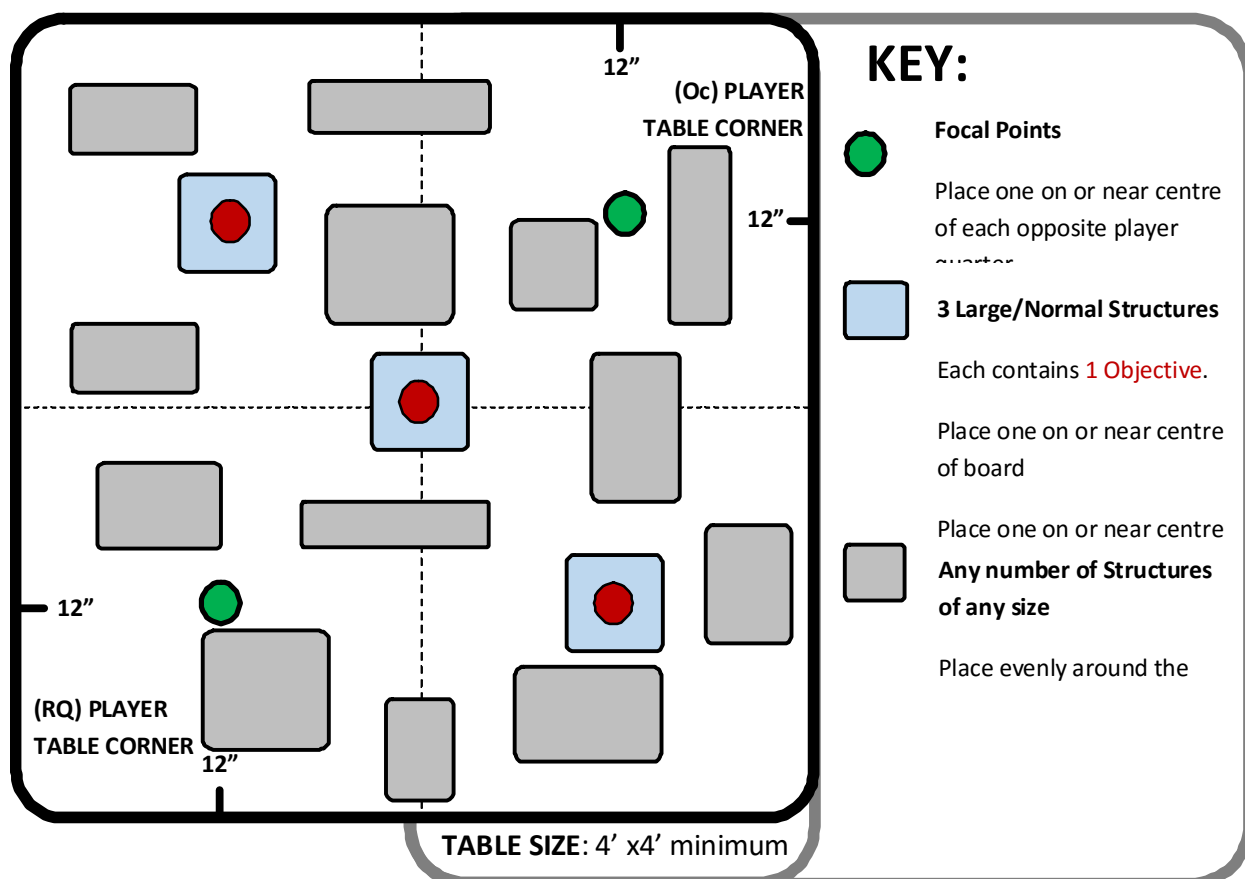
- Use the **SURGING STRIKE** scenario from the **RECONQUEST: PHASE 1** rulebook.

ARMY ROSTER: Standard, 1500 Points, Clash

Mission2B – Secure And Extract

Forces of the Reconquest (RQ): Attempts to gather intelligence on Atlantia have failed due to aggressive enemy defence patrols. Worse, elements of your scout forces have been cut off and surrounded within the Atlantia suburbs. You are to command a reconnaissance-in-strength force, relieving these stranded troops and if possible capturing ground for the main assault. Without knowledge of enemy strength or positions you will have to use all your initiative to succeed.

Forces of the Occupation (Oc): Enemy attempts to reconnoitre Atlantia city have been thwarted by your aggressive patrols. You are now to press the advantage, surround and eliminate scout groups trapped in the city, ideally taking prisoners, and prevent any permanent deployment of enemy force.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard, 1500 Points, Clash

DEPLOYMENT: All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

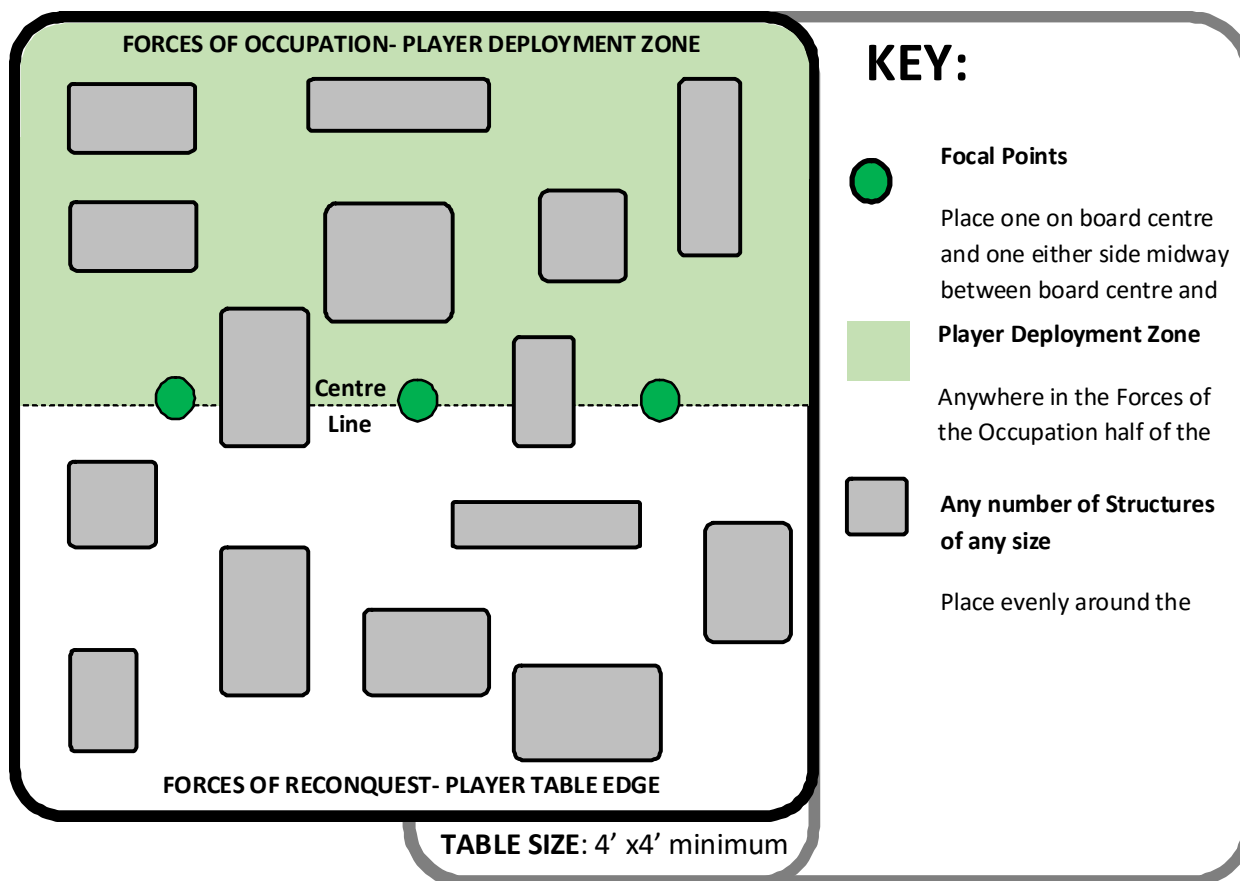
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Mission3A – Frontal Assault

Forces of the Reconquest (RQ): This is it. Your scout patrols gathered the intelligence to enter the city, staging points have been established on the outskirts and now you are to launch a frontal assault into the heart of Atlantia to capture and dominate key strategic locations and destroy the enemy in the process.

Forces of the Occupation (Oc): The enemy have established permanent positions on the outskirts of Atlantia and your observers have identified a build-up of enemy forces for a major assault. You are to defend stubbornly when the attack comes, selling your lives dearly to stall the enemy ready for reinforcements to arrive to repel them. Atlantia cannot fall.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard, 2000 Points, Battle

DEPLOYMENT:

Forces of the Reconquest (RQ): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

Forces of the Occupation (Oc):

- May Direct Deploy.
- For each Squad Directly Deployed at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- Squads with Aircraft Transport can still Direct Deploy but the Aircraft starts in Reserve.
- **Shared Transports-** Treat each Squad as separate for determining how many must be placed in Reserve, if some Squads Direct Deploy and some start in Reserve the shared transport must start with the Reserve Squads.
- All remaining Squads begin the game in Readiness.
- Fast Mover Squads start in Reserve.

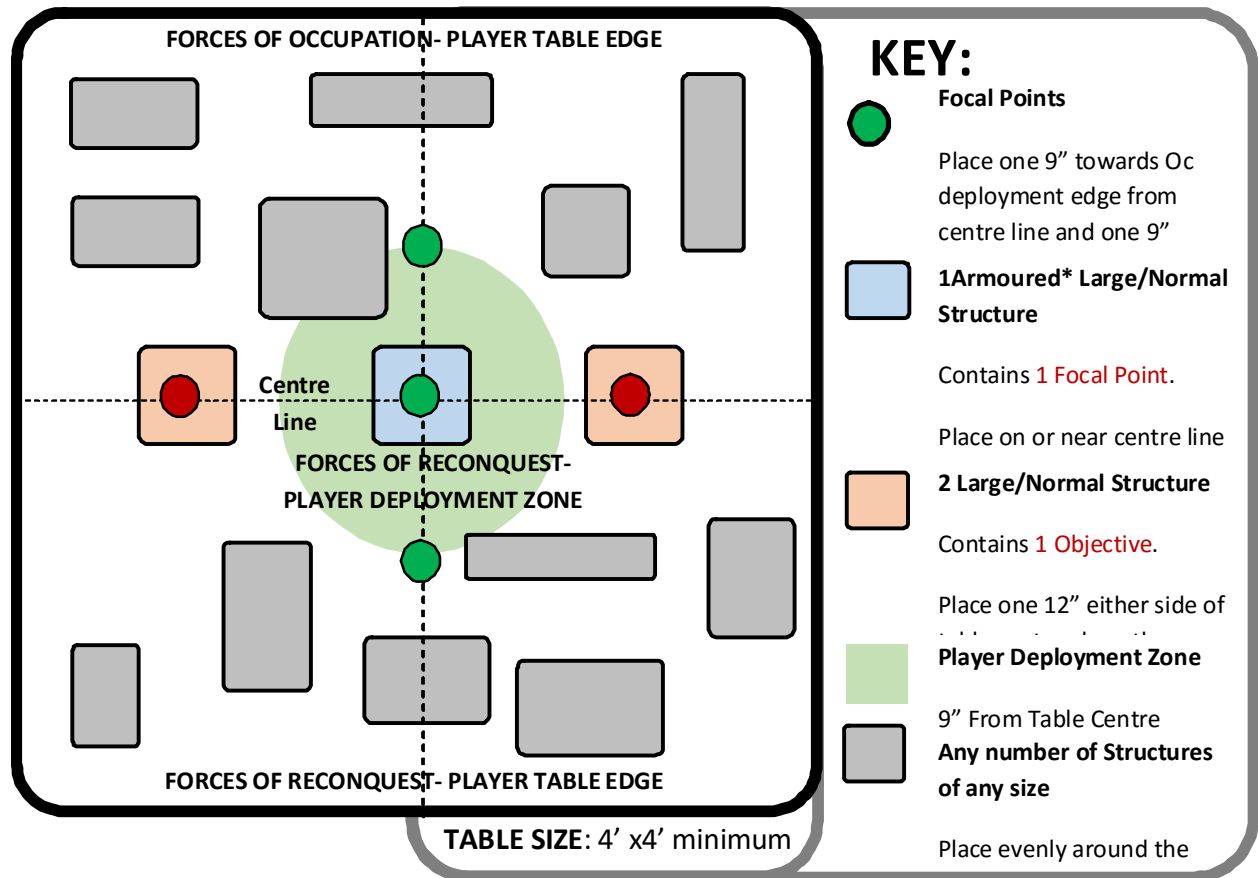
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Mission 3B– Strongpoint Defence (RQ- Defend)

Forces of the Reconquest (RQ): The enemy defence of Atlantia has been fierce, but with heavy casualties and dogged determination you have captured a small number of strongpoints in the city. A ferocious counter-attack is now under way to push your forces back. You must resist and hold these strongpoints at all costs.

Forces of the Occupation (Oc): Your aggressive defence of Atlantia has inflicted heavy casualties on the enemy and prevented significant encroachment into the city centre. You have been given command of all available defence forces to encircle and eliminate any remaining positions they have tried to establish.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard, 2000 Points, Battle

DEPLOYMENT:

Forces of the Reconquest (RQ):

- May Direct Deploy.
- For each Squad Directly Deployed at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- Squads with Aircraft Transport can still Direct Deploy but the Aircraft starts in Reserve.
- **Shared Transports-** Treat each Squad as separate for determining how many must be placed in Reserve, if some Squads Direct Deploy and some start in Reserve the shared transport must start with the Reserve Squads.
- All remaining Squads begin the game in Readiness.
- Fast Mover Squads start in Reserve.

Forces of the Occupation (Oc): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

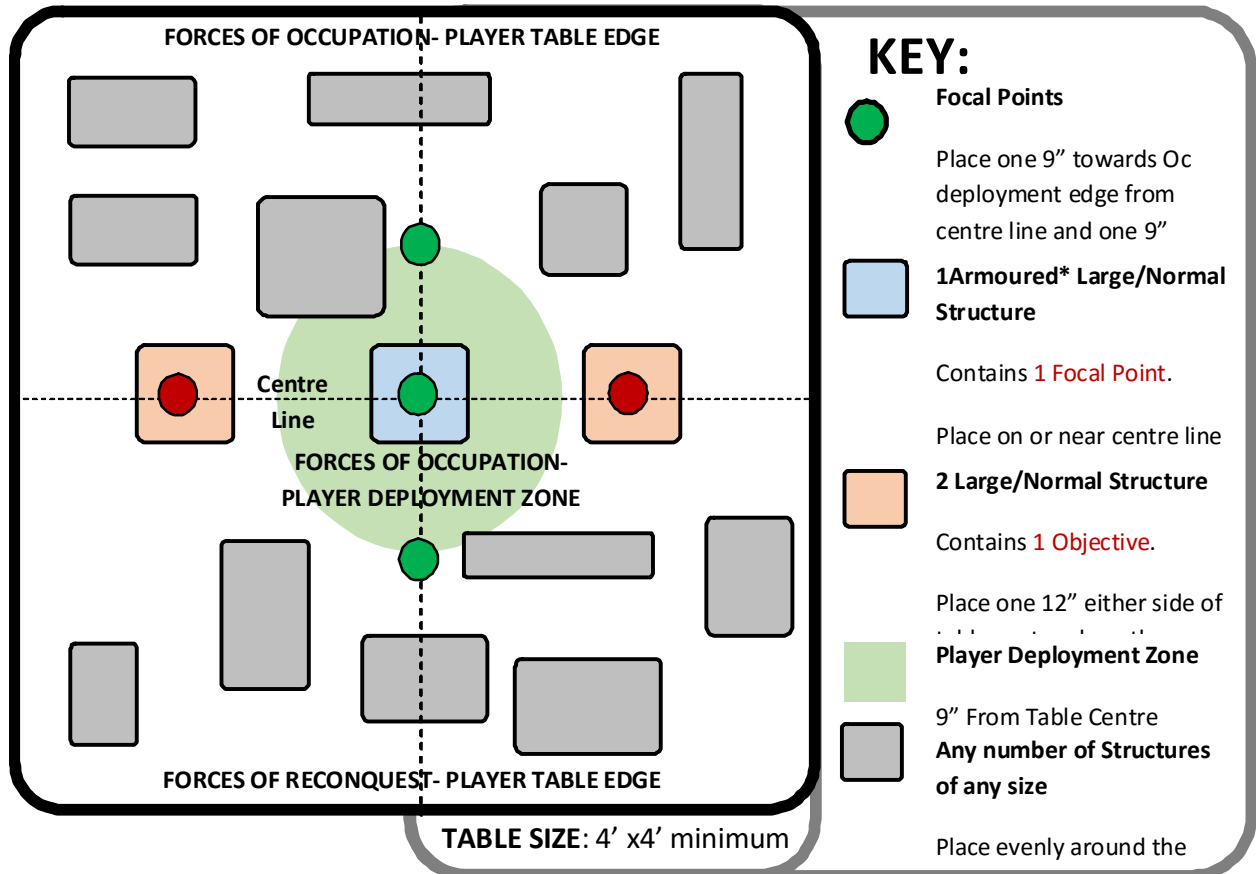
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Mission 3C– Strongpoint Defence (Oc- Defend)

Forces of the Reconquest (RQ): Through initiative, grit and determination you have linked up with your forces stranded in the city and made significant gains. Intelligence from these scout patrols have identified an enemy defence command and control base that must be captured to gain a strong foothold in Atlantia.

Forces of the Occupation (Oc): Despite determined attempts to encircle stranded enemy troops and resist further incursions the enemy has managed to regroup and encroached into Atlantia. Reports are coming in that they are launching major assaults on key defence command positions- you are to use all forces available to defend the city and repel the invaders.



NUMBER OF PLAYERS: 2

ARMY ROSTER: Standard, 2000 Points, Battle

DEPLOYMENT:

Forces of the Reconquest (RQ): All Battlegroups begin the game in Readiness. Fast Mover Squads start in Reserve.

Forces of the Occupation (Oc):

- May Direct Deploy.
- For each Squad Directly Deployed at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- Squads with Aircraft Transport can still Direct Deploy but the Aircraft starts in Reserve.
- **Shared Transports-** Treat each Squad as separate for determining how many must be placed in Reserve, if some Squads Direct Deploy and some start in Reserve the shared transport must start with the Reserve Squads.
- All remaining Squads begin the game in Readiness.
- Fast Mover Squads start in Reserve.

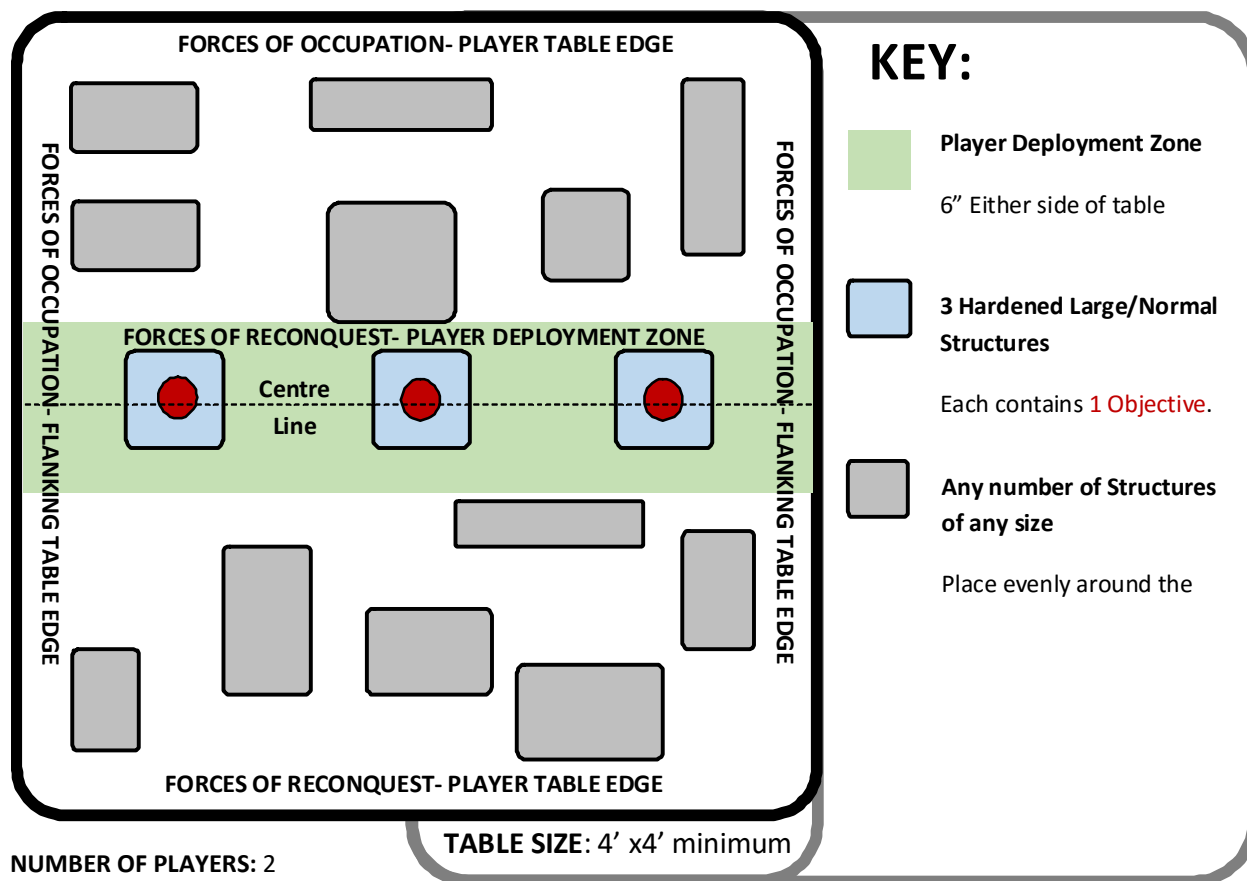
DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Mission 3D – Evacuation

Forces of the Reconquest (RQ): The enemy defence of Atlantia has proved formidable and now an aggressive counter-attack is under way to encircle your forces tenuously holding positions in the city Strategic command has decided to withdraw all forces from the city to initial staging positions to allow a much larger assault force to be assembled. Get your troops out of the city before the pincers close on them!

Forces of the Occupation (Oc): Your defence of Atlantia has been fierce and now is the time to encircle any remaining enemy positions in the city to annihilate or capture them. Do not let them leave the city alive!



ARMY ROSTER: Standard, 2000 Points, Battle

DEPLOYMENT:

Forces of the Reconquest (RQ):

- May Direct Deploy.
- For each Squad Directly Deployed at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- Squads with Aircraft Transport can still Direct Deploy but the Aircraft starts in Reserve.
- **Shared Transports-** Treat each Squad as separate for determining how many must be placed in Reserve, if some Squads Direct Deploy and some start in Reserve the shared transport must start with the Reserve Squads.
- All remaining Squads begin the game in Readiness. Fast Mover Squads start in Reserve.

Forces of the Occupation (Oc):

- May Flank- Flanking Squads start in Reserve and when they become available may move onto the table along either side table edge.
- For each Squad Flanking at least **two** other (non-Fast Mover) Squads must be placed into Reserve.
- **Shared Transports-** Treat each Squad as separate for determining how many must be placed in Reserve, if some Squads start in Readiness and some start in Reserve the shared transport must start with the Reserve Squads
- All remaining Squads begin the game in Readiness. Fast Mover Squads start in Reserve.

DURATION: 6 Turns

VICTORY CONDITIONS: The player with the highest number of Victory Points at the end of turn 6 wins the game. Use Kill Points to determine a victor in the event of a tie.

Campaign Results

Mission 3A – Frontal Assault

R1 – Forces of Reconquest Victory

Forces of the Reconquest: *Atlantia has been breached!*

The enemy has been scattered after this bitter defeat and strong positions have been established deep into the city. There can be no rest as troops and resources are flown into these newly won positions to bolster them and begin the arduous duty of clearing every building, every street and every sewer of pockets of resistance.

Forces of the Occupation: *Despite a fierce defence the enemy has proven too powerful in the attack. Horrific casualties have been suffered and key command positions have been annihilated. Your surviving troops have gone to ground, scattering across the city into hiding amongst the many ruins and sewer network hoping to put up a resistance to the new occupiers of Atlantia city.*

R2 – Forces of the Occupation Victory

Forces of the Reconquest: *Despite brutal fighting on a horrific scale the enemy defence has proven formidable. No clear breakthrough has been achieved and now battle has broken down into chaotic scattered actions across the city with both sides launching attacks and counter-attacks around shifting positions of control. The 'Rubicon' has been crossed however and central HQ is now committed- more troops and material will be poured into the meat grinder of Atlantia to take it street by street.*

Forces of the Occupation: *Your defence of Atlantia has been dogged and formidable. Despite horrific casualties, you have inflicted similar upon the invading enemy and now the momentum of their assault has been broken. The sheer scale of the attacking forces have taken a toll however. Vicious localised battles are now occurring across the city with neither side gaining a significant upper hand. Your defence will continue as more reinforcements flood in from the southern cities to make the enemy pay in blood for every street and every building.*

Mission 3B – Strongpoint Defence (RQ- Defend)

R3 – Forces of the Reconquest Victory

Forces of the Reconquest: *The enemy counter-attack was rapid and aggressive but you have managed to defend hastily prepared strongpoints in the city from which future, deeper incursions into Atlantia can be launched. As the enemy withdraws deeper into the city to regroup reinforcements are being flown in to strengthen your positions and prepare for the next phase of the assault on Atlantia.*

Forces of the Occupation: *A ferocious counter-attack was launched to dislodge the enemy from recently captured positions in the city before they could dig-in. Despite the speed with which this was carried out, the enemy proved doggedly resistant in holding their strongpoints and repelling your attacks and have now begun to bring reinforcements in. All that can be done now is to regroup and prepare stronger defences deeper in the city.*

R4 – Forces of the Occupation Victory

Forces of the Reconquest: *Despite a stubborn defence your hard-won strongpoints in the city have been encircled and overrun. Central HQ have now pushed back the main assault into Atlantia for several weeks as the forces massing outside the city are considered too small for such a tough target. Reinforcements from the southern war zones are being shipped up for a much larger assault.*

Forces of the Occupation: *Your rapid and aggressive counter-attacks have successfully encircled and annihilated enemy positions in the city. This action has dealt a painful blow to the enemy attempts to capture Atlantia. They must now know that this city has a formidable defence and any major assault will now be delayed as they prepare larger forces. This will give you time to dig-in deeper and prepare greater defensive forces.*

Mission 3C – Strongpoint Defence (Oc- Defend)

R5 – Forces of the Reconquest Victory

Forces of the Reconquest: Lethal momentum has built behind your relentless assault on Atlantia. Through aggression and speed you have captured key enemy positions in the city driving off attempts to defend them. Even as you dig-in at these new strongpoints reinforcements are being flown in to bolster the defence and to leap-frog on to new targets deeper in the city. The enemy cannot be allowed any time to regroup or recover.

Forces of the Occupation: Key outer command posts have fallen to the enemy despite fierce resistance. The speed of their advance has caught your defence forces off-guard and they now struggle to regroup. New defensive lines are being prepared deeper into the city where much greater forces can be concentrated. It will be up to them to halt the enemy's relentless advance.

R6 – Forces of the Occupation Victory

Forces of the Reconquest: Aggression and speed have proven to be not enough against formidable defences around key command posts. The enemy is now reinforcing their positions and while you still hold forward bases on the outskirts of Atlantia central HQ is wary of a counter-attack if you weaken your available forces in a more aggressive second attempt. A lull in the fighting has now ensued as both sides rush in additional forces.

Forces of the Occupation: A stubborn defence in the face of rapid enemy strikes against your key outer command posts has stalled the enemy momentum into the city. The enemy has withdrawn to positions they already occupy to regroup and reinforce before launching further attacks. This lull must be used to reinforce your own positions and strengthen an already formidable defence.

Mission 3D – Evacuation

R7 – Forces of the Reconquest Victory

Forces of the Reconquest: Victory has been snatched from the jaws of defeat. Despite the determined efforts of the enemy to encircle and annihilate your forces in the city a successful withdrawal has been achieved. Atlantia will be a tough nut to crack. Central HQ are now sobering up to this fact as a much greater military build-up gathers for the attritional war ahead.

Forces of the Occupation: Despite your best efforts to close the noose around enemy positions within the city they have eluded destruction and evacuated to fight another day. Your scouts on the city outskirts show an even greater build-up of enemy forces making a second attempt to take the city inevitable. All that can be done is to dig in and prepare the defence once again.

R8 – Forces of the Occupation Victory

Forces of the Reconquest: This is a dark day in history. Horrific casualties have been taken. All communications with positions held in the city have broken down with the likely assumption that they have been overrun. The projected cost of capturing Atlantia has now been revised significantly higher and there is even talk of abandoning the 'preserved city' policy to annihilate the city from orbit. In any case many more lives will be sacrificed to win this battle.

Forces of the Occupation: A glorious victory has been achieved!

All enemy attempts to gain a foothold in Atlantia have failed, whilst a rapid and aggressive counter-attack has encircled and annihilated large numbers of the enemy trapped in the city. Many prisoners have been taken and the remnants of the enemy encamped outside the city will be sorely demoralised. You have shown that Atlantia will not fall without horrific casualties inflicted upon the attackers.