

# KR 16



Scenarios for KR 16

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These scenarios are designed for use with the KR 16 rules and will make reference to the information found in the background PDF.

## Scenarios

**ONE:** BPI VIP AWOL

**TWO:** What lies beyond JunkerDome?

**THREE:** Driller Killer

**FOUR:** Hostages

**FIVE:** One of our drones is missing

This map shows the rough area of Liaoning in which the games are set.



1: Anshan

2: Anvil Gate

3: Dreamholme

4: Mariposa

5: RDF base

6: BPI Facility



# BPI VIP AWOL

## Synopsis

A BPI employee (the VIP) has made contact with the RDF.

He claims that the BPI are up to some very illegal activities and that he has proof which needs to be sent to EarthGov.

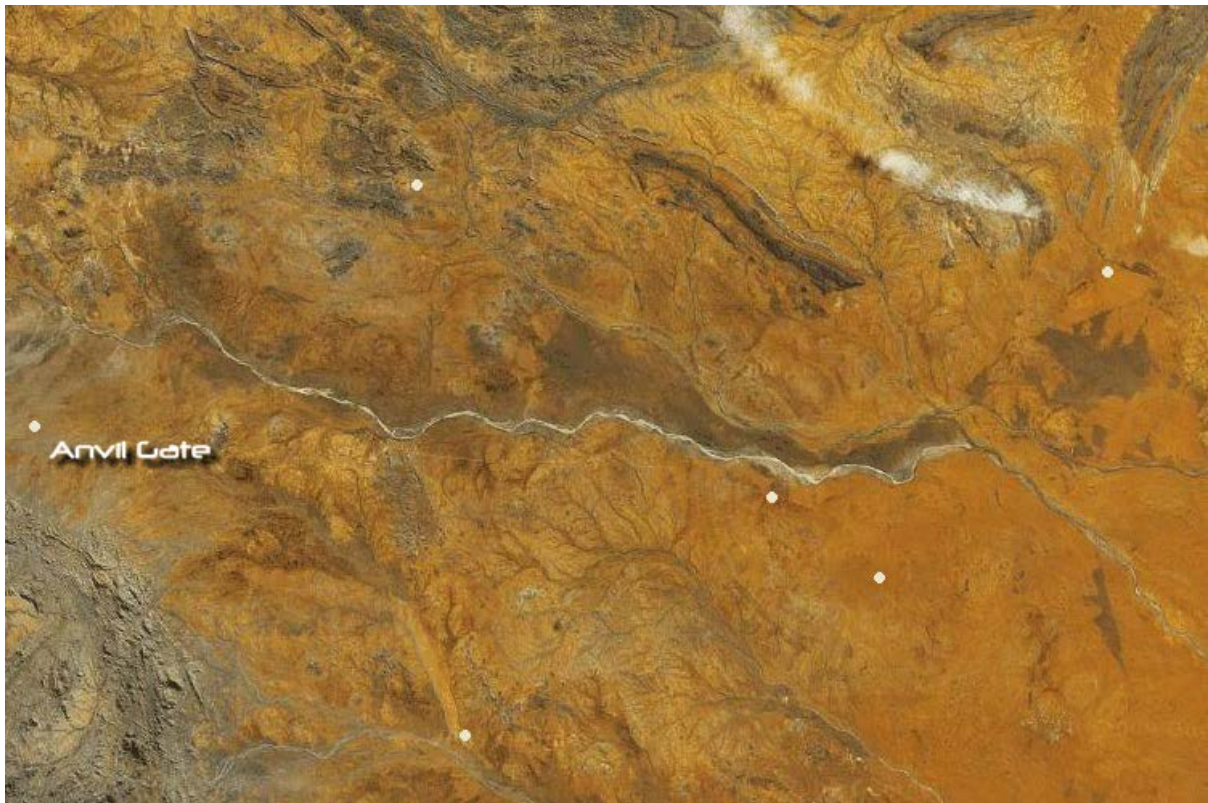
He has fled the BPI facility and is hiding out in Anvil Gate.

The RDF must locate the VIP and return him to their HQ for questioning.

The BPI must prevent this.

Ideally the BPI want him back to see what if any information he has already leaked before being dealt with.

## Location



## Victory Conditions

### RDF Major Victory

The RDF extract the BPI VIP and take him off the table via their starting edge.

### BPI Major Victory

The BPI recover their traitor and take him off the table via their starting edge.

### BPI Minor Victory

The BPI prevent the RDF from achieving their victory conditions.

## Special Rules

The VIP is in one of the habs in Anvil Gate.

To search a hab requires 2 figures per hab per turn. (So a regular squad of 5 could search 2 habs per turn)

To search, the squad must pass its 'search' command roll (3+) and spend the entire turn doing nothing other than searching.

For each hab searched, roll a D6. On a 6 they have found him.

If all habs except for one have been searched unsuccessfully, assume he is in the last hab, there is no need to roll.

Once he has been found he will be assigned to the squad that found him.

The VIP will only be killed if the squad he is attached to is destroyed and he fails his save of 6+.



## **Suggested Forces**

### RDF

4 squads of infantry  
1 MS1 Pathmaster  
3 Pathfinder Rangers

### BPI

4 squads of infantry  
4 BPI Phalanx APCs

Note: Having 10 habs should allow for a game of up to 2 hours, less habs should in theory make for a quicker game.



# What lies beyond JunkerDome?

## Synopsis

Rumours of an armed Junker group within the Junker community are rife and people outside the Junker community are reporting unaccountable thefts and seeing an increase in Junker visits to their townships.

The Junker community have started constructing what appear to be military buildings.

The RDF have decided to pay the normally reclusive Junkers a visit and see what they are up to and if the rumours of a giant armoured dome are true.

## Location



## Victory Conditions

### RDF Major Victory

The RDF enter the JunkerDome and eliminate all Junker Insurgents encountered.

### Junker Major Victory

The Junkers eliminate all RDF.

### Junker Minor Victory

The Junkers manage to prevent the RDF from entering the JunkerDome.



## Special Rules

The Junker Insurgents use special rules as per the rule book.



## **Suggested Forces**

### RDF

4 squads of infantry  
1 MS1 Pathmaster  
3 Pathfinder Rangers

### Junkers

4 squads of infantry  
1 Bullfrog Pick Up - normal  
1 Bullfrog Pick Up - Rocket Pod  
6 Proximity Mines



# Driller Killer

## Synopsis

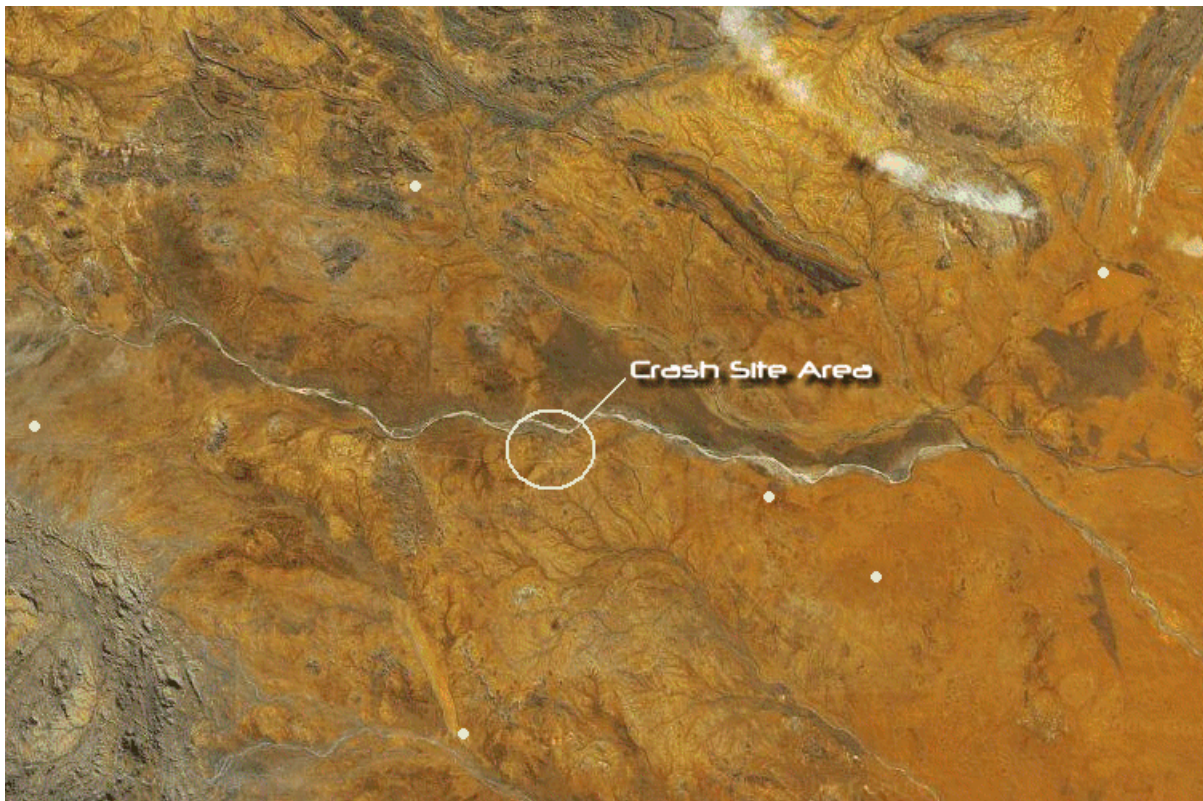
Steve Chang intercepted a distress call from an unidentified escape pod as it entered the atmosphere of Kometenmelodie and he broadcast it on KR TV.

The RDF also picked up the call.

The escape pod carries one of the Mariposa 3.

The RDF must rescue the passenger before the Junker Insurgents get there and take him as hostage.

## Location



## Victory Conditions

### RDF Major Victory

The RDF rescue the passenger and escape with him off their table edge.

### Junker Major Victory

The Junkers capture the passenger and escape with him off their table edge.

### Junker Minor Victory

The Junkers fail to capture the passenger but prevent the RDF from rescuing him.



## Special Rules

The escape pod has landed in the middle of a Drill Worm Colony.

The passenger is still inside and refuses to come out.

Place the pod and the nests so that the pod is unable to be reached without triggering a Drill Worm attack.

The passenger will only come out if a figure gets to the pod, then he will follow them out.

If that person is killed he will flee back to the pod.





## **Suggested Forces**

### RDF

4 squads of infantry  
1 MS1 Pathmaster  
2 Pathfinder Rangers

### Junkers

4 squads of infantry  
2 Bullfrog Pick Ups - normal  
2 Bullfrog Pick Ups - Rocket Pod

Notes: Each Drill Worm nest will only erupt once per game.

# Hostages

## Synopsis

A few days ago the BPI went to Mariposa to offer the people there paid work in their refinery.

Due to the way Mariposa was founded the people there have no need for currency.

The BPI left disappointed.

The truth of the matter is that the BPI have had quite a few injuries at their plant and need to replace numbers, they don't want to wait 6 months for the next BPI passenger transport to arrive.

The man in charge of the refinery certainly does not want to report a drop in production to HO either.

So the BPI have returned, with their private security and are rounding people up to work for them, willingly or not.

The RDF are en-route to stop them.

## Location





## Victory Conditions

### RDF Major Victory

Prevent the BPI from taking any civilians off the table edge and eliminate at least half the BPI troops.

### RDF Minor Victory

Prevent the BPI from taking any civilians off the table edge.

### BPI Major Victory

Capture 15 civilians and escape off the table edge with them and eliminate at least half the RDF.

### BPI Minor Victory

Capture 15 civilians and escape off the table edge with them.

### Special Victory

If at any point the RDF kill 4 or more civilians they fail and they must retreat from the game.

## Special Rules

The BPI have to get at least 15 people into their trucks and escape off the table edge.

At the end of each turn the BPI player rolls a D6, this is how many people they have rounded up and placed in their trucks.

The BPI start inside the perimeter walls of Mariposa.

Once they have 15 they can attempt to drive off any table edge.

Stopping the trucks could be tricky, if the RDF choose to shoot up the trucks they risk blowing them and the civilians up.

The RDF can choose to be very careful with their firing and if they take a -1 to hit they can take -2 to any damage rolls on the civilian vehicle damage chart when they roll.

This drastically reduces the chances of killing the civilians in the rear of the trucks...





### **Suggested Forces**

#### RDF

4 squads of infantry  
1 MS1 Pathmaster  
2 Pathfinder Rangers

#### BPI

4 squads of infantry  
3 Civilian trucks  
4 Phalanx APCs

Note: Civilian models are not required and are assumed to be rounded up at the end of each turn when the BPI roll their D6.



# One of our Drones Is Missing

## Synopsis

The RDF are concerned about the encounter the ECM had in Dreamholme and have sent an aerial drone to survey the area.

The drone malfunctioned and has crashed in the centre of the deserted mining town.

They must go in and recover the drone.

## Location



## Victory Conditions

### RDF Major Victory

The RDF recover the information and escape with less than 5 casualties.

### RDF Minor Victory

The RDF recover the information.

### Stricken Major Victory

They kill all the RDF

### Stricken Minor Victory

They kill over half the RDF

## Special Rules

Dreamholme is infested with The Stricken.

The RDF drone is right in the middle of the town.

On the first turn, D6 Stricken emerge from random buildings.

On the second turn, 2D6 Stricken emerge from random buildings.

On the third turn, 3D6 Stricken emerge from random buildings, this pattern continues until 40 Stricken have been placed into play.

The drone is quite chunky and will not fit in the back of a Pathfinder.

The only alternative to taking back the drone is to download the data from it.

This takes D6+1 turns, in order for this to happen 1 RDF trooper must be in base to base contact with the drone.



## Suggested Forces

### RDF

3 squads of infantry  
3 Pathfinder Rangers

### The Stricken

40 Stricken

## Credits

Thanks to Greg, my wife and Steve J for actually helping me playtest some of the scenarios.

Thanks also to various kind people over at [TMP](#) who cast a quick glance over these and spotted the odd error or two.

Thanks to the folks that wrote the FUBAR rules, as they are what inspired me to get back into 6mm sci-fi in the first place.

Thanks of course to coffee.

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