

Extraction

A simple scenario for FUBAR

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A friendly VIP with vital intel has been taken hostage by a sizeable enemy force. Assemble your teams and plan your assault on the AO – use any force necessary for their retrieval. Keep an eye out for any other intelligence or valuable assets...

Forces

This scenario is best played with asymmetric forces – a small, Veteran or Elite Recovery Team of 12-18 soldiers versus a larger force of Seasoned Insurgents. If playing with Veteran forces, we suggest a 1:2 ratio of available models for the Insurgents (ie. 12 Veterans, 24 Insurgents), or if playing with Elite forces, a 1:3 ratio.

When assembling your forces, we also strongly recommend arming them realistically. A majority would be armed with Sub-Machine Guns, Rifles, Shotguns, while only a few *specialists* would have access to Light Machine Guns, RPG's, etc. A good rule of thumb is 1-2 *specialists* per squad.

Terrain

We recommend a 4x4' board for a smaller game of this scenario (12 on the Recovery Team) or a 6x4' for a larger game (18+ models for the Recovery Team). Extraction plays best with a minimum of 6 buildings and a fairly dense board setup to create lines of fire and room for maneuvering. We suggest setting up the table in a way that makes logical sense to both players, like how a real town would be laid out – this will make the game more engaging and fun.



Pre-mission

Follow these steps, in order, before the game starts;

1. The Recovery Team player chooses and reveals TWO board edges where they may deploy their units.
2. The Insurgent player chooses and reveals 2+d3 buildings to be **Hideouts**, where reinforcements will arrive during the game.
3. The Insurgent player secretly chooses and notes down which building the MVP is located in.
4. The Insurgent player secretly, but also **randomly** determines which buildings contain a *Hostage* (separate from an MVP) and an *Intel Dossier* – these are two separate game objectives that cannot be in the same building but can be in a **Hideout**.
5. The Insurgent player deploys half of their available force anywhere on the board, as long as it is 18" away from the Recovery Team's chosen board edges.
6. The Recovery team deploys all of their available force within 6" of either of their chosen board edges.
7. Roll for first turn!

Scenario

"Extracting" requires a model to move off any board edge, leaving the game entirely. If the Intel Dossier is found, a single member of the Recovery Team may hold it with no penalty, and can extract it by moving off a board edge. The Hostage and MVP are unarmed, and may attach themselves to units once they are discovered and adopt the unit "Level". They can be removed as casualties in the same manner as any other model.

The scenario lasts 8 turns.

Hideouts

At the beginning of every turn after the first, the Insurgent player will randomly generate D3+1 new troops from a Hideout at random. If at any point their entire pool of reserves is on the table, do not roll for reinforcements that turn.

The Recovery Team may remove Hideouts by simply entering the building they are in, granted the building is not contested by any Insurgent forces.

Victory Conditions

Recovery Team;

Moral Victory. Intel Dossier and Hostage are extracted.

Strategic Victory. MVP is extracted.

Insurgents;

Moral Victory. Half or more of the Recovery team is killed.

Strategic Victory. The MVP is not extracted.