

# Enemy Mine

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## Overview

When two bitter enemies meet as members of patrols, it ain't a warm fuzzy movie ending.

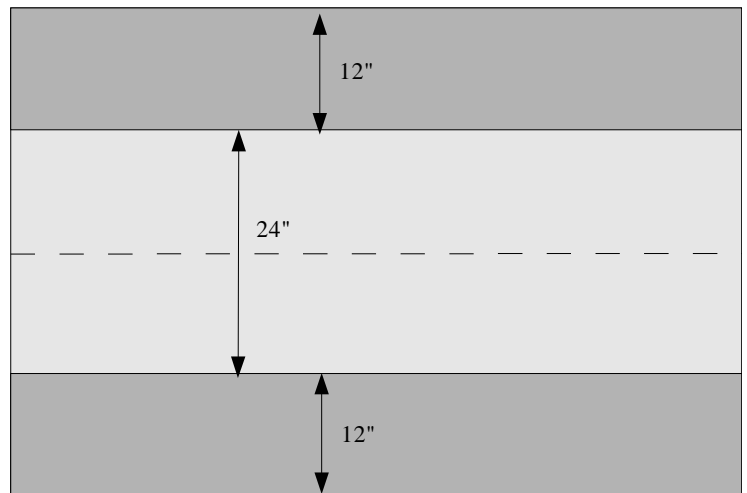
*See that squinty-eyed bastard over there? He killed Kenny! Let's get him!*

## Scenario Special Rules

*Rivals, Victory Points, Random Game Length and Infiltrators.*

## Setup

1. Nominate Rival models (see Special Rules).
2. Deployment zones are along the long board edges and are 12" deep. Adjust as needed to maintain a 24" No Man's Land for odd size tables.
3. Roll 1d6, winner picks deployment zone.
4. Deployment begins, players alternate placing units starting with winner. Infiltrating units may make one free move before the game starts, with players alternating each unit, winner moving first.
5. Roll 1d6, winner chooses to go first or second.



## Mission Objective

At the end of the game, each player scores **double** the points cost of the enemy Rival's squad as bonus Victory points IF and only IF the enemy Rival is dead **dead**. It does not matter if the Rival's squad is still on the table.

## Special Rules

**Rivals:** Each player selects one of their models to represent the player's Rival. This must be from a Troop selection and must be a model with the lowest cost (ie, basic trooper) in said unit. Wargear items cannot be Rivals (ie Tau Drones, squig hounds, etc). The model should be distinctive, mark if there is a chance of mistaking the Rival. The identity of the Rival is NOT secret (duh!).

## Game Length

The game lasts a variable number of turns.

## Line of Retreat

Units forced to fall back will do so towards the closest board edge of their deployment zone using the normal fallback rules.