ROGUE HEROES

By Marcus Vine

Rogue Heroes! The SAS stage a daring nighttime raid

DAVID STIRLING, THE PHANTOM MAJOR

David Stirling is a Veteran Major for the purposes of the *SAS Reinforced Platoon – Early: November 1941 – May 1942* and *Independent: June 1942 – April 1943* theatre selectors in the *Western Desert* campaign book.

Cost	230pts (Veteran)
Composition	1 Officer (Major) and up to 3 further men
Weapons	Submachine gun, anti-tank grenades
Options	- Stirling may be accompanied by up to 3 men (Veterans armed with anti-tank grenades and submachine guns, pistols or rifles/carbines as depicted on the model) for +19pts each - One man can be designated as the Team Medic for +5pts
Special Rules	- Behind Enemy Lines. When Outflanking as described on page 119 of the *Bolt Action* rulebook, Stirling and his men ignore the –1 modifier to the Order test for coming onto the table. - Stubborn - Tank Hunters - Team Medic (if option taken) - Tough Fighters - Mad, Quite Mad: Field Marshal Montgomery once famously described Stirling as such, and Stirling was certainly a bold man, often to the point of recklessness. Every time David Stirling passes an Order Test, he is treated as having rolled the Insane Courage! result. Additionally, he is never subject to the We're Doomed! rule, no matter how many pin markers he has. - The Phantom Major: Stirling was given this nickname by Field Marshal Erwin Rommel, whose troops he terrorised in the desert. Before deployment, roll a D6 for each infantry unit of at least five models in the enemy army. On a roll of 4+, one model (of the controlling player's choice) is removed from the unit – this represents the significant amount of manpower deployed to both search for and guard against the 'Phantom Major'. Models removed in this way do not take any part in the battle, and do not count as casualties for determining if a unit is At Full Strength or for any other reason.

JOHN 'JOCK' LEWES

'Jock' Lewes is a Veteran 1st Lieutenant for the purposes of the *SAS Reinforced Platoon – Early: November 1941 – May 1942* theatre selector in the *Western Desert* campaign book.

Cost	160pts (Veteran)
Weapons	1 Officer (1st Lieutenant) and up to 3 further men
Damage Value	Submachine gun, anti-tank grenades
Tow	- Lewes may be accompanied by up to 3 men (Veterans armed with anti-tank grenades and submachine guns, pistols or rifles/carbines as depicted on the model) for +19pts each - One man can be designated as the Team Medic for +5pts
Special Rules	- Behind Enemy Lines. When Outflanking as described on page 119 of the *Bolt Action* rulebook, Jock and his men ignore the −1 modifier to the Order test for coming onto the table. - Explosive Surprise! Jock Lewes was a master of the use of the Lewes bomb, which he designed, to cause maximum damage and confusion to enemy infrastructure and materiel. Before deployment, roll a D6 for each vehicle in the enemy army. On a roll of 4+, that unit suffers 2 pins at the start of the game. This also applies to units in Reserve, meaning that they must take into account any such pins received when making an Order Check to enter the table via Outflank. This represents the negative impact of Lewes' explosives on enemy troops and supply lines. - Stubborn - Tank Hunters - Team Medic (if option taken) - Tough Fighters - Training Officer: Jock Lewes was the principal training officer of the SAS when it was founded – as such, he was a well-respected leader and intimately familiar with the unit's tactics. Jock Lewes may activate up to three friendly units within his Command Radius when using the You Men, Snap to Action! ability.

PADDY MAYNE, THE IRISH LION

Robert Blair 'Paddy' Mayne is a Veteran First Lieutenant for the purposes of the *SAS Reinforced Platoon – Early: November 1941 – May 1942* theatre selector in the *Western Desert* campaign book.

Cost	225pts (Veteran)
Team	1 officer and up to 2 other men
Weapons	Submachine gun, pistol or rifle/carbine as depicted on the model
Options	- Paddy may be accompanied by up to 2 men at a cost of +18pts per man - The squad can be given anti-tank grenades for +2pts per man.
Special Rules	- Behind Enemy Lines. When Outflanking as described on page 119 of the *Bolt Action* rulebook, Paddy and his men ignore the −1 modifier to the Order test for coming onto the table. - Special Mission: if Paddy is in your force, any SAS units left in Reserve can go on a special mission. These units must Outflank (even in scenarios that do not allow Outflanking) and, when they become available, they can enter the battlefield from either the declared short edge or any point along the enemy's table edge. - Superb Leader: Paddy's Morale bonus is +4 and the range of his ability is 12". - Tank Hunters (if anti-tank grenades taken). - Who Dares Wins! To represent their special training and motivation, Paddy and his men have the Fanatics special rule.

SCENARIO – NIGHT TERRORS!

In the dead of the desert night, David Stirling, Jock Lewes and Paddy Mayne lead their sections towards an Italian-held airfield. Their target: the fighter-bombers lined up on the taxiway, and the fuel and ammunition dumps beyond.

Out in the dunes, their heavily-armed jeeps await – extraction if the mission goes well, backup if it does not. The Italian defenders are nervous, of course; they've heard the stories of the 'Phantom Major', but they are well-armed and (so they think) well-prepared…

We recommend playing this scenario through twice in an afternoon, with each player taking it in turns to use the Italians and SAS!

FORCES

The Italian player picks a 750 point force from the following list:

- 1 Lieutenant (First or Second, Inexperienced or Regular)
- 2 Inexperienced Infantry sections

  PLUS

- 0-1 Captain or Major
- 0-1 Medic
- 0-3 Infantry sections: Regular Infantry sections, Inexperienced Infantry sections
- 0-1 Bersaglieri infantry section
- 0-3 Machine Gun teams
- 0-1 Anti-Tank Rifle teams
- 0-2 Anti-aircraft guns: Breda 20mm AA gun

The British player picks a 300 point force from the *Sowing Mayhem* theatre selector found in Western Desert. In addition, they have the following units included in their force – all are assumed to have the maximum number of men, and all available upgrades:

- David Stirling, The Phantom Major
- John 'Jock' Lewes
- Paddy Mayne, The Irish Lion

SET-UP

The game is played on a 6'x4' table.

On the table, the Italian player should place four Key Objectives in the positions indicated, ensuring they are within 6" of the table centreline and a minimum of 12" away from each other.

These can be aircraft, fuel bowsers, ammunition dumps, or anything you would consider important enough for the SAS target. In any case, they should be around 4"x4" in total footprint.

DEPLOYMENT

The Italian player sets up all of their forces in the deployment zone indicated on the map above.

The British player sets up Stirling, Lewes and Mayne (and the men in their teams) in the indicated deployment zone – the rest of their force is held in Reserve, and may not enter the table until the start of Turn 4, when they may attempt to arrive from th British table edge.

SPECIAL RULES

Destroying Key Objectives: To destroy a Key Objective, Stirling, Mayne or Lewes must end their activation within 1" of the objective, and not be on a Down order.

At the end of their activation, roll a D6. On a 2+, the explosives have been successfully planted and will detonate at the end of the current game turn, setting fire to the objective. At the end of the following game turn, the objective will go boom, causing a single hit at +4 Penetration to any unit within 6".

On a roll of 1, the explosives have not been successfully planted and the unit (or another suitable unit) must try again on a new activation.
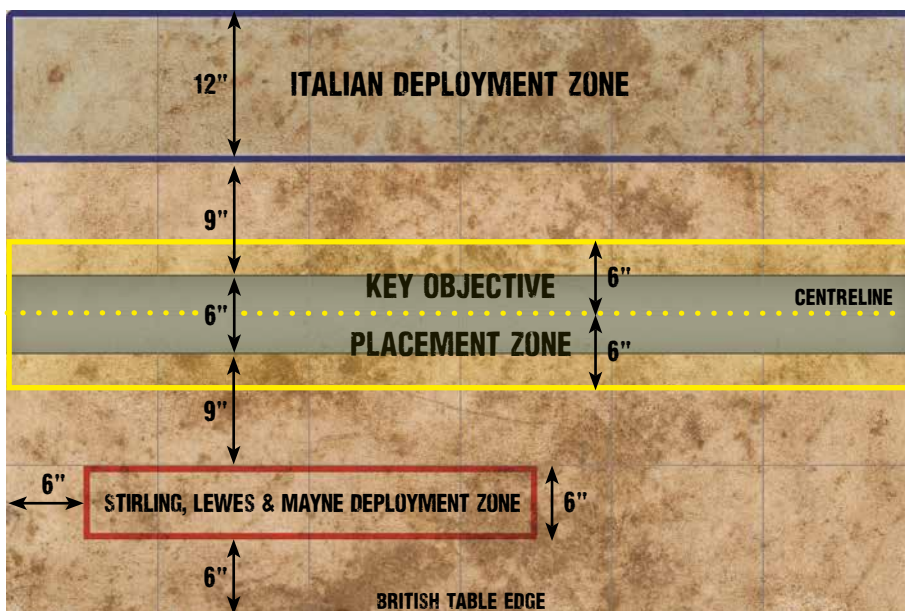
OBJECTIVE

The objective for the British player is to plant explosives on as many of the Key Objectives as possible and escape into the night – the Italian player aims to stop them!

GAME DURATION

The game lasts for six turns, or until the British player elects to escape. They may do this by moving any unit into contact with the indicated board edge – that unit is immediately removed from the game, and its Order Dice removed from the bag, but it is not treated as destroyed for the purposes of scoring or any other special rules.

Once all British units have escaped or been destroyed, the game ends, regardless of the turn. Similarly, if the British player manages to destroy every Italian unit, the game is (rather obviously) over!

VICTORY!

If the British player is able to destroy all four Key Objectives and at least two of Stirling, Lewes and Mayne remain alive at the end of the game, they score a Major Victory. If they manage to destroy three Key Objectives, and at least two of Stirling, Lewes and Mayne remain alive, they score a Minor Victory.

If the Italian player is able to kill at least two of Stirling, Lewes and Mayne, and prevent more than two Key Objectives from being destroyed, they score a Major Victory. If they manage to kill at least two of Stirling, Lewes, and Mayne, they score a Minor Victory.

If neither side achieves a Minor or Major Victory through the above conditions, the result is a Draw.

A note on Stirling, Lewes and Mayne: These individuals represent the heart of the SAS and its guiding influence. If they are killed, it will certainly set the SAS back many months, and may even see them permanently disbanded. When we refer to these men remaining alive or being killed, we refer to the specific model of the man within the unit – i.e. David Stirling, not any of his accompanying men.

SPECIAL CONSIDERATIONS

Players may wish to use the Night Fighting rules in this scenario, but it can be played just as well without – perhaps the Italians have turned on their searchlights, or fired flares!

Additionally, Paddy Mayne's 'Special Mission' rule is not in effect in this scenario – the Rogue Heroes are already on a special mission!