

# ++SHADOW WAR: ARMAGEDDON++

## MISSION: ENTER THE ARENA

### NUMBER OF PLAYERS: 2-3

There are blast-shattered domes within the Promethium Sprawl, reshaped and ruined by ages of combat, where kill teams can reliably find willing opponents. Each player's goal is to be the last kill team standing, driving out all others.

### TURN ORDER

The players roll off to determine the turn order.

### PLACING TERRAIN

The battlefield must be 4 by 4 feet, with some terrain already prepared and in place. These can be set up by a referee or by player consensus. A great variety of additional scatter terrain pieces and structures large and small should be set off to the side ready for placement.

Starting with the first player, the players take turns choosing 2 pieces of terrain and placing them on the battlefield, within the following limitations:

- Each terrain piece must be placed at ground level further than 2" from any edge. Connectors such as catwalks and ladders are obvious exceptions, as well as small features such as crates and barrels as long as these do not completely block pathways.
- Each piece of terrain you place on your turn must be further than 4" from one another, but may be placed adjacent to the starting terrain and any terrain that was laid down by other players on previous turns.

### TWISTS

The table below replaces the standard Twists table. Each player rolls D6 for a twist.

- 1 **Getting the Jump:** All of your kill team's fighters are treated as if they had Infiltration. Roll again for a different result if they actually do!
- 2 **Motivated:** Add +1 to your kill team's bottle test rolls.
- 3 **Loot:** Mischevious hivers sometimes leave juicy-looking loot within these 'thunder domes' to draw hunting parties closer — and then watch from a safe distance as warriors scramble of what is most likely useless scrap. But on occasion the loot piles actually contain something of value. Place D3 Loot counters at ground level at least 18" from any table edge and 4" from any other Loot counter.
- 4 **Well Supplied:** Add +1 to your kill team's Ammo Roll rolls.
- 5 **Flanking:** When placing your fighters, you may position them within 8" of any table edges, at least 18" from any corner.
- 6 **Mystery Door:** Place a hatch piece at ground level further than 18" from any table edge, or choose a suitable closed door to a building or large shipping container. A fighter that ends their movement in base contact with the hatch may attempt to open it by rolling a D6:
  - 1 **Locked:** The hatch cannot be opened except by attacking the lock, which has Toughness 5 and Wounds 1. Once the lock is destroyed, ignore this result when a fighter attempts to see what's behind the mystery door.
  - 2 **Empty:** Nothing here.
  - 3-5 **Someone's Stash:** Place D3 Loot counters on the hatch. The fighter who opens this hatch may grab 1 of the Loot counters immediately.
  - 6 **Special Operative:** Choose a special operative and place it within 2" of the hatch.

## **KILL TEAM DEPLOYMENT**

Each player takes turns choosing a starting corner that has not already been selected by another player. Then the players take turns deploying their fighters within 12" of that corner, placing their entire team before moving on to the next player.

## **SPECIAL DEPLOYMENTS**

Starting with the first player, each player now takes turns using special deployment abilities such as Infiltration or Tunnels, moving one fighter per turn or passing.

## **STARTING THE BATTLE**

Now the action begins with the first player taking the first turn.

## **BOTTLE TESTS**

A kill team must begin making bottle tests at the beginning of its turns once 25% of its fighters are down or out of action, and may voluntarily bottle out at the beginning of its turn when this threshold is reached.

## **ENDING THE MISSION**

Any kill team that fails a bottle test is considered to have lost. The only team remaining after all others have retreated becomes the winner.

## **SPECIAL REWARDS**

After the game is over, each kill team has the time to examine their loot, rolling once on the Loot table for each Loot counter they have scored.

## **LOOT COUNTERS**

Use the standard rules for Loot counters.

If a fighter starts its turn within 8" of their kill team's starting corner (regardless of where the fighter was actually deployed), it scores all of its Loot counters and may continue to fight as normal, or may safely leave the battlefield, scoring the Loot counters in the process.