

# ++SHADOW WAR: ARMAGEDDON++

## MISSION: FRONTAL ASSAULT

### NUMBER OF PLAYERS: 2-3

When a kill team establishes a stronghold within the Promethium Sprawl, it will inevitably draw attention from its enemies.

### OBJECTIVE

In this mission, one kill team begins within a defensive structure set up to their liking. One or two rival kill teams launch an assault with the goal of throwing out the current occupiers of the stronghold. The defender's goal is to withstand the siege and force the attackers to bottle out.

### DETERMINE PLAYER ROLES

Players who won their previous mission should roll off. The highest scorer (or the only player who won their previous mission) will control the defending kill team, and the remaining players' kill teams will be the attackers. If none of the players won their previous mission, they roll off and the highest scorer becomes the defender.

In a three player mission, the two attacking players' kill teams are working toward the game goal, but their fighters are still considered enemies. Once the fighting starts, any player's kill team can (and will) attack any other if they are the closest or easiest targets. Attacking players should be mindful of this when deploying their fighters.

### DEFENDER'S TWISTS

The defending player uses the table below in place of the standard Twists table, rolling D6.

- 1 **Friendly Territory:** After the mission, you can re-roll Serious Injury rolls for your kill team members.
- 2 **Indomitable:** You can subtract 1 from your bottle test rolls during the mission.
- 3-5 **Booby Traps:** The defenders have surrounded their stronghold with proximity mines, concealed spike-pits, monomolecular tripwires and other traps. Any time a fighter runs, if their movement started further than 12" from the defender's table edge, they must test against their Initiative +1 (although a roll of 6 always fails). If the test fails, the fighter suffers a hit using D6 Strength.
- 6 **Broken Alliance:** *If playing against only one attacking kill team, treat this result as 'Booby Traps' instead.* The attacking teams aren't coordinating with each other at all, and any plans of working toward a common goal are shot. The mission ends as soon as any two kill teams bottle out.

### ATTACKERS' TWISTS

The attacking players use the table below in place of the standard Twists table, rolling D6 once even if there are two attackers.

- 1-2 **Hive Fog:** All shooting attacks lose their range bonuses, but keep any penalties.
- 3-4 **Vital Mission:** The kill team that wins this mission gains 100 bonus points to spend during their Recruit or Re-arm step.
- 5-6 **Sneak Attack:** You caught the defenders by surprise, and in their haste to take up battle stations some of them may leave behind important wargear. After the defending fighters are deployed, roll D6 for each one. On a roll of 1, randomly remove 1 weapon or miscellaneous item (other than armour). These items can only be recovered if the defender wins the mission.

### DETERMINE STARTING EDGES

The defender chooses which table edge they will set up on. The attackers take the opposite table edge.

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## **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 defender, the players take turns choosing 2 pieces of terrain and placing them on the battlefield, within the following limitations:

- The defender must place all of their terrain within 12" of their table edge.
- The attackers must place all of their terrain within 24" of their table edge. This should create a 12" band free of obstacles (aside from the terrain already in place before setup) between the attackers' table edge and the defender's.
- 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.

## **BALANCING**

If you are defending against two attacking players, you may add a special operative to your team for this mission. This applies even if the 'Broken Alliance' twist has been rolled.

## **DEFENDERS DEPLOYMENT**

Once the terrain is placed, the defender places their fighters within 8" of their table edge. Injured fighters that would normally have been required to miss this mission must be called up to fight anyway — place these fighters along with the rest.

Any defending fighter may be put on overwatch when it is placed.

## **ATTACKERS DEPLOYMENT**

If there is one attacking kill team, it now sets up anywhere within 20" of its table edge.

If there are two attacking teams, they roll off and the winner chooses one of the undefended corners of the table, sets up their team within 20" of that corner, and then the remaining attacking team is set up the same way in the remaining undefended corner of the table.

Any attacking fighter may be declared to be in hiding when it is placed if the usual conditions for hiding are met.

## **BATTLE TURN ORDER**

The defending player will go first during special deployment and during each round of the mission. If there are two attackers, they roll off and the winner will take the second turn, followed by the loser. This turn order is used throughout the rest of the mission.

If a mission begins with two players or is reduced to two players, they alternate their turn order as usual for a two player battle, starting with the defender.

## **SPECIAL DEPLOYMENTS**

Starting with the defender, each player may take a turn resolving one of their fighter's special deployment abilities such as Infiltration. Continue taking turns until all fighters with special deployment abilities have moved.

## **STARTING THE BATTLE**

The battle now begins with the first player taking their turn.

## **BOTTLE TESTS**

The defender must begin making bottle tests at the beginning of its turns once 50% of its fighters are down or out of action, but may voluntarily bottle out at the beginning of its turn if at least 25% of its fighters are down or out of action.

An attacking team must begin making bottle tests at the beginning of its turns once 25% of its fighters are down or out of action.

### **ENDING THE MISSION**

The game ends when the defending team bottles out or when all attacking teams have bottled out.

If the 'Broken Alliance' twist is in effect, then it's every team for itself and the mission ends when any two teams have bottled out.

### **SPECIAL REWARDS**

If the defending player repels the attackers and wins the mission, they receive 1 additional promethium cache.

If a team of two attacking players wins and neither of them has bottled out, they share the victory and roll 2D6 for their Team Advance.