

++SHADOW WAR: ARMAGEDDON++

MISSION: INTERCEPTION

NUMBER OF PLAYERS: 2

In this scenario, a kill team is returning to its bunker after a successful scavenging run when it is set upon by a rival team.

KILL TEAM ROLES

The players roll off. The high scorer chooses whether they will play as the defenders (the team returning home with supplies) or as the attackers trying to intercept the supplies. The low scorer plays the remaining role.

PLACING TERRAIN

Use standard terrain setup.

TWISTS

Each player rolls for a Twist.

KILL TEAM DEPLOYMENT

The defending player starts on a randomly selected table edge and deploys their fighters within 8" of that edge, at least 12" from any other edge.

The attacking team then rolls D6 to determine their starting table corner. On a roll of 1-3, it is the far table corner to the defender's left. On a roll of 4-6 it is the far table corner to the defender's right. The attacking fighters can be deployed within 18" of their starting corner.

WHO HAS THE LOOT

One by one, the defender rolls a D6 for each of their fighters to determine the number of Loot counters they are carrying. On a roll of 1-3, the fighter is unburdened. On roll of 4-5, the fighter is carrying 1 Loot counter. On a roll of 6, the fighter is carrying D3 Loot counters. If this results in the defending team carrying no loot, the scenario is reversed — the attacking team is carrying the supplies instead. In that case, the attacking player rolls to determine how many Loot counters each of their fighters are carrying.

Fighters carrying 2 or more Loot counters cannot run.

SPECIAL DEPLOYMENTS

Starting with the attacker, the players take turns resolving their fighters' special deployment abilities such as Infiltration or Tunnels, moving one fighter per turn.

STARTING THE BATTLE

Now the action begins with the defending team taking the first turn — even if the attacking team is carrying the loot to begin with.

BOTTLE TESTS

A kill team must begin making bottle tests at the beginning of its turns once 50% of its fighters are down or out of action, and may voluntarily bottle out at the beginning of its turn when 25% of its fighters are down or

out of action. Fighters that have fled the battlefield in the process of scoring Loot counters do not go down or out of action, so they count toward their team's total number of fighters for the purposes of bottle tests.

SCORING LOOT

A defending fighter can score its Loot counters by leaving the table via the edge opposite from its starting edge.

An attacking fighter can score its Loot counters by ending its movement within 8" of the defending player's edge. This fighter may safely leave the battlefield after scoring the loot, or may stay in the battle.

Any Loot counters carried by fighters on the winning team are lost at the end of the mission — they are not scored.

ENDING THE MISSION

The mission ends when 50% or more of the Loot counters have been scored, or when either team bottles out. The team that has scored the greatest number of Loot counters when the mission ends is the winner; if there is a tie, neither team wins.

SPECIAL REWARDS

Check the contents of Loot counters scored by either kill team.

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