

++SHADOW WAR: ARMAGEDDON++

MISSION: PROMETHIUM BANDITS

NUMBER OF PLAYERS: 2

Sometimes you just have to steal promethium to keep your fighting operations going — or get them started in the first place.

OBJECTIVE

The attacking team's goal is to steal 10 units of promethium from any of 3 promethium tank terrain pieces on the battlefield. The defending team's goal is to drive off the bandits, forcing them to bottle out.

DETERMINE PLAYER ROLES

This mission cannot be run unless one or both players have 0 promethium caches.

The player with 0 caches becomes the attacker and the other player becomes the defender. If both players have no promethium, roll off: the high scorer becomes the attacker and the low scorer becomes the defender.

TWIST

Both players roll once for a Twist.

NARRATIVE LICENSE

If the players prefer, the 'promethium' in this mission can be almost any sort of chemical or compound that might be of value to the attacking team.

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 attacker, the players take turns choosing 1 of 3 medium-sized terrain pieces representing promethium tanks at least 16" from any edge and at least 8" from each other.

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

- The terrain pieces 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.
- Each terrain piece must be placed at ground level further than 2" from any edge or promethium tank. 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.

KILL TEAM DEPLOYMENT

Starting with the defender, the players take turns choosing one of their fighters and placing them according to these limitations:

Defenders must be placed within 12” of the centre of the battleground. Defenders may start on overwatch.

Attackers may be placed within 4” of any table edges and may start in hiding.

Fighters may be deployed on gantries and the tops of structures of any height.

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, starting with the attacking team.

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.

STEALING PROMETHIUM

Fighters on the attacking team are equipped with portable gas canisters, enough to collect the relatively small amount of promethium they need to make ends meet. To collect 1 unit of promethium, an attacking fighter must end its movement in base contact with one of the promethium tank terrain pieces. Only one fighter can tap each promethium tank at a time, and only 1 unit of promethium can be drained per fighter per turn. The act of siphoning promethium prevents a fighter from shooting.

Fighters who go out of action drop any promethium units they were carrying where they happened to be at the time. Remove the figure but leave promethium counters in place. Fighters can transfer promethium to other friendly fighters in base contact during the shooting phase, but neither fighter may shoot during that turn. 1 promethium unit may be exchanged in this way each turn.

Scoring Promethium Units

If a fighter starts its turn within 8” of any table edge, it scores all of its promethium units and may continue the battle as normal, or may safely leave the battlefield and score the promethium units in the process. A fighter also scores any promethium units they are carrying if the attackers win the mission with the defenders bottling out.

Approaching An Attended Promethium Tank

A fighter may not move into base contact with a promethium tank if an enemy fighter is already in base base contact with it. The fighter may instead charge the attending enemy fighter if they have sufficient movement.

ENDING THE MISSION

The attackers win as soon as they carry off 10 or more units of promethium. The game ends when either team bottles out. The team that bottles out loses, and the other team wins.