

++SHADOW WAR: ARMAGEDDON++

MISSION: PURE MAYHEM

NUMBER OF PLAYERS: 2-3

In this mission, the spectacle of battle will be on full display, with warriors leaving nothing in reserve as they clash in the ruins of the Promethium Sprawl.

TURN ORDER

The players roll off. The high scorer becomes the first player, continuing in descending 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, and further than 4" from any other terrain. 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.

TWISTS

Each player rolls for a Twist.

KILL TEAM DEPLOYMENT

Starting with the first player, the players take turns choosing an unselected table corner and deploying their team within 12" of it.

SPECIAL DEPLOYMENTS

Starting with the first player, the players take turns resolving their fighters' special deployment movement such as Infiltration.

STARTING THE BATTLE

Each player draws 1 Pure Mayhem card. Then the action begins with the first team 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

The mission ends when there is just one kill team remaining, all others having bottled out. The last remaining kill team is the winner

PURE MAYHEM CARDS

Print and cut out the Pure Mayhem cards before play. Shuffle the card deck and place it face-down in easy reach. At the start of a player's turn, they may draw the top card of the Battle Card deck if they do not have one, or they may discard the card they're holding face-up and draw a fresh card from the top of the deck.

Pure Mayhem cards are mostly self-explanatory, indicating when they are to be played and what happens. Players should not reveal their cards until the appropriate time.

Should you run through the entire Battle Card deck, shuffle the discard deck and place it face-down, and draw from this new pile.

If two or more cards are played at the same time that would seem to cancel out each other's effects, the card played most recently is resolved first.

Credits: This mission was inspired by the *Necromunda* supplement *Fight Event Cards* by Anthony Case with David Moretti.

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PURE MAYHEM: I'LL SAVE YOU!

This card can be played when a member of your kill team is hit by a shooting attack. A friendly fighter of your choosing within 1" of the targeted model bravely leaps into the shot's path suffering the hit instead. Note in the case of a template weapon the blast is still placed over the original target and the saviour only suffers 1 hit.

PURE MAYHEM: STRAY SHOT

This card can be played if an enemy fighter fails to hit when shooting. The stray shot accidentally strikes one of his fellow kill team members in the back. The enemy fighter closest to the shooter that is within his arc of sight is hit by the attack instead.

PURE MAYHEM: DUCK!

This card can be played if a member of your kill team is hit by a shooting attack or in hand-to-hand combat. The lucky fighter manages to duck out of harms way at just the right time. The fighter is not hit by the attack after all so will not be pinned either.

PURE MAYHEM: LUCKY HIT

This card can be played if one of your fighters fails to hit when making a shooting attack. The stray shot ricochets back off a girder and strikes the intended target. The shot hits after all!

PURE MAYHEM: DISLodge

This card can be played if a member of your kill team fails to hit when making a shooting attack. The stray shot dislodges some crumbling masonry. Place the blast template over the original target. Any models hit by the template are pinned and must take an Initiative test. If the test is failed then the fighter suffers a D6 Strength hit.

PURE MAYHEM: PRIORITY TARGET

This card can be played when a member of your kill team declares a shooting attack. The fighter can target any enemy he can see, instead of having to target the closest or easiest.

PURE MAYHEM: UNBREAKABLE

This card can be played if a member of your kill team fails a Leadership test. The fighter summons all of their courage and is assumed to have passed the Leadership test instead.

PURE MAYHEM: SOFT SPOT

This card can be played if you fail to score a to-wound roll against an enemy through a shooting attack or in hand-to-hand combat. The fighter is struck in a vulnerable area. The hit wounds after all!

PURE MAYHEM: HARD SKINNED

This card can be played if a member of your kill team suffers a wound. The hardened fighter shrugs it off. The hit fails to wound after all.

PURE MAYHEM: JUST A SCRATCH

This card can be played if an injured member of your kill team rolls a Down result during the recovery phase. Through gritted teeth the fighter fights on. The Down roll is converted to a Flesh Wound result instead.

PURE MAYHEM: HURTS LIKE HELL

This card can be played if an injured enemy rolls a Down result during the recovery phase. The pain is just too great for the fighter and he passes out. The Down roll is converted to an Out Of Action result instead.

PURE MAYHEM: WEAK WILL

This card can be played if an enemy passes a Leadership test. The nervy fighter is wracked with doubt. The enemy is assumed to have failed the Leadership test instead.

PURE MAYHEM: QUICK REFLEXES

This card can be played if a member of your kill team fails an Initiative test. The fighter's focus is sharp and clear. The kill team member is assumed to have passed the Initiative test instead.

PURE MAYHEM: SLOW REFLEXES

This card can be played if an enemy passes an Initiative test. The fighter's mind is clouded and distracted. The enemy is assumed to have failed the Initiative test.

PURE MAYHEM: RATS IN A BARREL

This card can be played after a member of your kill team has resolved a shooting attack with either a pistol or basic weapon. The fighter can declare an extra shooting attack, but the shot must be made with the same weapon and against a different target.

PURE MAYHEM: GUN EXPLOSION

This card can be played if an enemy fails an Ammo Roll. The volatile gun explodes as the fighter tries to reload the weapon. This card cannot be used on grenades.

PURE MAYHEM: HEAD SHOT

This card can be played if a member of your kill team inflicts a wound against an enemy fighter through a shooting attack using a pistol or basic weapon. The bullet smacks the enemy in the head inflicting D3 wounds and counting as High Impact.

PURE MAYHEM: GUN JAM

This card can be played after an enemy declares a shooting attack. The weapon jams and refuses to fire. The shooting attack does not take place and the fighter must expend an entire turn before being able to fire the weapon again.

PURE MAYHEM: EXTRA AMMO

This card can be played if a member of your kill team fails an Ammo Roll. The kill team member is assumed to have passed the Ammo test instead. Note this card can even be used on weapons that have an 'auto' Ammo Roll.

PURE MAYHEM: OUT OF AMMO

This card can be played after an enemy has resolved a shooting attack. The weapon is treated as though it had failed an Ammo Roll.

PURE MAYHEM: GAS POCKET

This card can be played after an enemy has resolved a shooting attack. The gun fire ignites a gas pocket that the fighter was within. Place the blast template over the enemy that made the shooting attack. All models hit suffer a Strength 3 hit.

PURE MAYHEM: COME ON THEN

This card can be played at the start of your hand-to-hand phase. A member of your kill team has unresolved 'issues' with his assailants. The chosen fighter follows the rules for hatred against all hand-to-hand combat opponents for the duration of the turn.

PURE MAYHEM: FUMBLE

This card can be played after an enemy has rolled his Attack dice. The careless fighter drops one of his weapons on his foot. The enemy's highest scoring Attack die is converted to a roll of 1 instead.

PURE MAYHEM: OLDEST TRICK

This card can be played if an enemy made a successful charge. The rushing fighter has dust and grit kicked into his eyes. The charging enemy has his Weapon Skill characteristic reduced to 0 for the duration of the turn and does not gain the charging Combat Score bonus.

PURE MAYHEM: MUG

This card can be played if a member of your kill team takes an enemy out of action in hand-to-hand combat. As long as the winning fighter does not use his follow up move and is not still involved in hand-to-hand combat then he can steal a single random non-armor item from the enemy.

PURE MAYHEM: GUNKED

This card can be played at the start of your opponent's turn. A chosen enemy fighter is gunked with stinking sludge from an overhead pipe. The fighter is pinned.

PURE MAYHEM: BROKEN LADDER

This card can be played if an enemy uses a ladder. A rusting rung of the ladder crumbles underfoot. The fighter falls from the highest point of the move on the ladder.

PURE MAYHEM: CRUMBLING FLOOR

This card can be played during an enemy's move as long as the fighter is above ground level. The enemy must pass an Initiative test otherwise he falls straight through the corroded floor to the level below.

PURE MAYHEM: FACE EATER

This card can be played during an enemy's move. A face eater lunges at a passing fighter. The enemy must pass an Initiative test otherwise suffer a Strength 4 hit that ignores armor saves.

PURE MAYHEM: LASH WORM

This card can be played during an enemy's move. A lash worm strikes the fighter from its hidden lair inflicting a Strength 3 hit.

PURE MAYHEM: TRIP

This card can be played during an enemy's move. The fighter stumbles over a half buried girder and hits the deck instead. The kill team member cannot do anything else for the remainder of the turn, though can still fight in hand-to-hand combat as normal.

PURE MAYHEM: LOOT

This card can be played at the start of your turn. If a member of your kill team does not do anything that turn then he discovers a cache of D2 Loot counters which follows the usual rules for loot counters.

PURE MAYHEM: RUBBER MOSS

This card can be played if a member of your kill team jumps or falls off a ledge. A patch of rubber moss breaks the fighter's fall. The kill team member does not suffer any damage but bounces D3" in a random direction.

PURE MAYHEM: RIPPER ANTS

This card can be played any time against an enemy in hiding. A swarm of ripper ants attacks the crouching fighter. As a result of his flailing the kill team member comes out of hiding, just as if he had been spotted.

PURE MAYHEM: MAKESHIFT LADDER

This card can be played during a member of your kill team's move. The kill team member can climb up to or down from a ledge just as if there was a ladder there. The kill team member can climb any number of levels but the climb must be made in a single move.

PURE MAYHEM: FREERUNNER

This card can be played at the start of your movement phase. A member of your kill team knows this turf like the back of his hand. The chosen fighter's Movement characteristic receives a +D3" bonus for the duration of the turn.

PURE MAYHEM: MONSTER

This card can be played at the start of your opponent's turn. The enemy that is furthest away from any other models (friend or foe) is attacked by the beast. Roll on the *Scavengers* mission monster table to determine his fate.

PURE MAYHEM: CHAOS

This card can be played after either player makes a roll. The twists of fate are in your favour. You can re-roll the dice.

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