

++SHADOW WAR: ARMAGEDDON++

MISSION: RUNTHERD ROUND-UP

NUMBER OF PLAYERS: 1-2

A band of Gretchin has gotten away from its Ork handler and it is wrecking everything in sight. Get rid of them however you can!

OBJECTIVE

In this mission, one or two kill teams must wrangle an unruly pack of Gretchin before their antics take too great a toll on the area. The kill team fighters can blast and beat up the buggers of course, but they also have an unlikely ally in the form of an Ork Runtherd, whose sole concern is to get the brats all together again and move along.

TWIST

Each player rolls for a Twist.

TURN ORDER

If playing with two players, roll off to determine the turn order. The high scorer goes first, followed by the low scorer.

When playing with two players, the kill teams are not friendly to each other although they have a common purpose. This will be important for determining shooting priorities, as there may be times when the nearest or easiest target is a member of a rival kill team (who are your enemies) instead of a Gretchin.

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:

- No terrain may be placed within 6" of the centre of the battlefield.
- The terrain pieces you place on your turn must be further than 4" from any other terrain, and 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.

DEPLOY FIGHTERS

The first player places an Ork Runtherd figure within 12" of any table edge, then chooses a different table edge to be their kill team's deployment zone. If there is a second player, their deployment zone is the edge opposite the first player's.

Each player now takes turns placing D3 Gretchin in the centre of the battlefield and deploying up to D2 of their own fighters within 8" of their kill team's table edge, until there are 10 Gretchin or 10 fighters placed (counting both teams if there are two players), whichever comes first — or until there are no more fighters to place.

SPECIAL DEPLOYMENTS

Starting with the first player, 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 first player, followed by the second player if there is one, followed by the Ork Runtherd and Gretchin.

GRETCHIN MOVEMENT AND COMBAT

The Gretchin run about chaotically until the Runtherd gets near, and as long as they are loose they are damaging things – breaking pipes and opening steam valves, pulling levers and chains hooked to Emperor-knows-what, opening maintenance hatches and ripping out electrical cables, and much worse. They'll literally melt down the sector if they aren't stopped.

The Gretchin 'team' takes a turn after the players' turn or turns. They follow a simple set of predictable actions.

To represent their uncontrolled mischief, during their movement phase each Gretchin rolls a scatter die and moves 2D6" in that direction until it hits an obstruction or results in a charge on a kill team member. Re-roll the scatter die if it would result in the Gretchin moving no distance (such as immediately hitting a wall) or would move it off the battlefield. If there's something very near a Gretchin's path that it can climb on (such as a ladder) they'll take that route. A Gretchin that moves a distance further than 4" is considered to be running for the purposes of being targeted by enemy fire (-1 to hit), but does not lose the ability to shoot.

If a Gretchin ends its movement within 4" of the Ork Runtherd, the Gretchin is immediately pacified and no longer a threat – it is taken out of action.

During the shooting phase, each Gretchin will shoot its grot blasta at the nearest kill team member, or the easiest to shoot.

Whenever a Gretchin is presented with a choice of options of about equal value, select randomly.

ORK RUNTHERD MOVEMENT

At the start of the greenskins' turn, the first player moves the Ork Runtherd up to 4". The Runtherd doesn't attack or perform any other function than to whip Gretchin into line, often with its very presence. The kill team fighters may ignore the frantic Runtherd or attack it if they choose.

If there are two players, they alternate control of the Ork Runtherd.

RUNTHERD AND GRETCHIN PROFILES

	M	WS	BS	S	T	W	I	A	Ld
Runtherd	4	4	2	3	4	1	2	2	7
Gretchin	5	2	3	2	2	1	2	1	5

Wargear: Gretchin are each armed with a grot blasta and a shank. The Runtherd is armed with a grabba stikk, squig-hide whip and squig-hide armour (but shouldn't need them).

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 battle ends when the Gretchin have all been downed or taken out of action or when all kill teams have bottled out. A kill team loses the battle if they bottle out.

When the Gretchins are all downed or out of action, any kill teams that have not bottled out share are treated as winners.

SPECIAL PENALTIES

If all of the kill teams bottle out, destroy 1 randomly determined sector attribute belonging to one of the participating kill teams.

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