

# ++SHADOW WAR: ARMAGEDDON++

## MISSION: THE SHOOTOUT

### NUMBER OF PLAYERS: 2

Two rival teams cross each other while patrolling what they thought were quiet sectors. The meeting is so sudden and so close that neither side is willing to fire at the outset, knowing the carnage to come. The tension mounts as the teams close the distance between them, fingers on triggers and power swords flashing in the dark. The moment stretches as the teams slowly converge. Which side will take the first shot?

### SETUP TURN ORDER

Roll off to determine the turn order for setting up. The high scorer is the first player, and the low scorer is the second player.

### TERRAIN

Use the standard terrain setup rules, but do not place any terrain within 8" of the centre of the battlefield.

### KILL TEAM DEPLOYMENT

Each player rolls a D6 to see how many of their fighters are present: 1-3 = up to 3 fighters, 4-5 = up to 4 fighters, and 6 = up to 5 fighters. These models are randomly selected from the team — you cannot choose the fighters involved.

Starting with the first player, the two kill teams are set up 16" apart at ground level and in a position where they are in full view of each other. Each team must set up in a small group with no model more than 1" away from any other model. Special deployment abilities such as Infiltration cannot be used.

### THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout a special series of turns called the build-up is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the hectic combat begins!

During the build-up both kill teams move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, fighters must move 1" per turn. Players take it in turn to move one model, starting with the player that has the most. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

**Important:** A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his kill team's nerve has cracked and they go for their guns (see The Fast Draw below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his guns first. If both players have exactly the same score, then they both go for their guns at exactly the same moment!

**Credits:** This mission is adapted from the *Necromunda* scenario of the same name, most of it taken verbatim.

**This version:** vDag01

## **THE FAST DRAW**

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the fast draw. During the fast draw neither side can move but both sides can make ranged attacks, such as shoot or lob a grenade.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter is not equipped with any basic, special or heavy weapons and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. However, any break tests due to friendly fighters going down or out of action are only taken after the Fast Draw has ended. Once the first model has shot, the next highest scorer shoots, then the next, and so on. In the case of a tie all shots are assumed to be simultaneous. This means that it is possible for two fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets 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 GAME**

The game ends if one side fails a bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the bottling kill team loses.

## **SPECIAL REWARDS**

If you win the shoot-out and the defeated team drew first, the defeated kill team must surrender one random adjacent sector to you. If the losing team has no such sector to relinquish to you, you acquire a new sector.