

++SHADOW WAR: ARMAGEDDON++

MISSION: SURPRISE ATTACK

NUMBER OF PLAYERS: 2

In this scenario, one kill team has spread out to scavenge for supplies among the wreckage of the Promethium Sprawl. Another kill team on patrol has spotted them and moves in for the attack.

KILL TEAM ROLES

The players roll off. The high scorer chooses whether their kill team will be defending (scavenging for supplies) or attacking. The other player takes the remaining role.

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.

DEFENDERS DEPLOYMENT

The defender chooses one fighter to deploy and rolls D6. On a result of 1-3, the fighter must be placed in reserve. On a 4-6, the fighter may be placed anywhere on the battlefield. Repeat this for each additional fighter the defender wishes to deploy; all remaining fighters go into reserve. Defending fighters must be deployed at least 8" from all others.

ATTACKERS DEPLOYMENT

The attacker chooses any table edge, then deploys any number of their fighters within 8" of that edge and within 12" of every other attacking fighter.

SPECIAL DEPLOYMENTS

The attacker may make any special deployment movements such as Infiltration.

ORDERS OF BATTLE

Each player now draws 1 random Order of Battle card from their deck. There are 5 cards for the attacker and 5 cards for the defender. Each player's victory condition is found on their card, and should not be revealed to the other player until it is achieved or failed, or when instructed to by the card.

STARTING THE BATTLE

Now the action begins with the attacking team taking the first turn.

REINFORCEMENTS

At the start of the defending player's second and subsequent turns, they may attempt to activate reinforcements. Roll a D6, and on a roll of 4-6 the defender may deploy up to D2 of their reserve fighters. The fighters in each group of reinforcements must be placed within 4" of each other on a random table edge.

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 either team bottles out, or as indicated by the player's Order of Battle card.

Credits: This mission was inspired by a *Mordheim* scenario of the same name, and contains elements of the *Events Card Deck* for *Necromunda* developed by Robert J. Reiner and originally published as *Designer's Cuts* by Andy Chambers, Jervis Johnson & David Moretti.

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SURPRISE ATTACK: ATTACKER

Kill Their Leader: Your objective is to put the enemy team leader out of action. You win as soon as you achieve this, or when the enemy kill team bottles out.

SURPRISE ATTACK: DEFENDER

Kill Their Leader: Your objective is to put the enemy team leader out of action. You win as soon as you achieve this, or when the enemy kill team bottles out.

SURPRISE ATTACK: ATTACKER

Escort Your Leader: Your objective is to move your Team Leader off the table edge opposite the one your team deployed on. You win as soon as your team leader is safely across that table edge, or when the enemy kill team bottles out.

SURPRISE ATTACK: DEFENDER

Escort Your Leader: Your objective is to move your leader off the same table edge the enemy team deployed on. You win as soon as your team leader is safely across that table edge or if the enemy kill team bottles out.

SURPRISE ATTACK: ATTACKER

No Quarter: Your objective is to hurt the enemy kill team as much as possible. Any member of your team who downs or takes out an enemy fighter in hand-to-hand combat receives a 25 xp bonus at the end of the mission. You win when the enemy team bottles out.

SURPRISE ATTACK: DEFENDER

They Took The Bait: Do not activate any reinforcements at the start of your second turn. Reveal this card at the start of your third turn. All your reserve fighters are now activated and may be deployed in any configuration along any table edge. You win if the enemy kill team bottles.

SURPRISE ATTACK: ATTACKER

Not Again: Reveal this card at the start of your first turn. The enemy kill team has fallen for this trap before and is dismayed to see it closing around them again. Enemy fighters suffer a -1 penalty on Leadership tests until the end of the mission. You win when the enemy team bottles.

SURPRISE ATTACK: DEFENDER

Hey, It's Him!: Reveal this card after the attacking team deploys. The attacking player must choose one of their fighters (other than a Special Operative) to be the object of your kill team's wrath. You win when that fighter is taken out of action, or if the enemy team bottles out.

SURPRISE ATTACK: ATTACKER

Training Day: Your objective is to get all of your New Recruits to down or take out at least one enemy fighter each. You win when you achieve this, or when the enemy team bottles out. If you have no New Recruits, all of the above applies to your Troopers instead.

SURPRISE ATTACK: DEFENDER

Rare Discovery: You win when the enemy team bottles out. Reveal this card after the mission. The winner may roll once for a Rare Item during the Claim Rewards step.