

++SHADOW WAR: ARMAGEDDON++

MISSION: A TYPICAL PATROL

NUMBER OF PLAYERS: 2

In this scenario, two patrolling kill teams encounter each other over some insignificant strip of territory, and the objective is simply to force the enemy team to bottle out. The particulars of this engagement will be randomised in a few key ways, ensuring that each skirmish is unique.

KILL TEAM ROLES

The players roll off. The high scorer chooses becomes the first player. The low scorer becomes the second player.

PLACING TERRAIN

Use standard terrain setup, taking turns starting with the first player.

TWISTS

Each player rolls for a Twist.

PLACE LOOT COUNTERS

Starting with the first players, take turns rolling D2-1 and placing that number of Loot counters at ground level or on an accessible gantry. Each Loot counter must be at least 4" from any table edge, hatch, or other special objects.

DEPLOYMENT ZONES

Roll D6 to determine whether the players will deploy using the table edges or the table corners, and the range of the deployment zone.

1-3 Players set up on opposite table edges, selected randomly. Each player rolls 2D6+6" to determine the range of their deployment zone measured from their table edge.

4-6 Players set up on opposite table corners, selected randomly. Each player rolls 2D6+10" to determine the range of their deployment zone measured from their corner.

DEPLOYMENT GROUPS

The first player divides their team into D3+1 groups as evenly as possible. For example, a 9-fighter team could be divided into two groups (with 4 and 5 members), three groups (3, 3, 3), or four groups (2, 2, 2, 3).

The second player then divides their team into D3+1 groups as evenly as possible.

DEPLOY KILL TEAMS

Starting with the first player, the players take turns choosing one group of fighters and placing them within their deployment zone. Each time a group is placed, its members must be placed within 2" of another member of the group.

SPECIAL DEPLOYMENTS

Starting with the first player, the players take turns resolving their fighters' special deployment abilities such as Infiltration or Tunnels, moving one fighter per turn.

STARTING THE BATTLE

Now 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 fail a bottle test.

Fighters that have fled the battlefield in the process of scoring Loot counters do not go down or out of action, so they count toward their team's total number of fighters for the purposes of bottle tests.

SCORING LOOT

Fighters score any Loot counters they are carrying when the mission ends, whether their team won or lost.

ENDING THE MISSION

The mission ends when either team bottles out. The team that did not bottle out is the winner.

SPECIAL REWARDS

Check the contents of Loot counters scored by either kill team.

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