

SHADOW WAR

ARMAGEDDON



DEADLY SKIRMISH COMBAT IN A WAR-TORN HIVE WORLD

GRAB THE CACHE

The Promethium Sprawl is an unforgiving zone, and many more kill teams have met their end there than currently fight amidst its labyrinthine structures. These warriors may be dead and gone, but their legacies still lie scattered in the darkened tangle, valuable caches just waiting to be discovered.

In this mission, three or four kill teams have all discovered the cache of an ill-fated kill team. Time is limited – the fighters must do their best to drive off the competition, seize the promethium and retreat while they still can.

Grab the Cache is a special Shadow War: Armageddon mission that allows three or four players to play at the same time! Use all of the normal rules for Shadow War: Armageddon, with the following changes.

HUNT IN THE PROMETHIUM SPRAWL

If playing this mission as part of a campaign, all players should roll on the subplot table.

Where a result has a different effect if both players roll that result, the different effect instead applies if two or more players roll that result.

If a player rolls 11 – Bitter Rivalry – they must randomly determine which enemy kill team is affected.

If two or more players roll 12 – Friendly Territory – they must roll off. The winner is considered to have rolled 12, and the others are considered to have rolled 7 – It's Quiet.

TERRAIN

Place a Promethium Tank counter in the centre of the table – this should be between 1 and 2 inches in diameter, and place 6 Loot counters (coins will do) on top of the tank. Then, each player takes it in turns to place a piece of terrain, either a structure or a connecting walkway, until there is no more terrain to place or the players agree that there is enough. It is suggested that the terrain is set up within an area 4' by 4' so that the kill teams start off a reasonable distance apart.

KILL TEAM DEPLOYMENT

Each player rolls two dice and adds them together, re-rolling any draws. The highest scorer chooses a corner of the battlefield for their kill team, then the next highest scorer chooses a different corner, and so on until all players have chosen a corner of the battlefield. Then, in the same order, each player takes it in turns to place a fighter within 12" of the corner they chose. Once a player has finished setting up their kill team, the other players continue setting up fighters in the same way until all fighters have been set up.

STARTING THE GAME

Each player rolls two dice and adds them together, re-rolling any draws. The highest scorer takes the first turn, then the next highest scorer takes the next turn, and so on.

SECOND AND SUBSEQUENT ROUNDS

Once each player has had a turn, each player rolls two dice and adds them together, re-rolling any draws. The highest scorer takes the next turn, then the next highest scorer takes the turn after that, and so on until all players have played a second turn (players whose kill teams have bottled out or are all out of action do not take turns). Repeat this step for the players' third turns, fourth turns and so on.

CHANGES TO THE HAND-TO-HAND PHASE

Do not resolve a hand-to-hand combat unless there is a fighter engaged in that combat belonging to the player whose turn it currently is.

MULTIPLE COMBATS

In multiple combats involving three or more players' fighters, the player whose turn it currently is decides in which order the fighters will fight. However, they cannot choose for two enemy fighters to fight each other, and this will often mean that their fighter must

fight two opponents in succession – the second opponent rolls an extra Attack dice and adds 1 to their Combat Score (and so on for successive opponents) as described in the Multiple Combat section of the rules.

DOWNED IN MULTIPLE COMBATS

If a fighter goes down in a multiple combat involving three or more players' fighters, they are not automatically taken out of action as long as there are fighters from two or more kill teams still engaged with each other in the combat. If the other fighters are not engaged with each other, the downed fighter is taken out of action as normal.

If one fighter (or fighters from one kill team) succeeds in downing all of their opponents, any downed enemy fighters in that hand-to-hand combat (regardless of when during the phase they were downed) are automatically put out of action.

Note that, if the player whose turn it is no longer has any fighters in a multiple combat involving two or more opponents' fighters (because their fighter(s) have gone down), the remaining fighters in those combats do not fight each other until it is the turn of one of their players.

DRAINING THE CACHE

A fighter that begins their turn in contact with the Promethium Tank, or that moves into contact with it during the movement phase, can pick up a Loot counter from the tank as long as they are not also in contact with an enemy fighter. If they do so, they cannot do anything else in that turn – they cannot hide, go on overwatch, charge, shoot and so on. Once six Loot counters have been picked up from the Promethium Tank in this way, the tank has been drained, and no more Loot counters can be picked up.

LOOT COUNTERS

A fighter carries with them each of the Loot counters they have picked up. Loot counters that have been dropped may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting their movement or ability to shoot or fight.

Fighters who go out of action or who bottle out drop any Loot counters they were carrying where they happen to be at the time. Remove the model but leave the counters in place. Dropped Loot counters may be picked up by any model that passes over them during its movement. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during that turn.

If a fighter takes an enemy out of action in hand-to-hand combat they automatically capture any loot their opponent is carrying.

A fighter carrying any Loot counters can leave the battlefield from the corner they were set up in – if they are within 8" of that corner at the start of their turn you can remove them from the battlefield and claim the loot.

DESTROYING THE CACHE

The Promethium Tank can be attacked to deny rivals the chance to claim its bounty. The tank has a Toughness of 6 and is destroyed if it sustains 3 or more 'wounds'. If it is destroyed, any remaining Loot counters on it are discarded – no one can claim them.

ENDING THE GAME

The fight continues until only one of the kill teams remains. When a kill team bottles out in this mission, simply remove all of their fighters from the battlefield. The last remaining kill team with any fighters left on the battlefield is the winner. The winner can claim any remaining Loot counters that are loose on the battlefield when the game ends – any that are still on the Promethium Tank are lost.

SPECIAL

After the game is over, each kill team has the time to examine the loot they have recovered. Players roll a dice for each Loot counter they have claimed at the end of the game; for each roll of 5 or 6, they earn one additional promethium cache.