

SCENARIOS

When warbands meet and conflict ensues, there is more going on than simply two sides duking it out for supremacy. Both sides have their objectives and, it is assumed they will seek to accomplish them by whatever means necessary, even if it is by annihilating the opposing side. The scenarios represent the types of conflicts a warband might find itself involved in while carrying out its mission.

When used in a Competitive Campaign, warbands who encounter each other make an 'Encounter Roll' by rolling a D6. The highest roll is the winner and he rolls D6 again to determine the scenario played and which side he chooses to be on. He also gets to modify the Scenario roll by the amount he won the Encounter Roll by. This represents the possibility that he might have gotten the drop on his opponent.

Ex. An Imperial and a Xenos warband meet. They each roll a D6 to determine who gets to roll for the scenario. The Imperials roll a 3 and the Aliens roll a 2.

The Imperial player rolls for the scenario and gets a 4: Raid. He may choose to Raid the Aliens or modify the scenario roll by (Encounter Roll 3-2) by 1 either direction to play an Ambush or High Noon.

The Imperial player chooses the Raid scenario, as the Aliens possess a vital piece of information he wants...

If you're not using the Competitive Campaign rules, you can use the Prestige awards as methods of scoring.

<u>Roll</u>	<u>Scenario</u>
1	Resource Conflict
2	The Hunted
3	High Noon
4	Raid
5	Ambush
6	Campaign Scenario/ Roll again

RESOURCE CONFLICT

A valuable resource, whether an important contact, a mine or even an old sewer map, has come to the attention of two or more opposing warbands who will stop at nothing to own or destroy it.

Objective: Draw a Resource Card for the Objective. The last warband on the board takes control of the Resource card if they are allowed to. If not they may destroy it (assuming they can of course...)

Terrain: Whatever terrain is suitable to the resource. See the resource section for details.

Warband Setup: Each model must be set up within 12 yards of a table edge and each other member of their warband and at least 12 yards away from an enemy model.

Special: If the resource in question is a contact, then set up a model in the middle of the board for them and expect them to fight back or run if attacked.

Prestige Awards

Killing an opposing character	Character PV/30
Critically Wounding an opposing character (one time per opponent only)	Character PV/50
Each character surviving scenario	Character PV/100
Each character taken captive	Character PV/10

THE HUNTED

A member of an opposing warband is carrying vital information, is important to the success of an enemy mission, or maybe he has just annoyed you enough that you've decided to deal with him. Now you've caught him without the protection of his warband and you've sent your henchmen to catch him before he can make it back to the safety of his companions.

Objective: Hunter -To kill or capture (by taking out of action) the enemy henchman.
Hunted – To escape off of one of the table edges.

Terrain: D10+5 pieces of scenery.

Warband Setup: Hunted – Consists of a single Henchman set up within 6 yards of the centre of the table.

Hunters – Consists of up to (3) Henchmen. Each model must be set up within 6 yards of any table edge.

Special: Reinforcements – the hunted may make a % roll at the end of his turn, adding 5% to it for every turn he has taken so far. If it equals or exceeds 75%, then the hunted player may move another of his henchmen models onto the table from any edge, but no closer than 12 yards to an enemy model. The model acts as normal on its own turn.

Rescue – If the Hunted is Captured, then the player may choose to play the special Rescue Scenario to recover their henchman the next time they battle this same opponent.

Prestige Awards

Killing the Hunted	Character PV/30
Capturing the Hunted	Character PV/10
Killing a Hunter	Character PV/30
Hunted Escapes Board	+3 for Hunted -3for Hunters
Killing a Re-inforcement	Character PV/100

HIGH NOON

Two or more warbands run into each other unexpectedly in the course of their normal investigations/activities or have called each other out to settle old scores. However, due to a prohibition against firearms in the area due to explosive chemicals or possibly civilians, or possibly just plain uncertainty about who they're facing and what their motives are, neither side has drawn weapons...yet.

But the tension hangs thick in the air as the warbands circle warily, and all it will take is one nervous trigger finger to start a shooting match...

Objective: To keep your nerve and resist drawing first. After the fireworks start, to be the last surviving warband on the board.

Terrain: D10 pieces of scenery laid out with an open space in the centre of the table at least 18 yards in diameter.

Warband Setup: All models must set up within 12 yards of a table edge and another friendly model and at least 12 yards away from an opposing model.

Special: Showdown – Each model starts off aware of all opposing models and with their weapons holstered. Turns are carried out in Speed order as usual.

At the beginning of a model's turn, they must make a Nv test. If they pass it they roll for actions as normal, but they may not move faster than a walk, draw weapons or approach closer than 6 yards to another character. Characters may talk to each other, making deals or talking smack as the player sees fit, as a free action.

If the Nv test fails, the pressure has gotten to the character, and he reaches for his weapon. The normal round is interrupted for a special Fast Draw Round in which everyone makes an initiative roll adding the Fast Draw modifiers below to their roll:

Fast Draw Modifiers

Pistol	-15%
Heavy	+15%
Close Combat Reach 1	-10%
Close Combat Reach 4	+10%

Starting with the lowest passing initiative roll and working up, each character may take one action which can be anything normally allowed, including combined actions. Ties are resolved simultaneously, so it is possible for two characters to shoot each other dead at the same time.

Once the Fast Draw Round is complete, start a new Round and continue as normal.

Prestige Awards

Warband draws first	-10
Killing an opposing character	Character PV/30
Critically Wounding an opposing character (one time per opponent only)	Character PV/50
Each character surviving scenario	Character PV/100
Each character taken captive	Character PV/10

RAID

The attacking warband has found out about one of the defender's resources and its location and sets out to capture/ destroy it. Fortunately, the defending warband is there as the raid goes down...

Objective: Randomly choose one of the defender's resources. That is the one to be fought over and the last warband on the board takes control of the Resource card if they are allowed to. If not they may destroy it (assuming they can of course).

Terrain: Whatever terrain is suitable to the resource. While you are highly unlikely to find a Tech Priest in the middle of a forest, you are very likely to find him amidst huge machinery in the middle of an industrial zone..

Warband Setup: Each model must be set up within 12 yards of a table edge and each other member of their warband and at least 12 yards away from an enemy model.

Special: If the resource is a contact, place a model on the table representing them. They are under the control of the defending player and may be killed in the normal way during the game, by either side. And no, you don't gain or lose Prestige for killing the contact. That is its own punishment/reward.

Optional Raid Target: If the attacking warband has had a model captured by the defender, it may choose to make the hostage the focus of the raid instead of a resource. The hostage is held in a cage or cell of some in the middle of the board and a successful Sg roll made to spring him.

Prestige Awards

Killing an opposing character	Character PV/30
Critically Wounding an opposing character (one time per opponent only)	Character PV/50
Each character surviving scenario	Character PV/100
Each model taken captive	Character PV/10
Killing the hostage	-Hostage PV/30

AMBUSH

The attacking warband lays a trap for their enemies who oblige by walking right into the centre of it...

Objective: The attacker must kill all of the defenders. The defenders must try and escape the ambush.

Terrain: Any, as long as there is at least one piece of cover for each attacking model and the centre of the table is clear for a 12 yard diameter.

Warband Setup: The defender sets up first, placing half of their warband anywhere within 12 yards of the centre of the board. The Ambushing side starts out with their full warband set up in cover anywhere on the board.

Special: If the defender has a Comm-link, then they may spend an action calling for reinforcements. Roll a D10 and another model from the warband will show up on a random table edge within that many rounds. This may be repeated for multiple actions.

Prestige Awards

Defender escapes board edge	Character PV/30
Killing an opposing character	Character PV/30
Critically Wounding an opposing character (one time per opponent only)	Character PV/50
Each character surviving scenario	Character PV/100
Each model taken captive	Character PV/10

CAMPAIGN SCENARIO

You may play the special weekly scenario in the campaign folder or roll again if you have already done so. These scenarios move the plot along and you must have played the previous one in order to move to the next.

Objective: By Scenario.

Terrain: By Scenario

Warband Setup: By Scenario

Prestige Awards: By Scenario