

SHADOW WAR

ARMAGEDDON



DEADLY SKIRMISH COMBAT IN A WAR-TORN HIVE WORLD

LONE OPERATIVES

Some of the greatest stories to come out of the shadow war fought on Armageddon are those told of warriors who somehow survive alone in the Promethium Sprawl. These operatives have transcended their mortal limits to become legends, the heroes or villains of many a tale told to new recruits.

You can play a game of Shadow War: Armageddon with just such a warrior. These games are called Lone Operative games.

MISSIONS

There are two special missions for use in Lone Operative games: A Legend is Born and Phantom of the Promethium Sprawl. These games are best played as stand-alone games when you feel like a change of pace. However, if you wish you can include these games in a campaign, as long as all players in the campaign agree.

CHOOSING A KILL TEAM

One player chooses a kill team as normal. The other player chooses a single fighter – their Lone Operative. If you can't decide which player controls the Lone Operative, roll off and the winner decides. There are special operatives ideal for this role, with the skills and equipment to succeed against the odds, but if you wish you can use any fighter as a Lone Operative. The Lone Operative's kill team only ever consists of a single fighter – you cannot bring any additional special operatives.

PLAYING LONE OPERATIVE GAMES AS PART OF A CAMPAIGN

If all players agree, you can include Lone Operative games in your campaign. If you do so, the player who chooses a Lone Operative can secure the services of a special operative as normal, forfeiting a promethium cache, or they can choose a single fighter from their own kill team. Either way, they can only use a single fighter in the mission.

Do not roll on the subplot table in the Hunt in the Promethium Sprawl table for a Lone Operative game.

At the end of the battle, the opponent of the Lone Operative completes the Rewards of Battle sequence as normal.

If the Lone Operative was a special operative, they (assuming they survive) stride off into the sunset, never to be seen again... The Lone Operative's player can Claim Promethium as described in the Rewards of Battle sequence, but cannot Advance, Promote or Resupply.

If the Lone Operative was a fighter from that player's kill team, they complete the Rewards of Battle sequence as normal, with the following change – if the Lone Operative won the mission, that fighter gains D3 advances rather than 1. If a new recruit wins a mission as a Lone Operative, they instead immediately become a trooper.



A LEGEND IS BORN

There are many stories told of this warrior, but none are so well known as the tale of how they made their name in the Promethium Sprawl.

The Legend is Born mission represents this warrior's assignment to cripple an enemy kill team. The aim isn't necessarily to kill the team, but to strike a blow against them from which they won't easily recover.

TERRAIN

In this mission the Lone Operative's player is always the attacker.

Starting with the defender, 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. The area of terrain represents the defender's hideout. It is suggested that the terrain is set up within an area roughly 4' by 4'.

Once the terrain is set up, the defender places a Promethium Tank counter, representing the kill team's current cache – this should be between 1 and 2 inches in diameter. The defender can place the Promethium Tank counter on the top surface level of any building. This is not necessarily going to play an important part in the game – it is only of significance in the Blitz mission.

THE MISSION

After the terrain is placed the attacker secretly rolls a D6 on the table below and notes down what their mission objective is. The defender shouldn't know the mission – it is up to them to guess the attacker's intentions.

- 1-2 Blitz:** The attacker tries to destroy the tank. Their mission is successful if any damage is caused to the promethium tank. The tank has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.

- 3-4 Assassinate:** The attacker tries to eliminate the opposing kill team leader. Their mission is to take the opposing kill team leader out of action.

- 5-6 Cause Mayhem:** The attacker plans to disrupt the enemy's activities in the area... fatally. Their mission is to escape once they have caused sufficient carnage. When the Lone Operative leaves the battlefield (see Ending the Game), the attacker rolls a number of dice equal to the number of enemies down or out of action, and the defender rolls a number of dice equal to the number of enemy fighters on the battlefield that are not down. If the attacker has more rolls of 4+ than the defender has rolls of 6, the attacker wins. Otherwise, the defender wins (re-roll all the dice in the case of a draw).

KILL TEAM DEPLOYMENT

The defender sets up first. They deploy their leader and D6 other models from their kill team to represent fighters in the immediate area around the kill team's camp. Double the number rolled for Ork Boyz kill teams. The defender chooses which fighters they wish to deploy and may place them anywhere on the battlefield, but they must be placed at least 12" away from all battlefield edges. Special deployment rules such as Infiltration cannot be used by the defenders.

The attacker then deploys their fighter anywhere on the battlefield not within 12" of an enemy fighter.

STARTING THE GAME

The players roll off. The winner takes the first turn.

REINFORCEMENTS

At the start of each of their turns after the first, the defender can bring

reinforcements onto the battlefield. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 = up to 3 fighters. Add 1 to the number of fighters that the defender can bring onto the battlefield for Ork Boyz kill teams. The fighters all arrive on the same battlefield edge, measuring their movement from the edge of the battlefield.

To see what battlefield edge they appear on, first number the battlefield sides 1-4, then roll a D6. On a roll of 1-4 the reinforcements arrive on the battlefield edge that corresponds with the nominated number. On a roll of 5-6 the defender can choose which battlefield edge they appear on. Defenders arriving at the start of the turn may move and fight normally from that turn.

ENDING THE GAME

The game ends once the mission objective is met and the attacker has moved off a battlefield edge. The attacker can leave the battlefield if they begin their turn within 8" of any battlefield edge. They can do this at any time, though if they have not achieved their mission objective they will lose the mission when they do so.

The game also ends if all the defenders are down or taken out of action, if the attacker is taken out of action or if the defender bottles out. If the attacker was taken out of action, the defender wins. Otherwise, the attacker wins.

The attacker cannot bottle out. The defender is protecting their kill team's hideout, vital equipment and supplies, and so doesn't have to take bottle tests at all. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.

PHANTOM OF THE PROMETHIUM SPRAWL

After weeks on patrol, morale has been stretched to breaking point – despite constant vigil, the kill team has been attacked again and again by the Phantom of the Promethium Sprawl. No one knows who this mysterious assailant is, only that they strike like lightning leaving only bodies in their wake. In desperation, the kill team sets a trap.

In this mission, the attacker must navigate the trap set to catch the Phantom of the Promethium Sprawl. They must slip past or eliminate the sentries, destroy the objective and then get away as quickly as possible before they are captured or killed by enemy reinforcements.

TERRAIN

In this mission the Lone Operative's player is always the attacker.

Starting with the defender, 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 of 4' by 4' or thereabouts. The battlefield represents an area that the defender has chosen for their trap – complete with a bunker containing the remains of their resources – to ensure that they can eliminate this threat once and for all.

MISSION OBJECTIVE

After the terrain is set up, the defender places the Entrance counter anywhere on the ground level of the battlefield. This represents the entranceway to the bunker.

The Entrance is a structure with a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Entrance has been reduced to 0 'wounds' it counts as having been destroyed.

KILL TEAM DEPLOYMENT

The defender sets up first. They deploy up to D6 of their kill team as sentries, choosing which fighters they wish to put on sentry duty. Double this number for Ork Boyz kill teams. Sentries can be placed anywhere on the battlefield at least 8" away from all battlefield edges. The remaining fighters will arrive as reinforcements, as described later.

The attacker then deploys their fighter within 8" of a randomly selected battlefield edge. Special deployment rules such as Infiltration cannot be used by either kill team in this mission.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Sentries move up to D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, though they cannot move them into an obviously harmful position (such as walk them straight off a ledge). For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2".

SOUNDING THE ALARM

Until the alarm is sounded, sentries move as described above, their Weapon Skill is halved and they cannot shoot or do anything else. After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

Spotting: Roll a D6 at the start of each player's turn. Sentries can try to spot the attacker if the attacker is within their Initiative distance multiplied by the dice score, and is within the 90° arc in front of the sentry and not hidden. The attacker will be spotted automatically if they are in the open. If they are in partial cover they will be spotted on a D6 roll of 4+. If they are

in cover they will be spotted on a D6 roll of 6.

Sentries will spot the attacker if they are within their Initiative distance in inches regardless of cover or hiding. The attacker is also spotted if they move within the Initiative distance of a sentry during the attacker's turn.

If a sentry spots the attacker or is hit by a ranged attack and isn't taken down then they sound the alarm if they survive the turn. Sentries taken out of action cannot sound the alarm. Sentries who end the turn down sound the alarm on a roll of 4+.

Shooting: If the attacker shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like sniper rifles. Note that shooting can sound the alarm even if there are no sentries left.

Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if they survive the turn. If the attacker shoots a pistol or uses a weapon noted as being noisy in the Armoury in hand-to-hand combat then you must roll as described above to see whether the noise causes the alarm to be sounded.

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so themselves. Roll a D6. If you roll a 1 the scuffle has been noticed and the alarm is sounded.

Entrance: The alarm is automatically sounded if the Entrance is destroyed. Note that although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as they see fit. These fighters are not set up on the battlefield, but can enter as reinforcements.

Once the alarm is sounded the defender can bring on one group of reinforcements per turn. Roll a D6 at the start of the turn: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 = up to 3 fighters. Add 1 to the number of fighters that the defender can bring onto the battlefield for Ork Boyz kill teams.

Reinforcements enter together on any of the three battlefield edges other than the edge where the attacker deployed, measuring their movement from the edge of the battlefield. Roll a D6 to determine which edge they enter from as shown on the diagram. Reinforcements cannot be placed within 10" of the attacker but can move and fire normally on the turn they are placed.



ENDING THE GAME

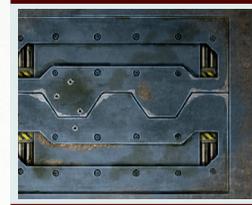
The game ends if the Entrance is destroyed and the attacker leaves the battlefield by the edge where they originally set up. The game also ends if all the defenders are down or taken out of action, if the attacker is taken out of action or if the defenders bottle out.

The attacker cannot bottle out. The defenders are determined to defeat the Phantom, and don't have to take bottle tests. However, once they have lost 50% of their fighters, they may bottle out voluntarily. If they do, they must lose 1 promethium cache, and the attacker gains 1 additional promethium cache.

If the Entrance is destroyed and the attacker leaves the battlefield by the edge where they originally set up, or the defenders bottle out or are all down or taken out of action, then the attacker wins, otherwise the defender wins.

SPECIAL

If the Entrance was destroyed then roll a D6. On a roll of 1 or 2, the defender earns 1 fewer promethium cache than they normally would at the end of the game (to a minimum of 0).



Entrance counter



Attacker's table edge