PILLAGE

Supplies are always in dire need in any armed conflict. Even in the best-organised forces, logistics can break down, and even the most disciplined troops can be prone to snatching and stockpiling supplies.

The Strike-teams

This scenario is for two opposing strike-teams of equal value. 300pts is the recommended size.

Deployment and Terrain

This scenario is best played out on a 4'x4' table. Terrain should be placed upon the battlefield in any mutually agreeable manner. For this scenario, the terrain should represent a medium density urban area, with a variety of trash heaps, rubble, supply crates, storage tanks etc. After terrain has been placed, divide the table into four quarters. Five Loot Markers are placed on the battlefield; one directly in the centre and one on the centre point of each table quarter.

Once the Loot Markers have been placed, both players roll a d10, with the winner choosing a table quarter as their territory. The other player is assigned the opposite quarter. Starting with the winner, players deploy their models alternately within 6" of the table edges in their respective territories.

Deployment Map
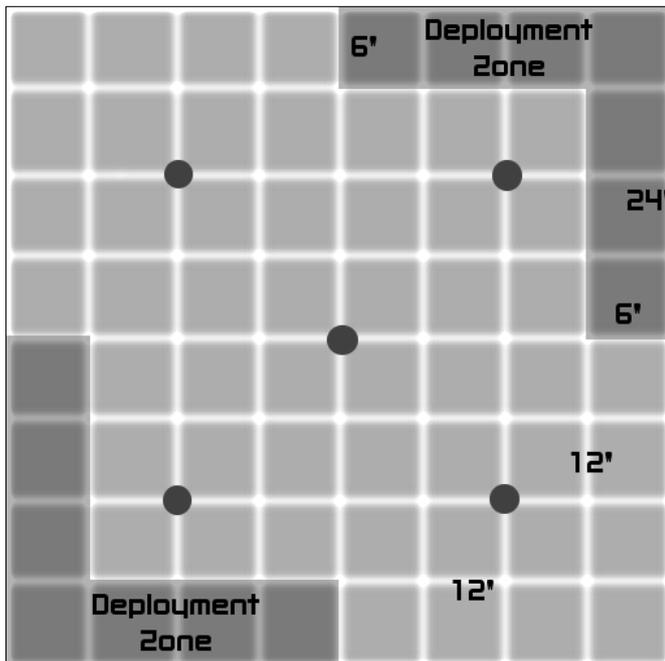
Multiplayer Variant

This scenario is suitable for three or more players, by using the Table Quarters deployment map for up to 4 players. For each player beyond the first two, add two additional objectives, placed on the halfway lines between adjacent corner objectives. Using the full 9 objectives should therefore result in them being set up in a square pattern with one in the centre.

Special Rules

Loot

Each piece of Loot is represented by a counter no larger than a 30mm base (the size of the plastic order counter is recommended). A model may pick up a loot counter simply by moving into base contact with the counter at any stage of its turn - keep the counter next to the model that is carrying it. Models of SZ1 as well as models with the "Impetuous" special rule cannot pick up loot counters. Due to the weight and bulk of the loot, a single model of ST 4 or below that carries a loot counter can only move with half of its movement rate – this includes all movement through special movement skills like Fast or Jump Trooper. Models of ST5 and above can move their full movement while carrying loot, and also benefit fully from special movement skills. Loot cannot be carried through Koralon portals.

Two friendly models of ST4 or below can team up carrying loot, thus offsetting the movement penalty. Treat this like you would a weapon team: If both models start a turn in base-to-base contact with each other and the loot marker, treat both as if they comprise a single model as per the weapon team rules in the special rules section. When teamed up, the only actions open to the carrying models are Move, Rush, Disruption Shot, Snap Shot and Aimed Shot – just like for a light support weapon. Note that as per the weapon team rules, only one model in the team may actually shoot its weapon – the other is doing nothing but assisting in carrying the loot.

When teamed up, the carrying models may benefit from special movement skills like Fast or Jump Trooper only if both models have the relevant skill.

Strategic Withdrawal

The standard strategic withdrawal rules apply. Both teams have a 50% break point.

Game Length

The game lasts for eight turns, or until one of the following criteria have been met:
- All Loot Markers have been moved to the players' deployment zones.
- Either strike-team makes a strategic withdrawal.
- Either strike-team is completely obliterated.

Objectives and Victory Conditions

The objective for both players is to secure as many Loot Markers as possible and drop them off in their respective deployment zones.

Victory points are awarded as follows:
- For each surviving model at the end of the game, the player receives victory points equal to the model's cost.
- For each enemy killed, the player receives victory points equal to half that model's points cost.
- For every Loot Marker in the player's deployment zone at the end of the game, the player receives 50 victory points.

The winner is the player with the most victory points at the end of the game.