# KILL TEAM MISSION

# THE RAID

In The Raid mission one team attacks the headquarters/hive/base of another. The base is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

> This mission is based off of a Necromunda scenario and introduces new rules for sentries which make a game particularly nail-biting.

### Special Rules
The following normal special rules are in effect when playing The Raid: Night Fighting, Built-up Area, Run Away!, Reserves (see 'Deployment' and 'Reinforcements').

### The Battlefield
The Raid is played on a 4'x 4' board, with a heavy concentration of terrain. When placing terrain, keep in mind it is supposed to represent a camp or strategic position – so some sort of defensive barrier or barricades would be thematic.

### Determining Attacker/Defender
It is up to the players to determine who will play the defender and attacker, but a common way is to roll off with the winner deciding. You could, of course, decide which would be more dramatic. A team of Imperial Guard defending an outpost against Tyranids would be more cinematic than the other way around for example.

### The Raid Objective
After the terrain is set up the defender places a Raid Objective piece (on a 40mm base) anywhere he likes on the table. This could represent a vital fuel dump, generator, or Tyranid spawning pool. The raiders must destroy the Raid Objective in order to win the game. The Raid Objective has an Armour Value of 10, and may only be harmed in the assault phase. The Raid Objective has 3 Hull Points, and any penetrating hits are reduced to glancing hits – once its Hull Points have been reduced to 0 the objective has been destroyed. Also, any model within 6" of their own Raid Objective gains the Stubborn special rule.

### Deployment
The defender sets up first. He may deploy up to half his models as 'sentries'. Sentries may be placed anywhere on the table at least 12" away from a table edge. The rest of the defenders team will arrive as reinforcements (see 'Reinforcements' below).

The attacker then deploys his team within 6" of a randomly selected table edge (roll a d4, pick a number out of a hat, whatever). The attacker may choose up to half his models (or 'raiders' as we'll call them) to be placed on the board at the start of the game. He must deploy at least one raider. Any raiders not placed on the board will enter the game using the Reserve rules, arriving from the table edge in which the player deployed.

### Sentries
Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Every sentry must move every turn (until the alarm is sounded) if able. Roll separately for each sentry to determine how far they move. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction. Models with the 'squad' special rule roll and move as one unit.

### Sounding the Alarm
Until the alarm is sounded sentries move as described above. In addition their Weapon Skill is halved (rounding up) and they may not shoot any weapons, use psychic powers or charge. After the alarm is sounded sentries may move and attack freely and the defender may bring on reinforcements as described below.

The alarm can be sounded in a number of different ways:

*Spotting*
Roll 2D6 at the end of the defender's turn. Sentries can try to spot any raiders that are within the distance rolled.

- Raiders in the open will be spotted on a D6 roll of 2 or more.

- Raiders with a 5+ or 6+ cover save will be spotted on a D6 roll of 4 or more.
- Raiders with a 4+ cover save will be spotted on a D6 roll of 5 or more.
- Raiders with a 3+ or 2+ cover save will only be spotted on a D6 roll of 6.
- Sentries will spot any raider within their Initiative distance in inches on a D6 roll of a 2 regardless of cover. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2.

If a sentry spots a raider he sounds the alarm.

*Shooting*

If a raider 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. 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 he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. The noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three raiders kill a sentry then you must roll 4 or more for this to go unnoticed.

**Reinforcements**

At the start of the game the defender divides any models not deployed as sentries into groups of one or more models as he sees fit. These models are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of models in the group, or on a roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcement groups enter within 3" of each other on any of the three table edges other than the edge where the attacker deployed. Randomly determine which table edge they arrive on using a D3. Reinforcements cannot be placed within 6" of a raider model. Reinforcements act in exactly the same manner as if they had just arrived from Reserve.

**Ending the Game**

The game immediately ends and the attackers automatically win if the Raid Objective is destroyed and all surviving raiders leave the table by the edge where they originally set up.

The game also immediately ends if all the raiders are killed. In this case the defender automatically wins.

If neither of the two situations above happen after both players have played 10 turns, or the attacker fails a Run Away! test, the game ends. Total up how many Victory Points (VPs) each player has achieved. The defender does not have to take Run Away! tests, as he is defending his own base. The player with the most VPs wins the game. If both players have the same amount of VPs, the game is a draw:

- *Come Back You Cowards!* – If the attacker fails a Run Away! test, the defender gains 1 VP.
- *Assassination* – If the enemy Team leader is taken out as a casualty by one of your team, you gain 1 VP.
- *Survival* – If over 75% of your team's models are alive at the end of the game, you gain 1 VP.
- *Destroyer* – If there are only 25% of the enemy team's models left alive at the end of the game, you gain 1 VP.
- *Objective Destroyed* – If the Raid Objective has been destroyed, the attacker gains 3 VPs.
- *Objective Held* – If the Raid Objective has not been destroyed, the defender gains 3 VPs.

**Bonus Campaign Experience**

An attacking Team Leader or Special model that destroys the Raid Objective gains +1 EXP. If the Raid Objective is not destroyed at the end of the game, the defending Team Leader gains +1 EXP.

# MISSION ARMOURY

An optional rule, if both players want to use it, is the Mission Armoury. This enables players to take a few specialist items of wargear that will add to the theme of the mission.

After players have decided who will be attacker/defender, but before deployment, each player may buy up to 50 points worth of wargear from this Mission Armoury - this is extra to their team's normal points. The players may only buy items from their relevant section (i.e. attacker or defender), follow the rules for doing so below. Once the battle is over, all mission wargear is lost.

## Attackers Mission Armoury

Wargear from the attackers armoury is assigned to individual models in the team (note your choices on your roster). Any model in the attacking team may have up to one piece of attackers mission wargear. Some wargear in the attackers armoury may only be taken once in your team, these are listed as 'Only One'. All other items may be taken multiple times.

**Scrambler** – 40 pts (Only One)
One Use Only. The model is armed with a powerful scrambling device that disrupts enemy communications and temporarily disables their alarms. Use at the start of the Movement phase, any alarms that are sounded during this turn may be 'disregarded' on a d6 roll of 2+.

**Distraction** – 20 pts (Only One)
One Use Only. The team has spent considerable resources ensuring that they can create a loud and startling event on the other side of the enemy compound, drawing the defenders away from their posts at the critical time. The model with the distraction wargear holds the detonator/signal for this to take place. The distraction can be played at any time in the attackers Movement phase. Roll a D6, the attacker may move that many of the defenders model's 6" in the direction of his choice.

**Blind Grenades** – 15 pts
Blind grenades are a more complex version of a smoke grenade, releasing infra-red bafflers and broad spectrum electro-magnetic radiation and chaff to disrupt enemy scanners. Blind grenades have the following profile:

|  | Range | S | AP | Type |
|---|---|---|---|---|
| Blind Grenade | 8" | - | - | Assault 1, One Shot Large Blast, Blind, Disrupt* |

*Disrupt: Any shooting attack that targets any model who has been hit by this weapon this phase does not need to roll to see if the alarm has been sounded.

**Suppressor** – 15 pts
The model has its ranged weapons specially modified so that it makes little or no noise when firing. When the model fires a ranged weapon that is Strength 5 or less, it will not have to roll to see if the alarm has been sounded. Note that this does not include weapon emplacements.

**Smoke Grenades** – 10 pts
A smoke grenade has the following weapons profile:

|  | Range | S | AP | Type |
|---|---|---|---|---|
| Smoke Grenade | 8" | - | - | Assault 1, One Shot Large Blast, Smoke* |

*Smoke: Any model that is hit by this weapon gains a 5+ cover save until the start of their next turn. You may target friendly models with this weapon.

**Camo Gear** – 10 pts
The model is equipped with equipment that considerably enhances its stealth capabilities. The model gains the Stealth special rule.

**Wirecutters** – 10 pts
The model has come well prepared for penetrating the thickest defensive terrain, toting wirecutters and electrocharges that can disable or cut through light obstacles. The model does not count area terrain as difficult terrain, and ignores the dangerous terrain effect of Tanglewire.

**Grapnel** – 5 pts
The model carries a grapnel enabling it to easily make its way up the outside of buildings. The model may re-roll failed Initiative tests for climbing.

# Defenders Mission Armoury

Wargear in the defenders armoury is not assigned to individual models; rather it represents defences set up before the battle. You may only take one of each item in the defenders armoury.

## Doomsday Device – 50 pts
*"With the alarms raging, the Team Leader knows that it is only a matter of time before the attackers succeed in their mission and escape. Determined to prevent this from happening, he triggers an explosive mechanism that will take down the entire complex, killing everyone nearby".*

Once the Raid Objective has been destroyed, at the start of every defender turn the Team Leader is still alive roll a d6. On a 1 the game is ended as everything on the board is vaporised in a cataclysmic explosion! If the gamer ends in this fashion it is a draw.

## Comms Relay – 30 pts
As long as there is an unengaged defending model in base contact with the Comms Relay, the defending player may re-roll his Reinforcement rolls.

## Shield Generator – 25 pts
Place two shield generator markers/models within 6" of each other, the imaginary direct line in between contains a shield barrier. Wounds caused by a shooting attack that passes through the shield barrier benefit from a 3+ invulnerable save. Any model that passes through the shield barrier must roll a d6, on a 1 it is removed as a casualty with no armour or cover saves allowed (it is disintegrated).

## Las-traps – 20 pts
The defenders have rigged the area surrounding their base with a series of sophisticated traps and alarms. During his deployment, the defender may place D6 pieces of 6" long red cord or thin strips of card anywhere on the table. If any member of the team touches one of these markers, the alarm is sounded.

## Gun Emplacement – 15 pts
Use the rules for 'Gun Emplacement' on page 105 of the core rulebook. The Gun Emplacement may have one of the following weapons at the additional cost stated:
- Storm Bolter (Free)
- Heavy Stubber (Free)
- Twin-linked Flamer (Free)
- Heavy Bolter (+10 pts)
- Autocannon (+10 pts)
- Twin-linked Heavy Flamer (+10 pts)
- Missile Launcher (+15 pts)
- Lascannon (+25 pts)
- Twin-linked Autocannon (+25 pts)

## Ammunition Dump – 10 pts
Use the rules for 'Ammunition Dump' on page 104 of the core rulebook.

## Tanglewire – 5 pts
Use the rules for 'Tanglewire' on page 105 of the core rulebook. You may place D6 sections of 6" lengths.