

Scavengers

A simple official scenario for 2 or more players, 200 to 300 points.

Set Up

Each player has three loot tokens. One loot token is placed in the centre of the table. Players then take turns placing tokens at least 3" from any other tokens. Once all the tokens have been placed then Initiative Counters are drawn to deploy models. All models must be placed in groups (deploy one model and then as many other models as you like within its Command Range) at least 6" from any loot tokens and 12" from any enemy models.

Once all your models are deployed (excepting those with pathfinder and the models accompanying them) you can then use subsequent Initiative Counters to start activating your models as normal, even if your opponent hasn't fully deployed.

Victory Conditions

At the end of the game roll one dice for each token held. The player with the highest score is the winner!

Special Rules

Activation Counters: Each player gets four Initiative Counters rather than the usual six.

Loot:

- Loot tokens can be picked up and carried freely.
- Players may flee some or all of their models if they leave the table or are at least 9" from any enemy models. All Loot tokens held by these models are kept.
- Players will be forced to flee if more than half their elites are killed, in which case cast one stone for each loot token held, otherwise it is lost and removed from play. On a success the player can keep the token.
- If all other players are eliminated then the remaining player can scavenge all the loot tokens left on the table.

Source: Twilight Day 2017

Author: Mike Thorp