

# Scavengers

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

## Set Up

The game is played on a medium (4 x 4 feet) playing area. Each player has three Loot Tokens. One Loot Token is placed in the centre of the board.

Players then take turns placing tokens at least 3 inches 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 inches from any loots and 12 inches from any Enemy models.

Once all your models are deployed (excepting those with Pathfinder[S] 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 Loot 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 inches 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 Combat Stone for each Loot Token held, otherwise it is lost and removed from play. On a success the player can keep the Loot.
- If all other players are eliminated then the remaining player can scavenge all the Loot Tokens left on the table.

## Models

**Loot Token:** Item; Object; Movement: –, Attack: –, Support: –, Toughness: –, CR: –, Size: tiny (15mm); Abilities: Untrained [T], Unwieldy [T]

## Abilities

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

**Untrained [T]:** This model may not be Activated Directly.

**Unwieldy [T]:** A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

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