

SCENARIO 1: BLACK CHIMERA DOWN

An Imperial Guard Chimera APC has crashed somewhere in your vicinity, and you are bound on getting your hands on the driver. You either want to rescue the poor soldier, get some information out of him, or simply want to devour him!

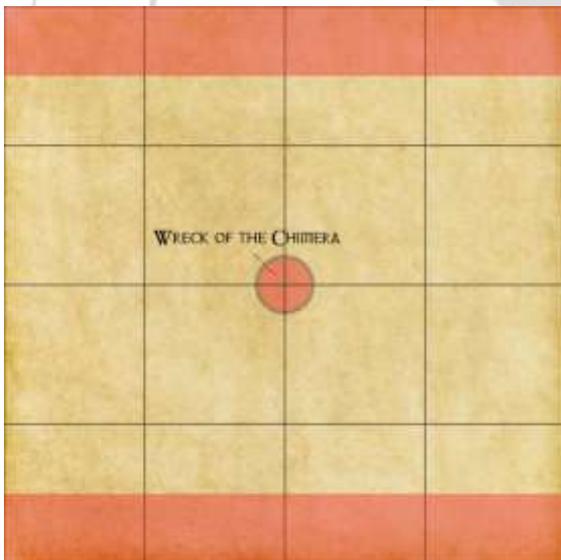
Terrain

Each player takes it in turn to place a piece of terrain, either a (ruined) building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the warbands start off a reasonable distance apart.

Place wrecked Chimera or suitable model in the middle of the table.

Warbands

Each player roll a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his warbands fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.



Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Picking up the Driver

The driver may be picked up by any model that comes into base contact with the Chimera. The driver will come out and (voluntarily or

forced) join the model. Place the driver in base contact with the model.

The driver doesn't affect the movement or the ability to shoot or fight of the model in base contact.

If the model guiding the driver goes out of action the driver remains on the spot. Any model that comes in base contact now has control over the driver. Models may pass the driver to other models in base-to-base contact in the shooting turn, but neither of the models may shoot that turn.

If a model is taken out in hand-to-hand combat the model that took him out automatically gains control of the driver.

Ending the Game

The fights continues until one of the warbands is driven off or until one gang has taken the Chimera driver of the their table edge.

If a warband fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The warband that bottles out loses and the other warband automatically wins.

Experience

Fighter who take part in *Black Chimera Down* earn Experience points as noted below

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the warband roster every time the fighter scores a

hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not points per wound.

+10 Taking Driver of Board. The model that takes the driver of board gains 10 points.

+10 Winning Warband Leader. The gang leader of the winning side earns and extra 10 Experience points.

Special

The driver can't be targeted during shooting or hand-to-hand combat. He is too valuable to kill outright.

