

SCENARIO: THE HERETEK

Hereteks are fallen tech-priest who no longer adhere to the teachings of the Cult Mechanicus, instead pursuing dark technologies. One such Heretek has settled in an old abandoned Manufactorium, gathering who knows what foul technology and knowledge. Your warband plans on striking the Manufactorium and killing the Heretek. However, initial reconnaissance of the area shows the Heretek is accompanied by some of his servitors.

Terrain

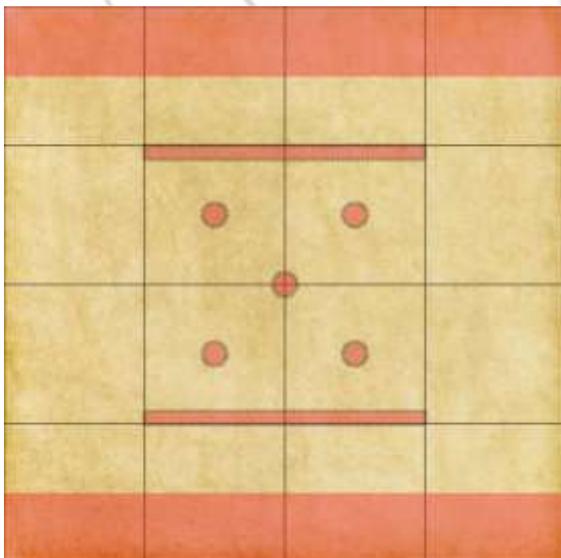
Each player takes it in turn to place a piece of terrain, either a (ruined) building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the warbands start off a reasonable distance apart.

Place the model of the Heretek in the middle of the table in the Manufactorium. Four servitors should also be placed using 2D6 and a scatter dice, using the Heretek as centre of deployment

Two large walls should be placed in the table, as shown in the diagram, to represent the walls of the manufactorium.

Warbands

Each player rolls 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.

Ending the Game

The fight continues until the Heretek and his servitors are slain.

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

Fighters who take part in *The Heretek* 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.

+D6 Killing a servitor. Models gain D6 Experience points for killing a servitor.

+10 Killing the Heretek. The model that kills the Heretek gains 10 points.

+10 Winning Warband Leader.

The gang leader of the winning side earns and extra 10 Experience points.

Special

The Heretek

The Heretek has the profile of the Magos from the Adeptus Mechanicus warband. He is a human, armed with a power weapon, plasma pistol, carapace armour, refractor field, MUI and Mechandrite.

The Servitors

The Heretek's servitors use the combat servitor profile from the construct list. They are armed with a power sword.

