

Starter Pack Tourney Bunker Attack!

Introduction

Each player has a 150pt force as per the [Starter Pack Tourney](#) restrictions. The two players' forces represent allied teams who have formed a pincer movement to surround a bunker where a vicious pirate is hiding.

Players will get points for each defending model taken down, with extra points for the defence drone and the pirate.

Defending Forces

The bunker is defended by:
Six respawning guards.
One Total Reaction defence drone.
The pirate.

The Guards

Guard Combi Rifle, Panzerfaust / Pistol, Knife
360° Visor
MOV:4-4 CC:13 BS:11 PH:10 WIP:13 ARM:1
BTS:0 W:1

All Guard AROs are decided by the current reactive player.

The guards cannot crit because they're redshirts, even if they roll the target number it's just a regular result...

Respawning

Each defending guard will be removed from the table as soon as it becomes Unconscious, Dead or Immobilised. At the end of the player turn it will reappear on the table as a new model with full ammo etc.

Starting with the active player, take turns to place the respawning guards outside the deployment zones. After placing each model, roll for dispersion against their PH10.

Alert Status

As soon as any player model or marker enters the bunker the guards go into red alert. From this point on, at least half (rounded up) of the respawning guards each turn must try to spawn in the bunker.

The Drone

Drone HMG / Electric Pulse
MOV:6-4 CC:13 BS:11 PH:8 WIP:13 ARM:0
BTS:-3 STR:1
Total Reaction, 360° Visor

The drone will always fire in ARO instead of dodging unless it is in combat when it will use Electric Pulse. The reactive player chooses the target if there is more than one active model.

The Target

Pirate (Heavy Infantry) Contender, SMG, Light Flamethrower / EXP CCW
MOV:4-4 CC:18 BS:13 PH:11 WIP:13 ARM:3
BTS:-6 W:2
Sixth Sense 2 (he's a bit twitchy by now), 360° Visor

If the Outlaw AROs with the flamethrower he does not have to avoid the guards - they're only redshirts after all.

Deployment & Initiative

Defending forces will be deployed by the organiser before the game starts. The bunker will be placed in the middle of the table. It is infinitely tall and AD troops cannot land in or on it.

Holes can be blown in the walls with DA or EXP ammo (remember that models with Mines get D-Charges instead). The walls have ARM10 and each wound inflicted by DA or EXP ammo will open 1" of hole. 25mm-base models can get through a 1" hole, non-TAG 40mm-base models can get through a 2" hole and TAGs require a full 3" hole.

Players will roll for initiative and then deploy normally with the following restriction - no player model, marker or equipment can be deployed within the bunker at the start of the game. Any dispersion that takes a model into the bunker will stop outside.

Player Interaction

'Enemy' player models cannot be attacked or charged, they count as friendly. In the reactive turn any regular ARO can be declared as long as it's not an attack on the other player's models.

Game End

The game ends at the end of the THIRD game turn regardless of whether a player has retreated off the table or has no models left.

Scoring

ONE point per guard 'kill'.

THREE points for making the Reaction Drone Unconscious, Dead or permanently Immobilised/Disabled.

SIX points for killing the pirate.