

## The Plant Collector

### Backstory

One of the Imperial Yu Jng Fat Cats (sorry, revered leaders) has a thing for rare plants. His sprawling gardens contain a variety of exotic flora from across the Human Sphere. This fat cat (sorry, revered leader) has been getting a bit too big for his boots and needs taking down a peg or two.

How to put him in his place? Steal some of his rare and expensive plants! As his collection contains many unique specimens, stealing those specimens and selling them on the black market both damages his standing as a collector *and* gains you money...

### Recommended Terrain

Posh garden/rural table including some outbuildings and rocky outcrops etc. for extra cover.

Four raised garden areas are required, between 4" and 8" in size.

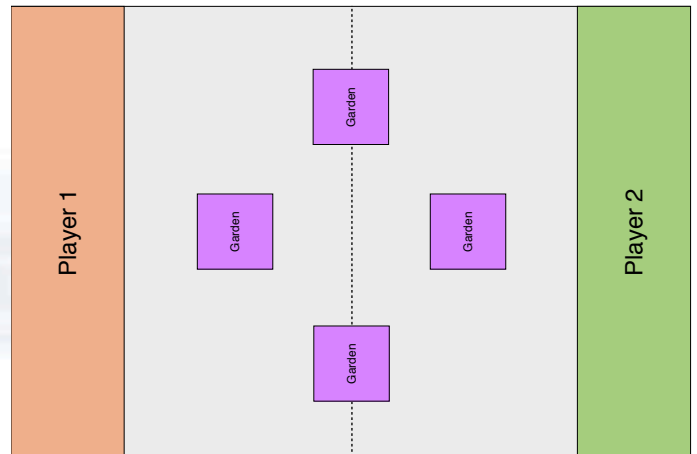
6x4' table played lengthwise.

### Start & Deployment

This is a **five** turn game to make up for the 6x4' table.

Deployment zones and Lieutenant roll-offs as usual.

The four raised garden areas should be place in a diamond pattern in the middle of the table as seen in the diagram.



### Special Rules

#### The Gardens

Each of the four raised gardens contains a different type of plant. Models can collect plants by being in BtB contact with a garden. This requires a short skill and a WIP check at -3 and cannot be done as an ARO.

Plants are *moveable items* with PH2 which *cannot* be thrown.

Each successful search will provide another plant, there is no limit per garden.

## The Guard Dogs

In the centre of each garden is a vicious cyborg guard dog in a kennel.

### **GUARD DOG DA CCW**

MOV:6-4 CC:17 BS:4 PH:13 WIP:10 ARM:0 BTS:0  
STR:1

*No Cube*

*Total Immunity, Super Jump, Hyper-Dynamics L3,  
CH: Limited Camouflage, 360° Visor, Kennel\**

As soon as any model moves within a dog's Zone of Control the dog will use an ARO to leap into combat with it, moving like a Crazy Koala and counting as Dodging on the way in.

Any further Orders spent by the charged model will result in a Close Combat Attack ARO by the dog.

In between each player turn, any dog in combat will make a CC Attack.

As soon as all models in combat with a dog are unconscious, dead or immobilised the dog will immediately leap back into it's kennel, again Dodging as it goes.

Impetuous models can avoid the area protected by active dogs.

## The Kennels

Kennels give similar protection to a Sapper's foxhole - when a dog is in it's kennel it counts as being in partial cover but does *not* get CH: Mimetism.

The kennels also start the game as camouflage markers and will be revealed permanently as soon as the dog leaps out, makes a roll or the kennel is Discovered.

## Special Issue Equipment

No special equipment has been issued for this mission.

## Objectives

1 point for each different type of plant carried by any of your active models. This is based purely on the number of different plants, not the quantity of each plant.

Example - 3 x plant A, 2 x plant B & 1 of plant C is worth a total of three points.

Remember that plants can be retrieved from dead/unconscious/immobilised models from either side.

-1 point for any template placed on or in any of the raised garden areas, including templates that scatter.