

Warehouse Shoot Out

Spectre Operations version - Alpha Version.

Two parties meet to sell each other some guns. The deal is almost done, despite some issues along the way, when something goes horribly wrong. It begins with an argument but escalates when someone gets shot. Now we have a gun battle. Worse, a third-party is already on site and about to join the show

Forces:

The Buyers:

The Leader (1): Trained Squad Leader with Pistol **

The Bodyguard (2): Trained with Pistol *

The Cousin (3): Militia with Pistol *

The Help (4): Militia with Pistol

The Contact (5): Trained Squad Leader with Pistol **

The Full Back: Trained with Pistol

The Sellers:

The Prodigy (6): Militia Squad Leader with Pistol *

The Right Hand Man (7): Trained with Pistol *

The Operator (8): Trained Squad Leader with Pistol **

The Loudmouth (9): Militia with Pistol *

The Realist (10): Militia with Pistol

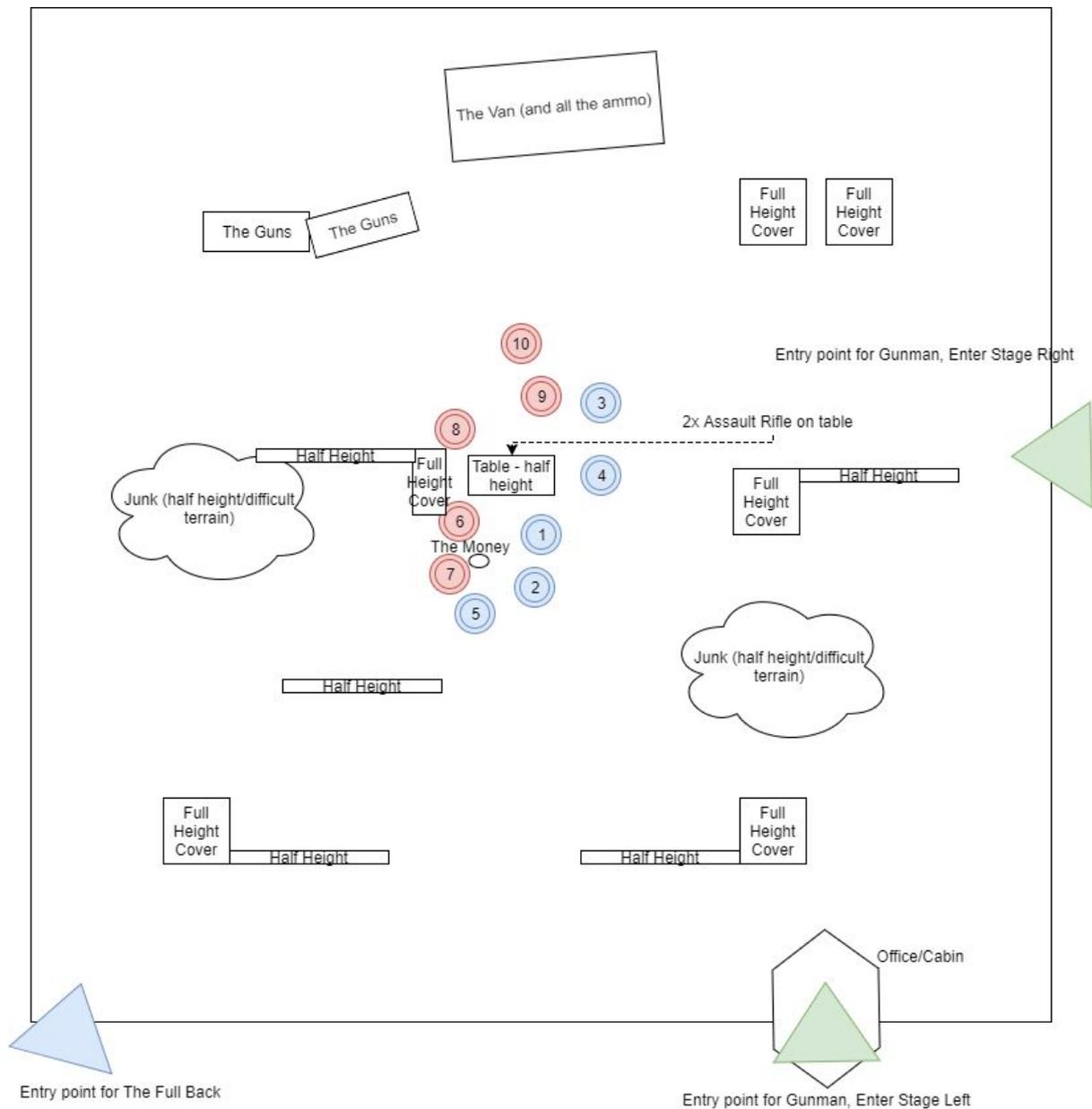
The Third Party:

Gunman, Enter Stage Left: Trained with Battle Rifle

Gunman, Enter Stage Right: Militia with Carbine

The Third Party will also take control of two other characters during the scenario (see the special rules)

Map Layout:



The number on each the circles link back to the list of characters further up the page.

To represent the small-scale of this gun battle, I recommend playing on small board (2'x 2' or less). I've shown some areas of cover but it needs to be densely packed with plenty of half height and full height cover spread throughout the warehouse floor.

Starting positions

The map above show all the starting positions for those characters that begin on the board. The two gunmen enter the board using the positions marked. They can choose which elevation they start (ground floor or first floor). The Full Back moves on using the door marked on the plans.

Victory Conditions:

All three parties have the same goals. The game ideally ends when only one team is left. However, if you need to work out the winner when you run out of time, here are the victory points:

- The Money: This is a moveable objective any character can pickup and move. To be in control of it, the team must have . It's worth 200 points
- The Guns and Ammo: These are stationary objectives shown on the map. To be in control of each one, the team must be the only figures within 3" of it as the game ends. The guns are worth 150 victory points, the ammo is worth 100 points
- Last Team Standing: If only one team is left standing, that team automatically wins.

Special Rules:

It Kicks Off: As the game starts, the action is just kicking off. As such, the characters are desperate to get behind some hard cover. In the first turn of the game, no character can shoot - they are too busy rushing for cover/to grab a gun/to get the money.

Every Man for Himself: Every figure acts as a separate squad and will not form squads. However, when it comes to Rallying each character counts as an Elite.

Delayed Reinforcements: The Full Back is on his way to assist with moving the guns after the deal is over. As such, he'll be joining the party a little later than everyone else. From Turn 3 onwards, roll a D6. On a 6 he appears. Continue rolling each turn, adding +1 for each turn he doesn't appear. He enters from the doorway marked on the map.

Who are these guys?: To begin with, the Third Party starts with no one on the battlefield. The Third Party player can, at any point in the game, choose to deploy the two gunmen. They appear from the positions on the map.

Not what they seem: One character from each side is not who they appear to be. At any point during the game, the Third Party player can take control of the Contact and the Right Hand Man. I recommend not telling the other two players that this may happen - instead they should take advantage of the surprise. Note, The Contact and the Right Hand Man will not shoot at each other. If one is about to engage the other, the Third Party player has to taken control of the one about to shoot.

Arming Up: The assault rifles, the whole purpose of this meeting, are currently sitting in their boxes. If a figure moves into contact with one, they can pick up an assault rifle and start using it.

Additionally, once the two gunmen have been taken out of action, the weapons they are using can be picked up by any of the other figures on the board

Limited Ammo: Although the new assault rifles are freely accessible, they only have a limited amount of ammo with each of them. Every time one of the collected assault rifle is fired, roll a D6.

- On a roll of 6, the rifle goes click. No shot takes places and the figure can no longer use the assault rifle.
- On a roll of 1 or 2, the burst finishes and then goes click. Resolve the shooting as usual. However, the assault rifle is no longer useable until the figure has picked up more ammo

The Van: Good news, there is more ammo for the assault rifles. Bad news, it's all in the van. As the game begins the van is locked and inaccessible. To unlock it, someone has to grab the keys that are in the middle of the arena and then bring them into contact with the van. The Limited Ammo rule for a character can then be removed by moving an assault rifle wielding figure into contact with the van.

(Optional but recommended) **Luck of the Devil:** It's amazing how around some people even a point-blank shot can miss. Some of the characters above have a number of asterisks after their names. This represents how many luck tokens they have to use over the course of the game. Luck tokens can burnt anytime a character is hit. Burning a token ignores the physical effect of that shot but they still take the point of suppression.