

HUNGER GAMES

Table Configuration: HG

Special Rules: *The Cornucopia, Care Packages, Season Final, Killing*

MISSION OBJECTIVES

SURVIVERS

- Have **3 troopers in a non-null state** remaining at the end of a game round (3 *Survivalist Points*)
- Have **2 troopers in a non-null state** remaining at the end of a game round (2 *Survivalist Points*)
- Have **1 trooper in a non-null state** remaining at the end of a game round (1 *Survivalist Point*)

KILLERS

- Have **killed the most troops** at the end of the game (3 *Coldblooded Points*)
- Have **killed the second most troops** at the end of the game (2 *Coldblooded Points*)
- Have **killed the third most troops** at the end of the game (1 *Coldblooded Point*)

LOOTERS

- Have **grabbed an item** from the *Cornucopia* (1 *Hoarder Point* for each different Troop)

PARTICIPANTS

This game mode is targeted for up to 8 players per table. If more players participate add another table and split the participants accordingly.

ARMY LISTS

When building an army list for this game type the following rules apply:

- The list may contain a **max of 75 Points and 1.5 SWC**
- **No Lieutenant** is required. Loss of Lieutenant does not apply
- All armies and sectorials are allowed. Mercenaries are permitted without paying 1 SWC for "Soldiers of Fortune"
- A **maximum of three units/trooper** may be chosen and a maximum of one combat group may be used
- Trooper that do not generate orders (G:Servant, etc.) do not count against the unit limit
- The normal AVA restrictions apply

INITIATIVE

Before the beginning of the game **all players roll a D20**. From highest on down, this roll determines order of *Marker Deployment, Troop Deployment* and *Active Turns*.

In case of a tie, the corresponding players roll again to determine the order between them.

DEPLOYMENT

The deployment is split into two phases, *Marker deployment* and *Troop deployment*.

MARKER DEPLOYMENT

In the *initiative order* each player places a marker on the battlefield, marking the middle of his deployment zone.

These markers must be placed within **6 inch of the board edge** and at least **12 inches away** from every other marker.

TROOP DEPLOYMENT

In the *initiative order* each player deploys all of his trooper. The deployment has the following rules:

- Troops must be placed completely **within 3 inches** of the *deployment marker*
- Troops with a skill that allows them to be deployed outside their deployment zone (infiltration etc.) must be placed completely **within 6 inches** of the deployment marker, but at least **8 inches away** from every enemy marker or troop.
- Troops with the *Airborne Deployment* special skill may be deployed as normal.
- Equipment possessing the *AI Beacon* special skill automatically pass their PH roll and must be deployed within 3 inches of the deployment marker

NOTE: Troopers not deployed until the end of the second game round are considered lost and count as killed (by no player).

TURNS

Player take turns in the *initiative order*. If a player has no troops left in a non-null state their turn is skipped.

ORDERS

During the *Order count* phase of each player turn the active player generates **1 regular order** in addition to the ones generated by his troops normally. *Lieutenant orders* are not generated.

AROS

Troops of the active player generate **AROs for all enemy models**. Troops of the reactive players do not generate AROs for enemy models.

COMMAND TOKEN

Each player possesses a total of **two Command Tokens** for the whole game. He cannot generate more Command Tokens.

Command token can only be spent during their own player turns, and only for *tactical use*.

SPECIAL RULES

THE CORNUCOPIA

The *Cornucopia* is placed in the centre of the table. It must be represented by a 40mm Marker or a scenery piece of the same diameter.

OPEN CORNUCOPIA (SHORT SKILL)

LABELS

Attack.

REQUIREMENTS

- **Every Troop** can declare this Skill.
- The Troop must be in **base contact** with the Cornucopia.

EFFECTS

- Allows the Troop to make a **roll on the Booty L1 or Booty L2 table.**
- Troops may use this skill multiple times to roll again, but are only allowed to carry one result, the player must choose each time

CARE PACKAGES

The first time a player only possesses one trooper in a non-null state on the table, he may roll on the **Metachemistry L1 table** and apply the result to that trooper.

SEASON FINAL

At the beginning of the fourth game round an **area 6 inches deep** from every board edge erupts in flame.

At the beginning of each player turn, before the order count, any of his models in that zone suffers a hit with **DAM 15** and the **Fire** special ammunition.

If an affected troop survives that hit, and is capable of moving, he may be moved up to his combined MOV values to exit the affected area. He stops immediately after leaving it. If he is not able to clear the affected area he is killed (by no player) and removed from play

At the beginning of each following game round, the blaze spreads 6 inches further from the board edges, until only a 12x12 inch area in the middle (Safe Zone) is unaffected, at which point it no longer spreads.

KILLING

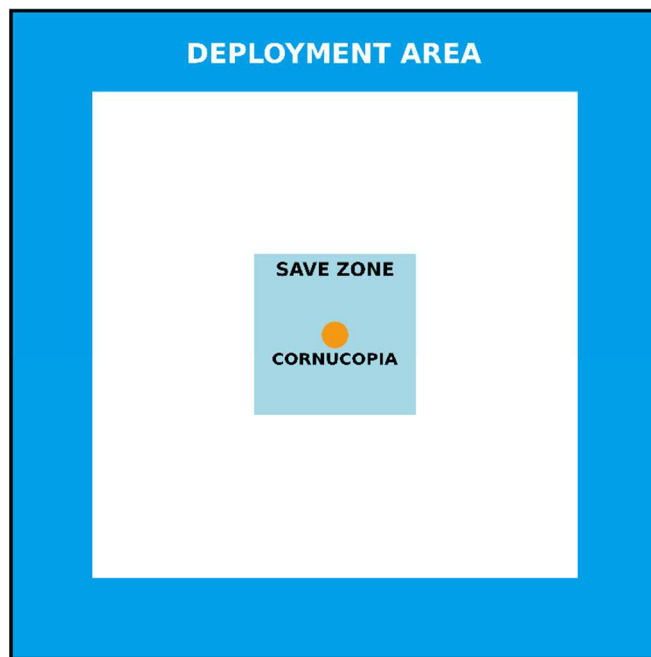
A trooper is considered Killed when he enters Dead state, or is in a Null state at the end of the game.

MISCELLANEOUS

- Link teams cannot be formed
- The *Retreat!* rule does not apply. There is no escape
- All forms of *Smoke*, *White Noise* and *Supportware* hacking programs last until the beginning of the players next active turn
- *Impersonators* are limited to IMP-2

END OF THE MISSION

This scenario has no turn limit. It is played until no, or only one player has a trooper in a non-null state on the board.



BOOTY L1

| Roll | Result | Roll | Result |
|------|------------------------|-------|------------------|
| 1-3 | +1 ARM | 12 | E/M Grenades |
| 4 | EXP CCW | 13 | E/M CCW |
| 5 | Light Shotgun | 14-15 | +2 ARM |
| 6 | +4 ARM | 16 | X Visor |
| 7 | Grenades | 17 | Monofilament CCW |
| 8 | Adhesive Launcher | 18 | Combi Rifle |
| 9 | Light Grenade Launcher | 19 | AP Rifle |
| 10 | Light Flamethrower | 20 | AutoMediKit |
| 11 | Panzerfaust | | |

BOOTY L2

| Roll | Result | Roll | Result |
|------|--------------------|-------|---------------------|
| 1-2 | +1 ARM | 11 | MULTI Rifle |
| 3 | Chain Rifle | 12 | MSV L1 |
| 4 | AutoMediKit | 13 | Breaker Rifle |
| 5 | Nanopulser | 14-15 | Adhesive Launcher |
| 6 | Panzerfaust | 16 | +3 ARM |
| 7 | MULTI Sniper Rifle | 17 | Flash Pulse |
| 8 | Smoke Grenades | 18 | Motorcycle(MOV 8-6) |
| 9 | CH: Mimetism | 19 | ODD |
| 10 | +2 ARM | 20 | HMG |

METACHEMISTRY L1

| Roll | Result | Roll | Result |
|-------|-------------|-------|-----------------|
| 1-3 | +1 ARM | 12-13 | V: NWI |
| 4-5 | V: Dogged | 14 | SSL2 |
| 6 | Bioimmunity | 15-16 | Regeneration |
| 7-8 | MOV 8-4 | 17-18 | Super-Jump |
| 9 | +6 BTS | 19 | Climbing Plus |
| 10-11 | +3 PH | 20 | Immunity: Total |