

## THE LOST SOULS (ELDAR)

The Eldar may venture into the Hive to recover fallen Eldar, or more specifically, Spiritstones, psychoreceptive crystals that contain the souls of tile dead Eldar preserving them from the Great Enemy, Slaanesh. These may survive for a considerable time, especially if they are not noticed by those who dwell within the Hive. To recover these lost souls is important to the Eldar, both to safeguard the enclosed spirit from being consumed and to enhance the Craftworld's Infinity Circuit with their presence.

### 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 gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the table to represent items of value. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Once all the Loot Counters have been placed, but before deciding upon which table edge each player deploys from, the Eldar player should secretly note down which counter is actually one or more of the Spiritstones. This counter is treated exactly the same as a normal counter for purposes of carrying etc.

Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the

counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

### GANGS

Once all the Loot counters have been placed each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang 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 and the highest scoring player takes the first turn.

### THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the opposing player's turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang. The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter. Exarchs and Warlocks may re-roll the D6 to see what happens to them, but must accept the second result.

**1** The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon - he has fired off loads of ammo to drive off the attack.

**2-5** The fighter manages to beat off the creature. The fighter may not do anything else this turn.

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6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter vanishes, never to be seen again.

### PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

### ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield. The Eldar do not have to bottle out until they have taken 75% casualties (and may not do so voluntarily). Regular gangs follow standard bottle check rules.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the

start of their turn, then the game ends and that gang has won. The winner of the scenario may claim any Loot counters which are loose on the table when the game ends.

### EXPERIENCE

Fighters who take part in the Scavenger scenario earn Experience points as noted below.

**+D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

**+1 Per Loot Counter.** If a fighter is carrying loot at the end of the game he receives +1 point per counter.

**+5 For Eldar that carried off the Spiritstone.** If the Eldar player has recovered the Spiritstone counter, they may add +5 experience to the Eldar who carried it at the end of the game.

**+1 For all Eldar if Spiritstone is Recovered.** If the Eldar player has recovered the Spiritstone counter all the Eldar in the scenario may add + 1 experience to their totals.

**+5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.

**+10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

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### LOOT

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

### Eldar Consequences

If the Eldar player has recovered the Spiritstone they may add + 1 to their Ld (maximum of 10) in the next scenario only. If they fail to recover the Spiritstones, they must subtract -1 Ld for the next scenario only.

### Human(ish) Consequences

If the Eldar's opponent gains the Spiritstones they may cash them in for D6x10 credits or one member of the gang may retain them, in which case roll a D6 at the end of each scenario. The link between the Spirit Stone and the Warp may sometimes have strange effects on the human mind if a 6 is rolled the gang member has been affected by the stone and has become more attuned to the Warp. Roll once on the Wyrd Minor Power table from now on this ganger becomes subject to the rules for Wyrds. Should the Spiritstone(s) later be sold off the power will disappear. Any Eldar who subsequently defeats the bearer of the stone in hand-to-hand combat may retrieve the stone and gains an additional +10 experience. Although the Eldar spirit is only partially aware of the material world, it is less likely to effect fellow Eldar. Any Eldar targeted by the Minor power receive a 4+ save against any and all effects. A wyrd who gains or is given the Spiritstone gains an additional 03 Minor Powers automatically, but must

roll at the start of each scenario. On a 1 the combined brightness of the two has attracted a malevolent power - roll immediately on the Perils of the Warp table. Should tile bearer lose the stone, his powers will also be lost. Should he again come into possession, a new power should be rolled.