

DESPERATION CAMPAIGN

THE LOST RICHES OF ATLANTARSE

Atlantarse sprawls amidst a valley formed by flattened domes, broken down industrial machinery, disused hab-blocks and the refuse filtering down from uphive. It came to be during a hive quake, where the entire dome floor collapsed and sent it crashing down into the horror and darkness of the underhive in an event known by local Arsians as The Movement.

Many thousands of years have passed since Atlantarse sunk, and little known to the hivers above, it still thrived with a community that survived when the dome collapsed. Helmawr's enforcers continued to do their duty to a lord that probably doesn't know or care whether they exist or not and the locals that didn't lose their businesses kept the town going as the strange denizens of the underhive started flowing into the comparatively idyllic little town. It is a time of great poverty and desperation in the Hive Cities. The Clan Houses are getting uneasy and requests from the higher-ups getting more demanding. The need to fulfil quotas and meet deadlines is paramount to the success of the Clans and cannot be

compromised for anything, as such they have begun to send treasure hunting gangs known as Divers under their charge to the fabled city of Atlantarse to search for lost riches and bring them back for the good of their House.

Beneath the ruins of the town exist ancient tunnels and cave systems - known as the Bowels - that have been there since the days of the Heresy. Before the Movement, many secrets were hidden from the public eye in these dark areas of the hive. Laboratories full of Xenos experiments, caches of strange and unknown technology and heretical gatherings were among the many curiosities to be found there. These items and caches have become the main commodity in Atlantarse and the now common Divers conduct Deep Dives to unearth their riches.

The Ratskin tribes that emigrated to Atlantarse make their homes in the tunnels and are more interested in trading than the usual mutants and heretics that make their home in the underhive. For the right price, they have even been known to lead folks to locations of extremely rare artefacts and items of antiquity...

The rules presented in this document are designed to supplement the main rules and provide an alternate campaign route for those that enjoy a slower moving or more narrative campaign. Rules that are partially altered will have passages or headings highlighted in this colour for ease of reference. If a heading is highlighted, the rule has been completely altered. Rules that are completely new are highlighted in this colour. Entries marked with an asterisk () are subject to review.*

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Special thanks:

Alex John for his insightful paper on the use of Juves and alternative rules that have been adapted for this Campaign.

V1.01

- Fixed formatting issues.
- Clarified wording and added Multiplayer Battles to Deep Dive scenario.
- Clarified wording for when two opponents facing off are both Targets.
- Changed House Patronage to 50 credits per 100pts of difference.
- Players can purchase Spurious Chems for their gang. These are purchased and equipped at the same time as Hired Guns.
- Changed Prodigy limit to 3 from 2.

V1.10

- Changes to the Deep Dive scenario, including deployment, multiplayer and hazard rules.
- Changed the Pop a Crate action to make it more beneficial for gangs.
- Opening a Crate during battle has been changed slightly.
- Removed xp gain from passing Initiative checks.
- Defined the Sell a Crate post-battle action. Crates may be sold for 2D3x10 credits.
- Added bullet point in Founding a Gang pertaining to Genestealer Cults, Helot Cults and Enforcers to give them enhanced post battle action access closer to the House gangs.
- Streamlined all scenarios and added alternative ZM and SM set up options.
- Overhauled the way battles are fought in the Pillaging Phase.
- Added the Drop Crate (Basic) action.

V1.11

- Updated the table for determining scenario, if neither player has any crates they may play Deep Dive.
- Added rule for consecutive loss of initiative rolls.

V1.12

- *Altered rules for Sneak Attacks.*
- *Altered rules for Pitch Black*
- *Altered starting crew sizes for Rescue Mission.*

TREASURE HUNTING

Treasure hauls from deep dives in the tunnels beneath Atlantarse are the prime commodity and sole source of income for the city's inhabitants...

CAMPAIGN RULES

This campaign can be played with any number of players and is designed with perpetual play in mind. There are some alterations to gang composition and scenario rules for the purposes of this campaign. Make sure you have plenty of Loot Crates available for players to use in battles!

PRE-BATTLE CHANGES

HUNTED

If, during the course of the campaign one gang starts to get too big for their boots, their rivals might recruit bounty hunters to bring them in or bring them down. Create a Venator Band with 1000 credits, using the unaltered founding rules from the rulebook. It should include no more than 4 fighters and as much of the 1000 credits should be used. Once a gang reaches a Reputation of 10 or more they become a Target as their fellow Divers will start putting out bounties for their capture. Roll a D6 before the start of a battle if either gang has 10 or more Reputation to see if they are Hunted for this scenario. If both gangs are Targets, roll first for the gang with the highest reputation, if the roll is passed then the opponent rolls (If reputation is equal use gang rating, if gang rating is equal use wealth, if wealth is equal, roll off). If the result of the roll is a 1 (Every 5 reputation over the first 10 modifies the roll by -1), D3+1 random fighters from the Venator Band are added to the battle. The Venator Band cannot hunt a Target gang in consecutive battles, do not roll for the same Target again if they were Hunted in their last battle.

The Hunted Target's opponent always controls the Venator Band. That player rolls a D3 and that many fighters from the Target's gang are randomly determined to be the Bounties. After the Target has deployed, deploy them on the battlefield within 2" of each other, anywhere at least 18" away from their Bounties or as far away as possible. Once their Bounties are Out of Action, the Venator Band immediately leaves the battlefield. When a Venator activates, they must, in order of priority:

- Move to be in line of sight of a target.
- Move so at least one of their weapons is in range of a target.
- Make a Shoot (Basic) action against a target, ignoring target priority.
- Make a Charge (Double) action against a target, ignoring target priority.
- These priorities can be ignored (allowing them to target other fighters or move differently) by making a successful Intelligence Check for the fighter with a -2 modifier. This represents them making the call for self-preservation over credits.

The Venator Band will also suffer injuries as normal, however they will only receive xp in the following ways:

- Each fighter gains 1xp when a Bounty is taken Out of Action.
- Each fighter gains 1 xp when all Bounties are taken Out of Action and they leave the battlefield.

These rewards are immediately spent by the controlling player for that battle if they wish to.

HOUSE PATRONAGE

The rules for House Patronage are used instead of Tactics Cards. This is to eliminate book-keeping and also for flavour. The gangs being sent into Atlantarse are desperate no-hopers, not an elite fighting force!

For every 100 points of difference in gang rating, the player with the lower rating receives 50 credits to spend (unused credits are lost after the battle) on hiring Hive Scum, Bounty Hunters and Dramatis Personae for the battle.

In addition, these credits may also be spent on Chems of any Rarity/Illegality from the Black Market, however any product bought is of particularly poor quality and referred to as Spurious Chems.

SPURIOUS CHEMS

Spurious Chems may be purchased at the same time as Hired Guns but are permanently added to your stash, and may be equipped to a fighter at time of purchase.

A fighter that uses Spurious Chems counts as having mixed two different Chems and must test accordingly (for more on Chems see Book of Judgement p. 123). Roll a D6 as soon as a Spurious Chem is taken (if taken prior to the battle starting, roll when the fighter activates), if the result is a 3 or more, the fighter is fine, on a 1 or 2, the fighter is immediately taken Out of Action and put into Recovery. Do not roll a Lasting Injury for the fighter. Any further doses of Spurious Chems add +2 to the Mixing Chems roll rather than the usual +1. Fighters must test for side-effects as normal at the end of the battle.

POST-BATTLE CHANGES

TRADING POST

Due to the scarcity equipment is in the Underhive, no items of Rarity 6 or higher may be purchased from the Trading Post initially. For every 5 Reputation a gang has, increase the available rarity by 1. There is no Trade post-battle action for this campaign. Gangs may not visit the Black Market. Additionally, all items sold are worth 25% of their value, rounded down to the nearest 5 credits.

LOOT CRATES

Loot Crates (or simply "Crates") are the only source of income for Gangs during the campaign and the only way to gain Rarity 6 or higher items from early on in the campaign. A Loot Crate adds 100 points to your total Wealth value. Crates have an alternate set of rules for this campaign, they can be:

- Sold from a gang's stash with a Sell Crates post-battle action for 2D3x10 Credits.
- Opened from the gang's stash with a Pop Crate post-battle action.
- If an Enforcer Patrol receives a weapon from a Loot Crate, it goes straight to Contraband, see below.

PURCHASING BIONICS

The only way to purchase Bionics for a fighter is to make the Reconstructive Surgery post-battle action. You may trade 1 Crate for a mundane or 2 Crates for an improved bionic.

CAPTURING EXOTIC BEASTS

Exotic Beasts are not available for purchase at the Trading Post as normal (with the exception of the Giant Rat) and may only be obtained through making a Poach post-battle action. This action may only be made once per battle. Choose the exotic beast you wish to add to your gang roster from those available (House restrictions apply), then immediately delete 2 Crates from your stash as payment to the poacher. The chosen fighter goes into Recovery as they journey deep into the Underhive with their guide in search of a suitable beast. When the fighter comes out of Recovery, add the exotic beast to the wargear of either a Leader, Champion or Prodigy (See Juves under Gang Composition) in your roster and roll a D6. On a roll of 1, the fighter suffered a horrific injury whilst capturing the beast, roll on the Lasting Injury Table for them, counting results of 45 or below as 46 and a roll of 66 as 65.

CONTRABAND

If an Enforcer Patrol receives a weapon from a Loot Crate, it immediately moves to Contraband instead of their stash. Contraband should be tracked separately on their Gang Sheet. Occasionally, the senior Enforcers might send their more impressionable members into the Precinct to try and retrieve some confiscated arms to equip themselves on patrol. The punishment if caught by the Chief is severe. After the Wrap Up step, but before the Receive Rewards step of the post-battle sequence, you may choose to send a fighter sneaking into the Contraband room to retrieve one or more weapons by following these steps:

1. Choose a single Rookie or Patrolman.
2. Choose a weapon in Contraband and roll a D6.
3. On a 4+, the weapon is added to the gang's stash. Otherwise, the fighter slipped up and was caught by the Chief! The chosen fighter goes into Recovery as he receives his punishment.
4. Repeat steps 2 and 3 if desired, otherwise move on to the Receive rewards step.

ALTERED/ADDITIONAL ACTIONS

DRAG (DOUBLE)

A standing and active fighter may choose to make a Drag (Double) action to drag a Seriously Injured comrade during their activation. To do this, the fighter must be within 1" of a friendly fighter that is Seriously Injured. Move the selected fighter up to their Movement and place the Seriously Injured fighter in base contact with them. If a fighter finishes a Drag (Double) action within 1" of an edge of the battlefield that is not the enemy deployment zone, the Active fighter and Seriously Injured fighter may choose to be removed from play. They are both

counted as going Out of Action for the purpose of Bottle Tests, the Active fighter gains 3xp and the Seriously Injured fighter gains 1xp. The Seriously Injured fighter does not succumb to their wounds and cannot be Taken Captive in the post-battle sequence. If a gang has bottled out, they can no longer drag their comrades from the battlefield as they are too concerned with their own welfare.

BYPASS LOOT CRATE LOCK (BASIC)

If this fighter is within 1" of a Loot Crate, make an Intelligence Check with a -2 modifier (due to the stress of trying to unlock during a fight), If the check is passed, the crate is removed from the battlefield and a D100 is rolled on the Loot Table.

SMASH OPEN LOOT CRATE (BASIC)

If this fighter is within 1" of a Loot Crate, roll a D6 and add their strength. If the result is 7 or more, the Crate is removed from the battlefield and a D100 is rolled on the Loot Table, subtracting 10 from the result.

DROP CRATE (BASIC)

If a Loot Crate is within 1" of a fighter that is also within 1" of the ledge, the fighter may perform the Drop Crate (Basic) action. Move the Crate off the edge directly next to the fighter and directly down to the surface underneath then roll a D6. On a 1, the Crate is destroyed and its contents lost, on any other roll the crate is fine. Subtract 1 from the D6 roll for every 3" the crate drops. If it lands on a fighter, move the Crate so that it is in base contact with them, the fighter suffers a strength 3, damage 1 hit with no AP.

RELOAD (DOUBLE)

In the dark, cramped confines of Atlantarse, where ammo is scarce and time to think even more so, fighters must concentrate hard to get that next ammo cartridge loaded.

MOVE (SIMPLE)

Atlantarse is a confusing place, it is uncharted, unknown and fear made manifest. An enemy could come out of nowhere at any time, or a desperate fighter might run headlong into the fray but losing momentum as they make contact with their enemy. A fighter may move into base-to-base contact with an enemy fighter during a Move (Simple) action, becoming Engaged. They do not get a free Fight (Basic) action if this occurs. FIGHTERS MAY ALSO CONSOLIDATE INTO BASE-TO-BASE-CONTACT.

SKILL ADJUSTMENTS

AGILITY

CATFALL

Halve the vertical distance (rounding up) when falling or jumping. If not Seriously Injured or taken Out of Action by the fall, pass an initiative test to remain Standing instead of going Prone. *When falling into a pitfall, mark the closest edge. At the end of that round, place the fighter next to the pitfall on a 4+.*

CLAMBER

When climbing vertical distances, the move is not halved. *Move*

freely through ductways without spending a Crawl Through (Double) action.

BRAWN

HEADBUTT

Can make Headbutt (Basic) action when Standing and Engaged or Headbutt (Basic) action instead of Fight (Basic) action:

HEADBUTT (BASIC) - Target an Engaged enemy and roll 2D6. If either one is equal or higher than the Toughness, they suffer a hit with the attacker's Strength +2 and 2 Damage. If both dice are less than the Toughness, this fighter suffers a hit instead, using their own Strength and Damage 1. *Can be used instead of a Fight action, so it can be used in combination with a Charge.*

HURL

Can make Throw Opponent (Basic) action when Standing and Engaged or Throw Opponent (Basic) action instead of Fight (Basic) action:

HURL (BASIC) - Target an Engaged enemy in B2B or a Seriously Injured enemy within 1". If the enemy fighter fails an Initiative check, the fighter is hurled. Choose a direction and move the fighter D3. If the fighter was Standing, the fighter becomes Prone and Pinned after moving. If the hurled fighter contacts any terrain, stop moving and suffer a Strength 3 hit. If contacting another fighter, stop moving and both fighters becomes Prone and Pinned and suffer a Strength 3 hit. *Can be used instead of a Fight action, so it can be used in combination with a Charge.*

SHOOTING

FAST SHOT

Shoot (Basic) action becomes Shoot (Simple) action instead. Unwieldy weapons can never be used with this skill. *Apply a -1 to hit modifier on the second shooting attack per activation.*

SAVANT

SAVVY TRADER

If this fighter is not in recovery, the available rarity at the Trading Post is increased by 1. This bonus is only accounted for once and does not stack with other Savvy Traders. Additionally, when the gang visits the Trading Post, they may reduce the cost of 1 item by 20 credits. This bonus is cumulative with other Savvy traders.

CONNECTED

If this fighter is not in Recovery, they may make an Exchange post-battle action, one item may be exchanged at the trading post for one or more items up to the value of the item being exchanged.

FOUNDING A GANG

GANG CREATION

- As these are trying times, players receive only 750 credits to found their gang.
- Gangs are limited to one Champion at Gang creation.

- A maximum of two Champions are allowed throughout the campaign.
- The gang may not purchase a second Champion until they reach 10 Reputation.
- They are allowed to replace champions if they die.
- Fighters may be equipped from the House List as detailed in the main rulebook, but once the gang has been founded, the House List will be inaccessible for the rest of the campaign (Enforcers may still access their House List as normal, but not the Trading Post. They are not limited by Rarity).
- A gang may have no more than 3 Prodigies at any time.
- New fighters recruited during the campaign must be equipped from the stash.
- The limit for Hangers-on and Brutes is followed as normal, and House Brutes are available as normal.
- A Genestealer Cult, Helot Cult or Enforcer Patrol may upgrade a Ganger that has been promoted to Specialist to an Aspiring Champion for 25 credits. They gain Leadership as a Secondary skill and can make post battle actions.

JUVES

Juves are the future, they have been sent to the Underhive to prepare them for roles of leadership in the gang. For this campaign, Juves count as Gangers for the purposes of gang composition, but there can only be as many Juves as there are Gangers, no more. *I.e. a gang may contain 1 Leader, 2 Champions, 2 Gangers and 1 Juve but not 1 Leader, 2 Champions, 1 Ganger and 2 Juves.*

Advancements cost half the amount of xp for a Juve, rounded up. A Juve with 5 advancements is promoted to a Prodigy during downtime. They no longer count as a Ganger for the purposes of gang composition, can make post-battle actions, gain access to Leadership as a Secondary skill set, gain the Commanding Presence ability (allowing them to activate one other fighter as a champion would naturally) gain access to Basic Weapons from the Trading Post and no longer have the 20 credit restriction on items.

EXPERIENCE

There are many ways a fighter can gain xp during the campaign. These are listed here but some scenarios may involve additional ways xp can be gained.

- Taking an enemy fighter Out of Action grants 3xp, 4xp if the fighter was a Leader, Champion or Prodigy. An additional 1xp is granted if the fighter suffered a Memorable Death.
- A fighter who Rallies and returns to the fight gains 1xp for overcoming their fear and returning to the action.
- A fighter that assists a friendly fighter successfully Rally in the End phase gains 1xp
- Using the Drag (Double) action to move fighters off the board grants 3xp to the dragging fighter and 1xp to the fighter that was dragged.
- A fighter earns 1xp when they assist a fighter in the Recovery Phase and a Flesh Wound is rolled.

RUNNING A CAMPAIGN

THE PROSPECTING PHASE

Phase one is the Prospecting phase. This lasts until each player has played the Deep Dive scenario once to amass their cache of Loot Crates. Side Battles are encouraged and a player can challenge another to the Hit the Cache scenario in an attempt to steal Crates from them!

DOWNTIME

After the last battle of the Prospecting phase, Downtime is in effect. During Downtime:

- Juvies with 5 advancements are promoted to Prodigies.
- All fighters come out of Recovery.
- Side battles may be conducted.
-

THE PILLAGING PHASE

Phase two is the Pillaging phase. This phase lasts until for an amount of time agreed upon prior to commencement. Once the phase ends, the player that claimed the most crates compared to the amount stolen from them is the Saviour. Then, the following Triumphs may be awarded:

TRIUMPH	REQUIREMENTS
SAVIOUR	The player that claimed the highest net Loot Crates.
LOOTER	Awarded to the player that stole the most Crates from other gangs in the Plunder Phase.
HUNTER	Awarded to the player that found the most Crates during the Prospecting Phase.
MARAUDER	Awarded to the player that killed the most enemy fighters.

If the players wish to continue the campaign, all crates are lost as the gangs report back to their patrons. Each player that received a Triumph also receives a reward as follows:

- The Saviour gains 10 Reputation and 2xp to each member of the gang.
- The Looter and Hunter receive two free Crates each at the start of the next campaign phase.
- The Marauder may grant 6xp to a fighter of their choice.

THE PRE- AND POST BATTLE SEQUENCE

THE PRE-BATTLE SEQUENCE

The Pre-Battle Sequence has 5 steps:

1 DETERMINE SCENARIO

2 DETERMINE HOUSE PATRONAGE BENEFITS

3 RECRUIT HIRED GUNS OR PURCHASE SPURIOUS CHEMS

4 MAKE HUNTED ROLL

5 DEPLOYMENT

1. DETERMINE SCENARIO

- If this battle is the first battle for any player during the Prospecting Phase, play Deep Dive.
- If this is a side battle, play Hit the Cache.
- If this battle is taking place during the Pillaging Phase, players roll off for Initiative, whoever wins uses the following table to pick a scenario:

SCENARIO	CONDITIONS
DEEP DIVE	The winner of the Initiative roll may pay 50 credits to the Ratskin Guides to take them on a Dive. The player that paid the Guides immediately adds one Loot Crate to their stash as they arrive early at the Dive. IF NEITHER PLAYER HAS ANY CRATES, YOU MAY PLAY THIS SCENARIO FOR FREE.
HIT THE CACHE	If the winner of the Initiative roll has no Loot Crates, they may play this scenario as the attacker.
INCURSION	If the winner of the Initiative roll has half the amount of Crates (rounded down) that their opponent does, they may play this scenario. If the Initiative winner has no Crates, they cannot choose this scenario.
CLAIM DISPUTE	Both players must pay 100 credits or 2 Loot Crates to the Ratskin Guides to play this scenario.
SHARED INTEL	A player that wins this scenario may choose Deep Dive for free next time they have initiative.
COLLAPSE	The winner of the Initiative roll may trade a Loot Crate to the Infobrokers at the local pub for information on their rival's whereabouts.
REVENGE	If the winner of the Initiative roll has lost a battle against their opponent, they may play this scenario as the Attacker once per time they have lost against them.
RESCUE MISSION	If either player has taken a captive from their opponent, they may force this scenario whether they won the initiative roll or not.

CONSECUTIVE LOSS OF INITIATIVE ROLL

Each time a player loses the Initiative roll, mark it in their gang roster. That player will receive +1 to their roll for each time they have lost, until they win an initiative roll, then it will reset. I.e. Jim has lost the Initiative roll for the past two games so adds +2 to his roll. Jim rolls a 4 and his opponent, Mary rolls a 5. Jim modifies the roll to a 6 and wins the roll off. At Jim's next game, he receives no benefit and Mary will get a +1.

RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may force the Rescue Mission scenario. If the player holding the Captive does not wish to play the scenario, they automatically forfeit the Captive(s).

DETERMINE ATTACKER AND DEFENDER

Where a scenario dictates there is an attacker and a defender, **the player with the least Loot Crates is the attacker.**

2. DETERMINE HOUSE PATRONAGE BENEFITS

Refer to House Patronage on page 2.

3. RECRUIT HIRED GUNS OR PURCHASE SPURIOUS CHEMS

4. MAKE HUNTED ROLL

Refer to Hunted on page 2.

5. DEPLOYMENT

Deploy following the rules for the scenario.

THE POST-BATTLE SEQUENCE

The Post-Battle Sequence has 5 steps:

1 WRAP UP

2 RECEIVE REWARDS

3 POST-BATTLE ACTIONS

4 UPDATE ROSTER

5 REPORT RESULTS

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries and whether they capture any enemy fighters. Any other events that take place at the end of the battle are triggered here. Fighters that were In Recovery before the battle started are healed and their In Recovery box on the gang roster is cleared, meaning Leaders, Champions and **Prodigies** become available for post-battle actions once more.

2. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 4.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

3. POST-BATTLE ACTIONS

Each Leader, **Prodigy** or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them. Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as soon as possible, and must delete the captive from their roster. **Alternatively they can be traded to the Guilders for 1 Loot Crate, or back to the Captive's controlling player for an agreed number of Loot Crates.**

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications - the fighter dies.
2-5	Stabilised - roll a D6, this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the lasting injuries table.
6	Full Recovery - the fighter goes into recovery but suffers no long lasting effects.

POACH

This action may only be performed once per battle. Delete 2 Loot Crates from your stash, this covers payment to the Poacher. The chosen fighter immediately goes into Recovery as they journey deep into the Underhive to bring back an Exotic Beast chosen from the following list:

Exotic Beast	Availability
Cephalopod Spekter	Delaque
Cyber-Mastiff	Orlock
Cyberachnid	Van Saar
Phyrr Cat	Escher
Sheen Bird	Cawdor
Sumpkroc	Goliath

When the fighter comes out of Recovery, add the chosen exotic beast to the wargear of either a Leader, Champion or **Prodigy** in your roster and roll a D6. On a roll of 1, the fighter suffered a horrific injury whilst capturing the beast, roll on the Lasting Injury Table for them, counting results of 45 or below as 46 and a roll of 66 as 65.

If a 6 is rolled, roll 2D6, on a result of 12, a Caryatid has attached itself to the gang Leader.

RECONSTRUCTIVE SURGERY

The fighter escorts any other fighter that has suffered a Lasting Injury result of 46 – 56 to the Doc for a Bionic replacement. The Doc will only accept Crates as payment, 1 Crate for a Mundane, 2 Crates for an Improved Bionic.

POP A CRATE

The fighter opens a Crate, unhindered by the stress of battle. Roll a D100 on the Loot Table and delete a crate from your stash

SELL A CRATE

The fighter sells a Crate for 2D3x10 credits.

4. UPDATE ROSTER

These steps are carried out in order:

- Delete Dead or Retiring Fighters
- Visit the Trading Post
- Distribute Equipment
- Buy Advancements
- Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost. Also, at this point, the controlling player can choose to retire fighters –

usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Prodigies. If it has no Prodigies, the new Leader must be either a Champion or Juve. If it has no Champions or Juves, the new Leader is a Specialist. If it has no Specialists, then the new leader is a Ganger. In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide. When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The Trading Post in Atlantarse is a paltry affair, more akin to a rabble of derelict shacks and homeless hawking their wares. The Trading Post has a default Rarity of 6. The only way to increase this is through Reputation gains. For every 5 Reputation a gang has, the Available Rarity increases by 1 as they become known around the Lost City and back rooms and secret cellars are more readily opened for them.

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any credits gained are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains 25% of its value to the nearest 5 credits rounding down.

Purchase Equipment: The gang cannot purchase any equipment from their House Equipment List as their House can't spare it for the Divers. They can purchase Common equipment from the Trading Post, and Rare equipment at a Rarity determined by the gang's reputation.

C. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a Heavy Bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, weapons with an asterisk (*) taking the space of two. Once any equipment has been added to a Fighter card, the card's

credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter’s House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards. Leaders, Prodigies and Champions however can have multiple equipment sets as described below.

EQUIPMENT SETS

Leaders, Prodigies and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader, Prodigy or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for a Leader, Prodigy or a Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter’s cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter’s card should be shuffled together one should be drawn at random and added to the rest of the gang’s Fighter cards before any cards are drawn. This means that only one of this fighter’s cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using. When distributing equipment from the gang’s Stash, it can be moved to any or all of a Leader, Prodigy or Champion’s cards, and can even be moved to more than one.

D. BUY ADVANCEMENTS

Purchase any advancements here.

F. UPDATE GANG RATING

Recalculate the gang’s Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

5. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i.e., who won), how many Crates were gained or lost, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

BATTLEFIELD SET-UP AND SCENARIOS

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to select and place a 12" square Zone Mortalis tile complete with walls. Each tile after the first

must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number are placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door. Then, starting with the defender, or the winner of a roll off (if there is no defender), players take turns to place D6 obstacles (to a maximum of three each) anywhere on the battlefield. After which, each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SECTOR MECHANICUS

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain. Then, obstacles are added. Starting with the defender or the winner of a roll off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SCENARIO REFERENCE

DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield. The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player’s deployment zone, or in a 2" area that runs along the opposite edge of the battlefield. A fighter may not be deployed, either during deployment nor as a reinforcement, in an area of battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

SECTOR MECHANICUS

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Fighter cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy fighter.

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the presence of the attacker. In these scenarios, the following rules are used:

BLIPS

Blips are tokens used to show the presence of an enemy without revealing the fighter's identity or true location.

When deploying fighters in a scenario using the Sneak Attack rules, either one or both gangs replace their fighters with Blip Tokens. When fighter is under the Hidden condition, replace their model with a Blip Token, write a name underneath to indicate which fighter the token is replacing.

- A fighter may make a shooting attack with any weapons available to them and make them Revealed (replace the Blip Token with the fighter's model) unless they fired a weapon with the Silent trait.
- A fighter may make a Charge (Double) action at an enemy fighter and in doing so become Revealed.
- A Blip Token cannot be the target of a shooting attack until it is Revealed. It can still be the target of a Charge (Double) action, however if the target turns out to be a Decoy Blip, it is removed from the battlefield and the action is wasted.
- A Blip Token can be hit by Blast and Template weapons, but Blast weapons automatically scatter. Template weapons roll a D6 for each target under the Template when they are placed, on a 4+ they hit as normal. A Hidden fighter hit in this is Revealed unless somehow out of Line of Sight of an enemy. If a Decoy Blip is hit in this way it is removed from the battlefield.
- A Blip token can never be Prone, if a prone and active fighter is replaced with a Blip token they immediately stand up. A Seriously Injured fighter can never be replaced with a Blip Token.
- If the alarm has not been raised and a Revealed fighter is out of Line of Sight of an enemy fighter, they are

replaced with a Blip Token after the last step of the End Phase unless subject to the Blaze condition.

DECOY BLIPS

Any player who starts the game with one or more Blip Tokens on the battlefield also deploys one Decoy Blip for every three fighters in their starting crew. A decoy Blip may only make Move (Simple) actions at the same Move distance as the slowest fighter in the gang.

Whenever a Revealed fighter is replaced with a Blip Token, remove one Decoy Blip from the field.

SENTRIES

Sentries are deployed as described in the scenario and do not gain a ready marker unless certain conditions are met:

- When it is the defender's turn to activate a Sentry, they must choose a fighter and roll a D6, on a 1 the fighter does not move as they pause to listen or are frozen with fear. Otherwise, they may make a single Move (Simple) action (this represents them creeping around cautiously).
- Before a Sentry moves, **and** once their move is finished they must test to spot any Blips in their Line of Sight. Roll 2D6+3 (this is the number of inches the Sentry can see in their vision arc), then if any Blips are in range, roll a further D6 to see if they are revealed as follows:
 - If no Blips are in range, nothing happens.
 - If a Blip is in range and in the open, it is revealed on a 2+.
 - If a Blip is in range and behind partial cover, it is revealed on a 4+.
 - If a Blip is in range and behind full cover, it is revealed on a 6+.

ALERTED SENTRIES

Should a sentry spot an attacker, be hit by an attack, spot or move through a temporary change to the battlefield (ie. Smoke, Graviton Pulse etc.) then:

- That sentry immediately gains a Ready marker.
- If the sentry is Engaged when they gain a Ready marker, they may make Retaliation attacks.
- If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy fighter.

RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a fighter.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised. Once the alarm is raised, the sentries rules are no longer used and the defender's fighters follow all the normal rules.

PITCH BLACK

Some battles may be fought across battlefields plunged into darkness.

All fighters are subject to the Hidden condition and replaced with a Blip Token whilst 3" or more from an enemy fighter, unless they are wearing a Refractor field, are subject to the Blaze condition, or have become Revealed (see below).

Fighters with photo-goggles or infra- scopes extend this range to 12".

If any fighter subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent Weapon Trait), or makes a close combat attack using a weapon with the Power trait, remove from them the Hidden condition and replace it with the Revealed condition. In the End phase of each turn, Revealed fighters become Hidden once more and replaced with a Blip Token unless they are also subject to the Blaze condition.

Blast weapons may fire at their normal range but automatically scatter if fired more than 3" away unless fired at a Revealed target. Template weapons may also fire at normal range, but if fired at a Hidden target roll a D6 for each target under the template. On a 1, 2 or 3 the shot misses and the fighter is unharmed.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

- Add 1 to any Rally tests
- Bottle Test: Roll 2D6 discard highest
- May decide whether doors are locked or unlocked, do not test to unlock them

LOOT TABLE

D100	RESULT
1	Bomb! The fighter that opened the Crate suffers a critical injury. Get them to the Doc!
2	Vacuum Trap! The fighter that opened the Crate immediately makes an Initiative Check. If passed, they dodge clear of the sudden implosion. If failed, roll a D6, on a 1 or 2, the fighter immediately rolls on the Lasting Injury Table. On a 3-5, delete an item of wargear (not including weapons) from their equipment (if this can't be done, roll on the Lasting Injury Table). On a 6, the fighter jumps clear of the implosion.
3	Gas Trap! The fighter that opened the Crate suffers a hit from a weapon with the Gas trait.
4	Jack in the box! The fighter that opened the Crate immediately makes a Nerve test with a -4 modifier. If opened in the Post-Battle Sequence, The fighter goes into recovery, terrified of what they saw.
5	Zip! Nada! Nothing! Bad luck.
6	BOOM! Add Frag Grenades and Flares to your stash.
7	Nice find! Add 1 Respirator to your stash.
8	Nice find! Add 1 Filter Plugs to your stash.
9	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Sword; 2 - Hand Flamer; 3 - Power Axe; 4 - Grenade Launcher w/Krak+Frag Grenades; 5 - Chainsword; 6 - Pick 1 from the list.
10	Bespoke weapon! Pick an item from the Basic Weapons List and add 3 attachments to it for free. Add this weapon to your stash and gain +1 Reputation.
11	Nice find! Add 1 Strip Kit to your stash.
12	Nice find! Add 1 Skinblade to your stash.
13	Party time! Add 6 bottles of Wild Snake to your stash.
14	Party time! Add 3 doses of Spur to your stash.
15	Credits! Add D3x10 credits to your stash
16	BOOM! Add Frag Grenades and Gunk Bombs to your stash.
17	Nice find! Add 1 Drop Rig to your stash.
18	Nice find! Add 1 Grapnel Launcher to your stash.
19	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Combat Shotgun w/Salvo, Shredder, Inferno ammo; 2 - Bolt Pistol; 3 - Boltgun; 4 - Power Hammer; 5 - Shock Baton; 6 - Pick 1 from the list.
20	Spiritual Enlightenment! The fighter finds some ancient writings and spreads the word. The fighter and D3 other fighters chosen at random gain 2xp each. Add D6x10 Credits to your stash.
21	Nice find! Add 1 Industrial Respirator to your stash.
22	Nice find! Add 1 Armoured Undersuit to your stash.
23	Party time! Add 6 bottles of Second Best to your stash.
24	Credits! Add D3x10 credits to your stash
25	Credits! Add D3x10 credits to your stash
26	BOOM! Add Frag Grenades and Smoke Grenades to your stash.
27	Nice find! Add 1 Stimm-slug Stash to your stash.
28	Nice find! Add 1 Bio-booster to your stash.
29	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Flamer; 2 - Plasma Pistol; 3 - Heavy Stubber; 4 - Web Gun; 5 - Power Sword; 6 - Pick 1 from the list.
30	GAH! A Giant Rat leaps from the crate trying to attack the fighter. Roll a D6, on a 1, the fighter goes into Recovery having been mauled by the rat. On a 2+ the Giant Rat is caught and added to your stash.
31	Nice find! Add 1 Bio-scanner to your stash.
32	Nice find! Add 1 Web Solvent and D3x5 credits to your stash.
33	Party time! Add 3 doses of Kalma to your stash
34	Party time! Add 3 doses of Obscura to your stash
35	Credits! Add D3x10 credits to your stash
36	BOOM! Add Frag Grenades and Incendiary Charges to your stash.
37	Nice find! Add 1 Medicae Kit to your stash.
38	Nice find! Add 1 Photo-goggles to your stash.
39	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Needle Pistol; 2 - Web Pistol; 3 - Mining Laser; 4 - Plasma Gun; 5 - Shock Stave; 6 - Pick 1 from the list.
40	Militarum Resupply! Add 4 Lasguns, 4 Laspistols and 4 suits of Flak Armour to your stash. Gain +5 Reputation.
41	Nice find! Add 1 Radcounter and D3x5 credits to your stash. (If not using random events count as a roll of 42 instead)
42	Nice find! Add 1 Ratskin Map and D3x5 credits to your stash.
43	Party time! Add 3 doses of 'Slaughter to your stash.
44	Party time! Add 3 doses of Stinger Mould to your stash.
45	Weapon parts! Add 2 Gunshrouds to your stash.
46	BOOM! Add Frag Grenades and Blasting Charges to your stash.
47	Nice find! Add 1 Suspensor Harness and D3x5 credits to your stash.
48	Nice find! Add 1 Grav-Chute and D3x5 credits to your stash.
49	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Needle Rifle; 2 - Heavy Rock Cutter; 3 - Heavy Rock Drill; 4 - Power Knife; 5 - Stiletto Sword; 6 - Pick 1 from the list.
50	This one needs further appraisal... Roll again on the Loot Table adding +10 to your roll. Any roll below 50 automatically counts as a roll of 50.
51	Nice find! Add 1 Guilder Cartograph and D3x10 credits to your stash.
52	Nice find! Add 1 Guilder Cartograph and 2D3x10 credits to your stash.
53	Party time! Add 3 doses of Ghast, or 3 doses of Ictrotic Slime to your stash.
54	Ooh! Shiny! Add 1 Hazard Suit to your stash.
55	Ooh! Shiny! Add 1 Light Carapace Armour to your stash.
56	BOOM! Add Frag Grenades and Krak Grenades to your stash.
57	Nice find! Add 1 Drop Rig, 1 Grapnel-Launcher and D3x10 credits to your stash.
58	Nice find! Add 2 Armoured Undersuits and D3x10 credits to your stash.
59	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Choose a Combi-pistol from the TP; 2 - Heavy Bolter; 3 - Lascannon; 4 - Chainaxe; 5 - Digi Laser; 6 - Pick 1 from the list.
60	Animal capture equipment! Add this to your stash. The player may make a free ~~10~~ post-battle action, the fighter still goes into Recovery but no D6 roll is made to see if they suffer a Lasting Injury. Once this has been used, delete it from your stash.

D100	RESULT
61	Nice find! Add 2 Bio-boosters and D3x10 credits to your stash.
62	Nice find! Add 2 Stimm-slug Stashes and D3x10 credits to your stash.
63	Weapon parts! Add 2 Infra-sights to your stash.
64	Ooh! Shiny! Add 1 Heavy Carapace Armour to your stash.
65	Ooh! Shiny! Add 1 Conversion Field to your stash.
66	BOOM! Add Krak Grenades and Choke Gas Grenades to your stash.
67	Nice find! Add 1 Grav-Chute, 1 Grapnel Launcher and D3x10 credits to your stash.
68	Nice find! Add and D3x10 credits to your stash.
69	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Heavy Flamer; 2 - Missile Launcher w/Frag, Krak; 3 - Stiletto Knife; 4 - Power Pick; 5 - Las Cutter; 6 - Pick 1 from the list.
70	Ammo cache! Choose five units of Special Ammunition up to Rarity 10 to add to your stash.
71	BOOM! Roll a D3: 1 - Add 2 Frag Traps to your stash; 2 - Add 2 Gas Traps to your stash; 3 - Add 2 Melta Traps to your stash.
72	Nice find! Add 2 Armoured Undersuits and D3x10 credits to your stash.
73	Weapon parts! Add 2 Mono-sights to your stash.
74	Ooh! Shiny! Add 1 Refractor Field to your stash.
75	Ooh! Shiny! Add 1 Displacer Field to your stash.
76	BOOM! Add Stun Grenades and Photon Flash Flares to your stash.
77	Nice find! Add 2 Photo-goggles and D3x10 credits to your stash.
78	Nice find! Add 2 Armoured Undersuits and D3x10 credits to your stash.
79	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Plasma Cannon; 2 - Seismic Cannon; 3 - Choose a Combi-weapon from the TP; 4 - Servo Claw; 5 - Melta-gun; 6 - Pick 1 from the list.
80	Old Magazines! Roll a D6, on a roll of 1, 2 or 3, the fighter has found nothing but Eater's Digest and Mutie Nudie mags, they gain 1xp and add +2 reputation to the gang. On a 4+ the fighter has found some extremely informative gang tactic mags and gains a random skill from one of their Primary skillsets.
81	Party time! Add 3 doses of Frenzon to your stash.
82	Nice find! Add a Forged Guilder Seal and D3x10 credits to your stash.
83	Weapon parts! Add 2 Las-projectors to your stash.
84	Ooh! Shiny! Choose 1 to add to your Stash: Uphive Raiments, Gold-plated Gun, Mastercrafted Weapon (Gold-plated Gun and Mastercrafted Weapon can be added to a current weapon at no cost.)
85	Ooh! Shiny! Choose 1 to add to your stash: Opulent Jewellery or Exotic Furs.
86	BOOM! Add Demo Charges and Scare Gas Grenades to your stash.
87	Nice find! Add 1 Cameleoline Cloak and D3x10 credits to your stash.
88	Nice find! Add 1 Chem-Synth and D3x10 credits to your stash.
89	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Multi-Melta; 2 - Grav-gun; 3 - Thunder Hammer; 4 - Grenade Launcher w/Frag, Krak, Plasma; 5 - Choose a Combi-weapon from the TP; 6 - Pick 1 from the list.
90	Xeno-tech Relics! Add a Halo Device and Chrono Crystal to your stash. <i>The Chrono-Crystal can be used once per battle to save the user or their comrades from harm. After the equipped fighter or a fighter within 3" is HIT with a Ranged attack OR is the target of a Charge (Double) action, announce you will be using the Chrono-Crystal. The chosen fighter may move up to twice their movement distance and the attacker must choose a new target. The chosen fighter cannot be targeted again until their next activation activation.</i>
91	Just too damn cool... add Lho Sticks, Photo Goggles and Armourweave to your stash. Add D6x10 credits to your stash. Gain +5 Reputation.
92	Nice find! Add 1 Blind Snake Pouch and D6x10 credits to your stash.
93	Weapon parts! Add 1 Suspensor to your stash.
94	Ooh! Shiny! Roll a D3; on a 1, add a Gun Skull to your stash; on a 2, add a Medi Skull to your stash; on a 3, add a Sensor skull to your stash.
95	Ooh! Shiny! Add 1 Mung Vase to your stash.
96	BOOM! Add Plasma Grenades and a Melta Bomb to your stash.
97	Nice find! Add 1 Archeotech Device and D6x10 credits to your stash.
98	Nice find! Add 1 Full or Partial Servo Harness and D6x10 credits to your stash.
99	Rare weapons! Roll a D6 and add the corresponding item to your stash: 1 - Choose a weapon from the Basic Weapons List in the TP; 2 - Choose a weapon from the Close Combat Weapons List in the TP; 3 - Choose a weapon from the Pistol Weapons List in the TP; 4 - Choose a weapon from the Heavy Weapons List in the TP; 5 - Choose a weapon from the Special Weapons List in the TP; 6 - Pick 1 from the list.
100	By the Emperor! An inconceivable holy relic is contained within. Each fighter within 12" and line of sight of the crate is treated as being hit by a weapon with the Flash, Gas and Fear trait. If in Post-Battle, the fighter that opened the crate and D3 fighters chosen at random go into Recovery. Either way, the fighter that opened the crate gains +12xp and 1 skill chosen from any of their Primary or Secondary skill sets. The gang gains +10 reputation, every fighter gains +3 xp and the crate dissipates as though it was never there, leaving them confused and alarmed.
101	Oh my! Choose 1 item from the Trading Post and add it to your stash. Add 2D6x10 credits to your stash. Gain +1 Reputation.
102	Oh my! Choose 2 items from the Trading Post and add them to your stash. Add 2D6x10 credits to your stash. Gain +2 Reputation.
103	What was that? Add a Holochromatic Field and 2D6x10 credits to your stash.
104	Black Market Tech! Add one item from the Imperial Weapons List to your stash. Gain +3 Reputation.
105	Black Market Tech! Add one item from the Xenos Weapons List to your stash. Gain +3 Reputation.
106	Black Market Tech! Add one item from the Corrupted Weapons List to your stash. Gain +3 Reputation.
107	Boom! Add 1 each of Mindflect Shard, Phosphor Canisters and Shard Grenades to your stash. Add 2D6x10 credits to your stash.
108	Blessed by the Dark Gods! Add a Malefic Artefact to your stash. One fighter is chosen at random to be the Artefact Bearer. Reroll 1s when determining what the Artefact does. In addition to this, when the Artefact Bearer is fielded in battle, you may generate a Mind-Locked Wyrd Hired Gun to use for the scenario at no cost. If the Artefact Bearer dies, the Malefic Artefact is deleted from your stash as it returns to the Warp. Gain +5 Reputation.
109	I believe that's mine... add a Family Heirloom to your stash. Whilst the Family Heirloom remains in your stash, you may hire a Rebel Lord Hired Gun in the Pre-Battle Sequence at no extra cost. The first Rebel Lord you generate will remain as part of your gang (though will not gain xp and equipment cannot be altered) and count towards your Gang Rating. In the Wrap Up step of a battle that included the Rebel Lord, roll a D6, on a roll of 1, the Rebel Lord attacks the fighter holding their Heirloom and takes off with it. Choose a fighter at random and roll on the Lasting Injury table for them. When the Lord flees they leave their cache of credits behind, add D6x50 credits to your stash. On a roll of 2+ they remain with the gang until the opportunity arises for them to take back their Family Heirloom. Gain +5 Reputation.
110	Sup, Brobot? You've unearthed a fabled Man of Iron. Add an Iron Automata Brute to your gang list. It does not count towards the maximum number of Hangers-on you can take, but does count towards the maximum number of fighters you can have in your gang list for the Perpetual Campaign limits. Gain +10 Reputation.

SCENARIO 1: DEEP DIVE

The tunnel sprawls of Atlantarse are rich with treasures beyond imagining. Gangs fight it out to take home the greatest fortune.

BATTLEFIELD

This scenario uses the standard battlefield Set-up rules and consists of seven Zone Mortalis tiles. The winner of a roll-off places the first tile which marks the centre of the battlefield. Players then take turns placing six more tiles, three each adjacent to the first tile. Alternatively, a 3x3' square Sector Machanicus board can be used.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method.

DEPLOYMENT (ZM)

The winner of a roll-off places the first Loot Crate within 3" of the centre of the board. Alternate placing Crates within at least 2" of another crate until eight have been set up. Loot crates cannot be set up in areas that are cut off from the rest of the map. Once all of the crates have been set up the player that placed the first Crate picks a tile that is at least 12" away from a Loot Crate, then sets up their entire crew on that tile within 3" of one edge of the battlefield, this is edge is their deployment zone. The other player then does the same on an adjacent tile – they cannot set up any of their fighters within 6" of an enemy.

DEPLOYMENT (SM)

The winner of a roll-off places a Loot Crate on the centre point of the board on any terrain level. Alternate placing Crates until eight have been set-up. They must be within 4" of another Crate. The players roll off again and the winner picks a 6" square corner of the battlefield and sets up their entire crew within 3" of the edge. This is their deployment zone. The other player then does the same on an adjacent corner.

HAZARDS

Roll a D3; on a 1 the Pitch Black rules are in play; on a 2 each time a fighter activates they count as being hit by a weapon with the Gas trait (roll a D6 at the start of each End Phase, on a 4+ the gas dissipates and the effect ends); on a 3 the area is well lit and clear.

OBJECTIVES

Both gangs are attempting to get away with as much loot as they can carry and prevent their enemies from doing the same.

LOOT CRATES

Loot Crates can be secured by moving them into the owning player's Deployment Zone. At the start of the End Phase of each round, remove any Loot Crates in the Deployment Zone from the battlefield and add them to your stash.

INTERFERENCE

If two or more fighters from opposing gangs are within 1" of a Loot Crate, a fighter must check if they are able to wrest control from their opponent. Roll a D6, if the result is equal to or greater than the opposing fighter's Strength, the Crate may be moved as normal, otherwise it stays where it is.

Additionally, If a fighter from an opposing gang is within 1" of a Crate in an enemy deployment zone, that Crate can't be claimed in the End Phase.

ENDING THE BATTLE

If one gang has no fighters left on the battlefield at the end of any round, or all Loot Crates have been secured or opened, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario and claims all remaining Loot Crates on the battlefield.

VICTORY

If one gang has secured more Loot Crates than the other at the end of the battle, they are victorious unless they bottled out. If both gangs have secured the same number, or if neither gang has secured any Loot Crates, the battle ends in a draw. If all fighters in one gang are either Out of Action or Seriously Injured, their opponent secures all remaining Loot Crates on the battlefield.

REWARDS

EXPERIENCE

- Each fighter that took part in the battle gains 1xp
- A fighter earns 1xp when they move a Crate into their Deployment Zone.
- Each fighter in the winning gang's roster gains 1xp.

REPUTATION

- Each gang gain 1 Reputation.
- The gang that secured the most Loot Crates gains 2 Reputation.
- If the battle was a draw, both gangs gain 1 Reputation.
- The gang that took the most enemy fighters Out of Action gains 2 Reputation.
- A gang that Bottled Out loses 1 Reputation.

MULTIPLAYER BATTLES

If this is being played with two to four players, add two extra crates per player. For ZM, Crates must be deployed on the 3 tiles in the centre of the board only, with the outer 4 tiles being deployment zones. For SM, increase board size to 4x4'.

SCENARIO 2: HIT THE CACHE

Gangs will do anything to serve their patrons and those more desperate for loot will take it by force from the fortunate few.

ATTACKER AND DEFENDER

The player that chose the scenario is the attacker. The defender chooses whether to fight on a Sector Mechanicus or Zone Mortalis battlefield.

BATTLEFIELD

The defender places three Zone Mortalis tiles in a straight line to form the battlefield. Additionally, the defender may place 5 pieces of scatter terrain and two doors w/ terminals. Alternatively, play on Sector Mechanicus on a 1x3' board, the defender may place 2 large pieces of terrain and 5 pieces of scatter terrain.

CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection (D3+3) method.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up 3 Loot Crates from their stash (or as many as possible) anywhere on the central tile (or 12" of the centre of battlefield if Sector Mechanicus) at least 4" apart. Without the opponent seeing, one extra crate must be set up with a Frag Trap inside.

The attacker picks one short edge of the battlefield and deploys all their fighters within 1" of that edge. The defender deploys 1 fighter within 1" of a Crate and the rest of their fighters within 6" of the short edge opposite the attacker.

IT'S A TRAP!

The Crate that contains the Frag Trap may be detonated, or taken back to the attacker's hideout where it might go off! The defending fighter deployed near the crates at the start of the battle holds the Detonator. They may spend an action to detonate the Frag Trap at any time (treating it as rolling a 4+ when triggered). Any other Crates caught in the blast are destroyed and immediately removed from the battlefield. If however the booby trapped Crate is secured, there is a chance it will explode when taken back to the attacker's hideout. If the booby trapped Crate has been secured when the scenario ends, the attacker rolls a D6, if they roll a 1, D3 fighters from their gang are treated as being hit with a Frag Trap (even if they did not participate in the battle).

OBJECTIVES

The attackers want to steal the defender's Loot Crates. The defender is determined to drive off the attacker empty handed.

LOOT CRATES

Gangs may not open any Loot Crates during the battle, The defender is too busy protecting their cache and the attackers

are trying not to die. The attackers secure Loot Crates by moving them into their deployment zone. At the start of the End Phase, they are removed from the battlefield and added to the attacker's stash.

INTERFERENCE

If two or more fighters from opposing gangs are within 1" of a Loot Crate, a fighter must check if they are able to wrest control from their opponent. Roll a D6, if the result is equal to or greater than the opposing fighter's Strength, the Crate may be moved as normal, otherwise it stays where it is.

Additionally, If a fighter from an opposing gang is within 1" of a Crate in an enemy deployment zone, that Crate can't be claimed in the End Phase.

ENDING THE BATTLE

If all the Loot Crates have been secured at the start of the End Phase, the battle ends immediately. If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they secure all Loot Crates left on the battlefield, including the booby trapped Crate. If the defender wins in this way, they keep all Loot Crates left on the battlefield.

VICTORY

The attacker wins if they secured all Loot Crates. Otherwise, the defender wins.

REWARDS

CRATES

Any Loot Crates claimed by the attacker are added to their stash and deleted from the defender's stash.

EXPERIENCE

- Each fighter that took part in the battle gains 1xp
- An attacking fighter earns 1xp when they move a Crate into their Deployment Zone.
- If every fighter in the attacker's crew has gone Out of Action, each fighter in the defender's crew gain 1xp.
- If the attacker was driven off without securing any Loot Crates, each fighter in the defender's gang gains 1xp.

REPUTATION

- If the attacker secured all Loot Crates, they gain 3 Reputation and the defender loses 1 Reputation.
- If all fighters from the attacking gang went out of action they lose 2 Reputation and the defending gang gains 2 Reputation
- A that gang Bottled Out loses 1 Reputation.

SCENARIO 3: INCURSION

It's not the first time someone has been invaded for a valuable resource, and won't be the last.

ATTACKER AND DEFENDER

The player that chose the scenario is the attacker. The defender chooses whether to fight on a Sector Mechanicus or Zone Mortalis battlefield.

BATTLEFIELD (SECTOR MECHANICUS)

The defender sets up a 3x3' board using available terrain to construct a hideout in the centre of the board with at least one access point, no more than 12"x12" and a max of two upper floors. The attacker then places three large pieces of terrain anywhere on the battlefield outside of the defender's hideout.

BATTLEFIELD (ZONE MORTALIS)

The defender places the central tile first, then players alternate placing tiles until five have been placed in a cross shape.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender uses Random Selection (D3+2).

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

BREACH AND CLEAR

The attacker chooses a fighter to bear a Breaching Tool for the duration of the scenario. When the chosen fighter is within 1" of a wall or floor no more than 2" thick, they may spend an action to use the Breaching Tool. Place a marker to represent a Ductway (for a wall) or a Blast (3") marker (to represent a hole in the floor to drop through) and roll two Ammo Dice. Account for fall distance if moving through a floor and make an initiative check as though it was a ledge. If no Ammo symbols are rolled, the tool may be used again. If one Ammo symbol is rolled, the tool can no longer be used for the battle. If two ammo symbols are rolled, it has had a catastrophic malfunction and the fighter immediately goes out of action.

DEPLOYMENT

The defender places as many Loot Crates as they have in their stash on the battlefield within 12" of the centre of the board, at least 3" away from each other and all must be placed on the ground floor. The defender deploys their entire crew within 12" of the centre of the battlefield on any level.

The attacker then picks one edge of the battlefield and set up their entire crew within 6" of that edge. This is the Escape Route.

OBJECTIVES

The attackers are attempting to secure the Loot Crates and move them off via their escape route. The defenders are attempting to stop them.

LOOT CRATES

Gangs may not open any Loot Crates during the battle. The attacker secures Loot Crates by moving them within 1" of the

escape route. At the start of the End Phase, they are removed from the battlefield.

INTERFERENCE

If two or more fighters from opposing gangs are within 1" of a Loot Crate, a fighter must check if they are able to wrest control from their opponent. Roll a D6, if the result is equal to or greater than the opposing fighter's Strength, the Crate may be moved as normal, otherwise it stays where it is.

Additionally, If a fighter from an opposing gang is within 1" of a Crate in an enemy deployment zone, that Crate can't be claimed in the End Phase.

REINFORCEMENTS

At the start of each End Phase, the defender receives reinforcements. One random fighter arrives at the start of the first End Phase, two at the start of the second End phase, and so on.

ENDING THE BATTLE

If all the Loot Crates have been secured at the start of the End Phase, the battle ends immediately. If one gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they secure all Loot Crates left on the battlefield. If the defender wins in this way, they keep all Loot Crates left on the battlefield.

VICTORY

If the attacker secured all the Loot Crates, they win the scenario. Otherwise, the defender wins.

REWARDS

CRATES

Any Loot Crates secured by the attacker are added to their stash and deleted from the defender's stash.

EXPERIENCE

- Each fighter that took part in the battle gains 1xp
- A fighter earns 1xp when they move a Crate into their Deployment Zone.
- If all fighters from the attacking gang go Out of Action, each fighter in the defending gang gains 2xp.
- If the attackers secured no Loot Crates, each fighter in the defending gang gains 1xp.

REPUTATION

- If the attacker secured all Loot Crates, they gain 3 Reputation.
- If all fighters from the attacking gang went out of action, the defending gang gains 5 Reputation and the attacking gang loses 5 Reputation.
- If a gang Bottled Out they lose 1 Reputation.

SCENARIO 4: CLAIM DISPUTE

Competition is tough in the Bowels of Atlantarse. If Divers cross paths while prospecting, it's bound to get heated.

BATTLEFIELD

This scenario uses the standard battlefield set-up rules on a 3'x3' Sector Mechanicus board, or a nine tile Zone Mortalis board.

CREWS

Both players use the Random Selection (D3+3) method. After dealing out their starting crew, the rest of each players deck is set to one side to form their reinforcements deck.

DEPLOYMENT

Place a single Loot Crate in the centre of the board, this is the Bountiful Loot Crate. Players then roll off and the winner picks one half of the board to be their turf, the loser takes the side opposite.

Then, a fighter is chosen at random from each gang and set up at least 6" away from the Bountiful Loot Crate in their half of the battlefield.

Then, starting with the player that won the roll off, players take turns setting up their starting crew using standard rules for deployment.

OBJECTIVES

Both gangs think they have a claim over this particularly Bountiful Crate, they must wipe out the opposing gang and take the spoils for themselves.

BOUNTIFUL LOOT CRATE

The Bountiful Loot Crate cannot be moved, it is far to laden with amazing loot! It can be opened during the battle, but requires three successful Smash Open Loot Crate (Basic) or Bypass Loot Crate Lock (Basic) actions to open (they do not have to be completed by the same gang). Place a marker each time an action is passed, the gang that passes the final check collects the Loot. When the Crate is opened, roll twice on the Loot Table, adding +10 to each roll.

REINFORCEMENTS

At the start of each End Phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang bottles out and flees the battlefield, their opponent automatically wins the spoils of the Bountiful Crate. If the Crate had been opened already by the gang that fled, they drop the loot and it is given to their opponent, but only if it is something tangible eg a By the Emperor! result would be maintained by the gang that opened it .

VICTORY

The gang that opens the Bountiful Crate and Escapes with all their fighters, or takes all enemy fighters Out of Action is the winner. If the Crate has not been opened, the winner automatically opens it when the battle ends.

REWARDS

CRATES

If the Bountiful Crate was not opened during the battle, the Winner automatically opens the Crate and rolls twice on the Loot Table, adding +10 to each roll. A fighter must be chosen to open it before rolling, however this does not count as a post-battle action.

EXPERIENCE

- Each fighter that took part in the battle gains 1xp.
- Any fighter that successfully completed a Smash Open Loot Crate (Basic) action on the Bountiful Crate gains 2xp
- Any fighter that pins an enemy fighter when that enemy is within 3" of the Loot Crate gains 1xp.

REPUTATION

- If a gang opened the Bountiful Crate on the battlefield, they gain 3 Reputation.
- The gang that won the scenario gains 2 Reputation.
- If a gang opened the Bountiful Crate and then lost the loot, they lose 5 Reputation
- The gang that lost the scenario loses 2 Reputation.
- If a gang Bottled Out they lose 1 Reputation.

SCENARIO 5: SHARED INTEL

With the number of Divers increasing in Atlantarse, the Ratskins and Intelligence Merchants are more than happy to sell the same intel to the highest bidder, and the next highest, and the one after that...

BATTLEFIELD

This scenario uses the standard battlefield set-up rules and consists of up to nine Zone Mortalis Tiles or a 4x4 Sector Mechanicus board.

CREWS

Both players use the Custom Selection (10) method

DEPLOYMENT

The winner of a roll off deploys within 6" of a chosen edge of the battlefield. Their opponent deploys on the opposite edge.

OBJECTIVES

Each gang's aim is Simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score three points for a leader, two points for a Champion or Prodigy and one point for any other fighter.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If one gang has scored more points than the other as the end of the battle, they are victorious. If both gangs have the same number of points, The battle ends in a draw.

REWARDS

CRATES

The winner of the scenario adds 2 Loot crates to their stash. If the battle was a draw, both players add 1 Loot Crate to their gang's stash.

EXPERIENCE

- Each fighter that took part in the battle gains 1xp.
- Each fighter in the gang that scored the most points gains 1xp
- Each creature killed is worth a different amount of xp: Carrion Creature – 1xp, Diver – 2xp, Genestealer – 2xp to each fighter in the gang that takes it out of action.

REPUTATION

- The gang that won the scenario gains 3 Reputation.
- The gang that took the most enemy fighters Out of Action gains 2 Reputation
- The gang that lost the scenario loses 2 Reputation.
- If a gang Bottled Out they lose 1 Reputation.

CREATURES OF THE UNDERHIVE

The ruined tunnels and settlements in Atlantarse are full of nightmarish creatures and Xenos abominations.. Roll a D3 and consult the Creatures table.

D3 CREATURES

D3+5 Carrion Creatures - Place them anywhere on the battlefield more than 12" away from any fighters. Roll the scatter die for each one and move them 12" at the beginning of the end phase, stopping if they come into base contact with impassable terrain or a fighter. If in contact with a fighter they immediately make a Fight (Basic) action against that fighter using their profile then move D3" directly away.

D3 Divers - Place the Divers in the centre of the battelfield within 1" of each other. They are equipped with an Autogun, Maul, Flak Armour and Frag Grenades. They only activate when a fighter gets within 12" of them. If a fighter is within 12" at the beginning of the round, they activate immediately.
Roll a D3 when this happens.

On a 1 they make a Shoot (Basic) at the closest fighter using an Autogun, If they are engaged, they will attempt a Retreat (Basic) action followed by a shoot action.
On a 2 they make a Charge (Double) action against the closest fighter or two Move actions towards the fighter if they are out of range (this can bring them into base to base contact) or a Fight (Basic action if they are already engaged).
On a 3, they make a Move (Simple) action followed by a Shoot (Basic) action with a Frag Grenade. If they are engaged, act as though a 1 was rolled.

1 Purestrain Genestealer - Players roll off to see who places the Genestealer. It must be deployed 18" away from another fighter. At the beginning of the End Phase, they automatically make a Fight (Basic) action against any fighters in base contact. If there are no fighters in base contact they make two Move (Simple) actions towards the closest fighter or a Charge (Double) action if in range.

Carrion Creatures	M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
	6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+
Divers	M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
	5"	4+	4+	3	3	1	3+	1	8+	7+	7+	8+
Purestrain Genestealer	M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
	6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

Wargear: Autogun, Maul, Flak Armour, Frag Grenades

Wargear: Razor-sharp Talons, Bio-booster, Photo Goggles

Razor-Sharp Talons: (Strength of 5, Ap -1, D 1, Melee, Rending)

SCENARIO 6: COLLAPSE

A gang of Divers is caught off-guard and forced to make a tough decision.

ATTACKER AND DEFENDER

The player that chose the scenario is the attacker.

BATTLEFIELD

This scenario uses the standard battlefield set-up rules and consists of five Zone Mortalis Tiles laid out in a straight line. Players alternate placing tiles with the defender placing the first tile. Alternatively, set up a 1x4' Sector Mechanicus board.

CREWS

The defender uses the Custom Selection (5) method. The attacker uses the Random Selection (D3+4) method.

DEPLOYMENT

The attacker chooses a tile at either end of the battlefield to be their deployment zone and deploys within 6" of the short edge of the battlefield. The defender deploys all their fighters anywhere on the adjacent tile and designates one to be the Bomb Carrier. If playing Sector Mechanicus, the attacker deploys within 6" of either short edge of the battlefield and the defender deploys anywhere within 24" of that edge.

OBJECTIVES

The attacker has stumbled upon the defender in the middle of a Dive and intends to run them off the claim. The attacker must take all fighters in the defender's gang Out of Action. The defender must either escape to the end of the battlefield or plant the Bomb and keep the attacker on the other side!

THE BOMB

The fighter chosen to be the Bomb Carrier may at any time during their activation to make a Plant Bomb (Double) action.

Plant Bomb (Double): Place a Bomb marker anywhere in base contact with the fighter. After 3 rounds, the Bomb will detonate at the start of the End Phase, collapsing the caves on top of anyone caught in the blast. When the bomb detonates, roll a D6, on a 1, the fuse wasn't set correctly and nothing happens, on a 2 or higher, any fighters within 6" of the Bomb and between the Bomb and the attacker's deployment edge are taken Out of Action. The area between the Bomb and deployment zone is now inaccessible as the ceiling collapses and blocks off the rest of the tunnel. Roll on the Lasting Injury table only for those fighters caught within 6" of the Bomb.

If a 1 was rolled when the Bomb went off, it can now be targeted by shooting and melee attacks. The only way to detonate it now is with a successful hit. Shooting attacks suffer a -1 penalty at

short range and -2 at long range. Melee attacks hit automatically. Any successful hit will detonate the Bomb.

ESCAPE

If a fighter from the defender's crew is within 1" of the short edge of the battlefield that wasn't a deployment zone, they may choose to Escape. Remove them from the battlefield whether they are Seriously Injured or not. They count as going Out of Action for the purposes of Bottle Tests. If all defending fighters Escape, the battle ends.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang bottles out and flees the battlefield, their opponent automatically wins.

VICTORY

If the defender's gang Escaped or all fighters in the attacker's gang went out of action, the defender wins. If all fighters in the defender's gang went Out of Action but not from Escaping, the attacker wins.

REWARDS

CRATES

If the attacker wins, they add 3 crates to their stash. If the defender wins, they add 1 crate to their stash.

EXPERIENCE

- Any fighter in the defender's gang that Escapes gains 2xp.
- If a fighter plants the Bomb, they gain 2xp.
- If a fighter detonates the Bomb with an attack, they gain 5xp.
- If the attacker's gang are the only fighters left on the battlefield, they gain 1xp each.
- Any fighter from the attacker's gang still on the battlefield when the bomb goes off gains 2xp.

REPUTATION

- The winner of the scenario gains 3 Reputation.
- If the Bomb detonated, the defender gains 3 Reputation.
- The gang that lost the scenario loses 2 Reputation.
- Any gang that Bottles Out loses 1 Reputation.

SCENARIO 7: REVENGE

Best served cold.

ATTACKER AND DEFENDER

The player that chose the scenario is the attacker.

BATTLEFIELD (SECTOR MECHANICUS)

Set up a 4x4' board. No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario, the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield.

BATTLEFIELD (ZONE MORTALIS)

The defender places the first tile that becomes the central tile. Then alternate placing four more tiles, two each, adjacent to the first tile forming the shape of a cross. The defender may place all scatter terrain. The defender's deployment zone is anywhere on the central tile.

CREWS

The attacker uses the Custom Selection method while the defender uses the Random Selection (D3+4) method.

DEPLOYMENT (SECTOR MECHANICUS)

The defender sets up their crew in their deployment zone. The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" away from any defenders, or at least 6" away if no defenders can draw a line of sight to them.

DEPLOYMENT (ZONE MORTALIS)

The defender sets up their crew in their deployment zone. The attacker then sets up their fighters within 3" of the edge of the battlefield on any of the outer tiles, however they wish.

OBJECTIVES

The attacker is attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

SURPRISE ATTACK

The attacker may activate one fighter before priority is rolled for. This fighter does not lose their ready marker.

ESCAPE

If a fighter from the defender's crew is within 1" of any edge of the battlefield, they may choose to Escape. Remove them from the battlefield whether they are Seriously Injured or not. They count as going Out of Action for the purposes of Bottle Tests. If all attacking fighters are taken Out of Action, defending fighters still on the battlefield are considered to have Escaped.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang bottles out and flees the battlefield, their opponent automatically wins.

VICTORY

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than Escaped – defenders that fled due to Bottling Out do not count. Otherwise, the defender wins.

REWARDS

CRATES

No Crates are gained or lost in this scenario.

EXPERIENCE

- Any fighter in the defender's gang that Escapes gains 2xp
- Each remaining attacking fighter gains 1xp if they are still on the battlefield when the last defender goes Out of Action
- Each remaining defending fighter gains 2xp if they are still on the battlefield when the last attacker goes Out of Action

REPUTATION

- If the attacker wins the scenario, they gain 2 Reputation.
- If the defender wins the scenario, they gain 4 Reputation.
- If the attacker Bottles Out, they lose 3 Reputation.
- If the defender Bottles Out, they lose 1 Reputation.

SCENARIO 8: RESCUE MISSION

With one of their number in the hands of their rivals, a gang launches a daring rescue...

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. The player that chose the scenario is the attacker.

DARING RESCUE

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules for either Sector Mechanicus or Zone Mortalis.

CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender's starting crew are their sentries. The defenders use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements.

CAPTIVE FIGHTERS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player. Non-Captive attackers can make the following action:

FREE CAPTIVE (BASIC) – Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive. A fighter who frees a Captive gains 2xp. In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defender noticing.

ESCAPE

Once the attacker's Captive(s) have been rescued, they may escape the battlefield.

If a fighter from the attacker's crew is within 1" of the edge of the battlefield, they may choose to Escape. Remove them from the battlefield whether they are Seriously Injured or not. They count as going Out of Action for the purposes of Bottle Tests. If all defending fighters Escape, the battle ends.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the defender's entire gang has arrived.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender bottles out and flees the battlefield, their opponent wins the scenario and frees the Captive.

VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were freed and have Escaped. If no Captives Escaped, the defender wins. Otherwise, the game is a draw.

REWARDS

EXPERIENCE

- Any fighter in the attacker's gang that Escapes gains 1xp
- If the Captive(s) escape, they gain 2xp and every other fighter that participated in the battle gains 1xp.
- If the attackers have not freed the Captive(s) at the end of the battle, each defender that participated in the battle gains 1xp.

REPUTATION

- If the attacker wins the scenario, they gain 2 Reputation.
- If the defender wins the scenario, they gain 1 Reputation.
- The gang that loses the scenario loses 2 Reputation.
- A gang that Bottles Out loses 1 Reputation.