

SCENARIO 4: JELLY SURPRISE

There have been numerous reports of wandering sump jellies of considerable size terrifying the local hiver dwellers. A reward has been offered for their elimination, don't get too close however or you'll be on the desert menu.

MULTI-PLAYER

This scenario is designed for between 2 - 4 gangs.

ARBITRATOR

This scenario may only be played with an arbitrator present. The arbitrator will take the role of the Jelly Master and will control the Sump Jellies.

BATTLEFIELD

This scenario uses the standard Sector Mechanicus Battlefield Set-up rules with the following exception. Before set-up place a toxic pool in the centre of the battlefield. The pool should be at least 3" in diameter. The pool counts as impassable terrain to gang fighters however the sump jellies may move across the pool without penalty. If a gang fighter is forced into the pool they must make an initiative check. If they pass they are moved outside of the pool by the most direct route. If they fail they go Out of Action.

CREWS

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

TACTICS CARDS

No tactics cards are available during this scenario.

DEPLOYMENT

Players place their gangs within 6" of a corner of the board. Use Priority to determine the order in which they are placed. Once a gang has deployed a fighter their remaining fighters must be deployed in the same corner. The Arbitrator then deploys the Jellies within 12" of the centre of the board.

OBJECTIVES

The jellies are searching for food while the gangs are attempting to hunt them for bounty.

If a jelly has an opportunity to perform a Coup de Grace action, they instead make a Devour action.

Devour (Basic) Action: The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61- 65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action.

SPECIAL RULE: PRIORITY & ACTIVATION

In this battle, players determine priority as normal. Once all players have taken their turn the Arbitrator may activate a number of ready sump jellies equal to the number of remaining gangs on the battlefield. If there are no gang fighters left to activate the Arbitrator may activate all of the remaining ready jellies. Each jelly will receive a ready marker in the priority phase.

ENDING THE BATTLE

If there are no jellies or no gang fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

Each gang that has fighters remaining at the end of the battle is victorious.

REWARDS

For each Lesser Jelly that was taken out of action the gang that took the fighter out of action receives D3X10 credits.

For each Greater Jelly that was taken out of action the gang that took the fighter out of action receives 2D3X10 credits.

If the Royal Jelly was taken out of action the gang that took the Royal Jelly out of action receives 4D3X10 credits.

EXPERIENCE

- > Each fighter that took part in the battle earns 1 XP.
- > If a fighter took the Royal Jelly Out of Action they gain a bonus D3 XP.
- > The Leader of each victorious gang gains 1 XP.

REPUTATION

- > Each victorious gang gains 2 Reputation.
- > If a gang bottled out, they lose 1 Reputation.

SUMP JELLY HERD

The Sump Jelly Herd consists of 1 Greater Jelly and 3 Lesser Jellies for each participating gang. In addition to these jellies the herd is led by a single Royal Jelly.

Royal Jelly (Leader)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
D6	3+	-	4	6	5	4+	5	-	-	-	-

Greater Jelly (Champion)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
D6	4+	-	3	5	4	5+	4	-	-	-	-

Lesser Jelly

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
D6	5+	-	2	4	3	5+	3	-	-	-	-

The following rules apply to all Sump Jellies

Wobbly Monstrosity: Sump Jellies cannot be Pinned and will never become Broken or Insane. Any Flesh Wounds and Serious Injury results on an Injury roll for it are ignored.

Jelly Brain: The only actions a Sump Jelly can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Sump Jelly automatically pass, but any Leadership or Intelligence checks automatically fail.