

HALLOWED QUEEN'S HUNT

A long standing tradition among hivers of the Queen's Dome region is the Hallowed Queen's Hunt. There are many abandoned tunnels beneath the settlements of Queen's Dome, the type of places that are infested with vermin. As a right of passage, local gangs will all pitch in on this special day to send their Juves down below to clear out the tunnels. The Guilders support and encourage this tradition with a prize raffle, and even Outlaws are given temporary clemency to participate.

BATTLEFIELD

This scenario uses four Zone Mortalis tiles, plus one more tile for each additional player above 2. Half of the tiles must have some sort of hazard; toxic sludge, pitfall, or badzone terrain feature. Players take turns placing tiles with at least 1 door if possible, and a loot casket placed within 6" of the center.

CREWS

All players use only the Juves in their gang. Gangs with no Juves may hire a single Scum instead, but they may only use Common Pistols and Close Combat Weapons. Planite Rookies must not take Common weapons, and can make a new card just for this battle, they have a nominal rating of 35 including starting equipment. The total cost of each Crew must not exceed 150 credits.

TACTICS CARDS

Gangs begin with no Tactics cards. When a fighter opens a loot casket the controlling player draws one Tactics card in addition to the normal effects.

DEPLOYMENT

Players roll off, and the winner deploys their crew on any tile that borders the edge of the battlefield. All other players must deploy on the same tile. The loot casket on the starting tile is removed.

VERMIN

Shuffle a deck of playing cards and deal one card face-down on each empty tile. After the first action which brings a fighter onto a new tile, flip its card and place the creature indicated on the Vermin chart 1D6" away from the center of the tile in a random direction. The revealing player rolls 1d6 + the number of players, draw an additional card on a 8+, two more on an 9+, three more on a 10+, etc...

When rolling for Priority, each player who rolls a 4+ must choose a tile containing one of their fighters and draw a card, placing the creature as above.

Vermin will activate at the end of the Action phase, players take turns in Priority order selecting a vermin, which will attempt to charge the closest fighter it can see. If it cannot see any fighters, it will make a single move action in a random direction, or towards the closest fighter if a hit is rolled on the Scatter die. Vermin are killed if their Wounds are reduced to 0, or they would roll an Injury die.

Card

2-5

6-8

9-10

Jack

Queen

King

Ace

Vermin

Giant Rat (See below)

Giant Spider (See below)

Milliasaur (See below)

Ripper Jack (See below)

Brainleaf Zombie (BoP pg. 54)

Beast Token (Rulebook pg. 121)

Beastmaster & draw again
(see below)

OBJECTIVES

Each gang is trying to slay as many vermin as possible. Each time a fighter slays a vermin, place a loot token on their fighter card.

CHEATING

The Juves are highly encouraged not to turn on each other, but that doesn't mean they can't! Fighters may steal loot tokens by performing a coup-de-grace.

Any loot tokens carried by a fighter taken Out-of-Action by a vermin, or through shooting, are immediately claimed by the owning player, and cannot be stolen. Only a coup-de-grace allows a fighter to steal loot tokens..

In the wrap up, fighters who attacked or performed a coup-de-grace on another gang's fighter must pass a Leadership test to avoid suspicion, otherwise they are caught. Gangs caught cheating must either forfeit all loot tokens, or become Outlawed. If a gang is already Outlawed, all their fighters that participated are immediately captured by Guilders and cannot be rescued, and their loot is forfeit. They were given one chance to behave and they messed that up!

ENDING THE BATTLE

If no gang has Active or Prone and Pinned fighters left on the board at the end of any round, the battle ends immediately.

No bottle tests are taken. The battle ends after 10 rounds are completed.

REWARDS

THE RAFFLE

Each gang gets one raffle ticket for each loot token they have on their fighter cards at the end of the battle, not counting those forfeited. Even if a fighter goes out of action the loot tokens are still claimed by the controlling gang, unless they were stolen by a rival gang performing a coup-de-grace.

Write the gang's name on each of their tickets. One at a time, draw for each item in the raffle. The prize pool can be donated by gangs, determined by the Arbitrator, or a mix of the two. Alternatively simply use the list on the right.

Additional gangs participating will form a larger prize pool, use prizes for all player counts combined! If there are not enough raffle tickets to cover the rewards, start at the top of the list and work down until all tickets are drawn, remaining items are not awarded. If there are more tickets than prizes, each unrewarded ticket is worth 10 credits.

2 gangs: Second Best, Filter Plugs, Photo Lumens

3 gangs: All of the above, Bottle of Wildsnake, Master Crafted Stubgun, Grapnel Launcher

4 Gangs: All of the above, Mono-sight, Photo Goggles, Bio-boosters

5 Gangs: All of the above, Necromundian Giant Rat, Refractor Field, Grav-chute

6+ Gangs: All of the above, Suspensor, Digital Weapon, Blind Snake Pouch

EXPERIENCE

Each fighter that took part in the battle earns 1 XP.

Each loot token a fighter has on their card at the end of the battle is worth 1 XP.

Taking a Beastmaster Out-of-Action is worth 2 XP.

If a fighter successfully passes their Leadership test to avoid being caught cheating, they earn 1D3 XP.

REPUTATION

The gang that claimed the most loot tokens gains 2 Reputation.

If a gang is caught cheating they lose 2 Reputation.

GIANT RAT

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

SPECIAL RULES

Small Target: Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Giant Rats are at -1 to hit. In addition, a Giant Rat is never a potential target when working out the effects of a Stray Shot.

Nimble: Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Giant Rat has a save of 4+, which is never modified by Armour Penetration.

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Jaws	-	E	-	-	3	-	1	-	Melee, Backstab

GIANT SPIDER.....

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
3" or 6"	3+	-	3	3	1	4+	1	10+	8+	10+	9+

SPECIAL RULES

Movemen: Spiders can move up and down any sloping or vertical surface as if it were open ground. Spiders appearing as a tile is explored are Orb Spiders, have a Move characteristic of 3", and will not leave their web. Spiders appearing on a tile edge are Wolf Spiders, and have a Move characteristic of 6".

Armour: Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs: An Orb spider's web is considered to cover the area within 3" of the spider's starting location and offers full cover. A potential victim that moves into a web has to pass an Initiative test on to avoid being webbed. If the victim was running or charging the test is rolled on 2D6 discarding the highest die instead. Once the victim is entangled the spider will hit automatically, but will not coup-de-grace in order to preserve the meal.

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Venomous Bite	-	E	-	-	-	-	-	-	Melee, Toxin

MILLIASAUR.....

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
4"	3+	-	1	4	1	3+	1	10+	8+	10+	9+

SPECIAL RULES

Movement: Milliasaurs can move up and down any sloping or vertical surface as if it were open ground, and will always pass initiative tests to avoid falling.

Weapon	Range		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Mandibles	-	E	-	-	-	-1	-	-	Entangle, Melee, Toxin

RIPPER JACK.....

M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
8	5+	-	1	2	1	3+	1	10+	8+	10+	9+

SPECIAL RULES

Fly: Ripper Jacks can move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield. Ranged attacks against Ripper Jacks are at -1 to hit. In addition, a Ripper Jack is never a potential target when working out the effects of a Stray Shot.

Envelop: Ripper Jacks attack in a special way. Ripper Jacks can move within 1" of enemy models and are not normally considered Engaged, even if charged by an enemy model. It's assumed that they will simply flit out of the way. At the end of a Ripper Jack's activation, if it is within 1" of an gang fighter, it will attempt to envelop their head (if there are more than 1, randomize the target). The target must make an Initiative check. If passed the two become Engaged, and the Ripper Jack attacks unarmed with the defending fighter able to make Reaction attacks, after which the fighters are separated and no longer Engaged. If the test is failed the Ripper Jack has enveloped the hapless fighter. Models may only be enveloped by one Ripper Jack at a time. An enveloped victim is Prone and Pinned, if Engaged they combat will count as having WS 6+ and may not parry or disengage.

Roll 2D6 for the model in the Recovery phase. If the score is less than or equal to the model's Strength, the Ripper Jack is pulled off and killed (remove the Ripper Jack model from play). If the score is greater than the model's Strength, then the Ripper Jack remains firmly attached and the victim suffers a strength 4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken Out-of-Action. Models may aid friends that are being attacked by Ripper Jacks. An active friendly model may add their Strength to that when working out if the Ripper Jack is removed.

Serious Injuries: If a model is taken Out-of-Action by a Ripper Jack do not roll on the Lasting Injuries Table, instead roll on the Ripper Jack Injury Table below.

Roll	Ripper Jack Injury Table
11	Lesson Learned
12-26	Out Cold
31-36	Grievous Injury
41-46	Eye Injury
51-56	Head Injury
61-66	Critical Injury

BEASTMASTER.....

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5	4+	4+	3	3	2	4+	1	8+	6+	6+	8+

Equipment: Autopistol or Stubgun, Maul, Gutterforged Cloak

Skills: Fearsome, Nerves of Steel, Spring Up Non-Sanctioned Psyker.

SPECIAL RULES

Outlaw: The gang which takes a Beastmaster Out-of Action claims bounty of 50 credits instead of gaining a loot token.

Beastmaster: Any Vermin within 12” will use the Beastmaster’s mental Characteristics for any tests they are required to make. Vermin deployed at the same time as the Beastmaster are treated as Exotic Pets owned by the Beastmaster, and activate after the Beastmaster does.

Self Preservation: After all non-pet Vermin have activated, roll-off to determine who controls the Beastmaster. At least one of the Beastmaster’s actions must be used to either move into cover or towards the starting tile. If the Beastmaster is on the starting tile with no enemy fighters within 6” at the start of the End Phase, they have escaped! Remove them from the battlefield. Beastmasters will only charge if their closest escape route is blocked.

