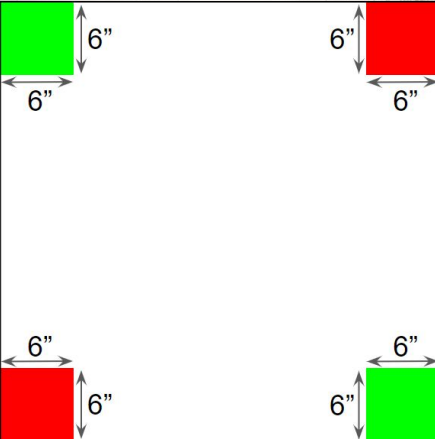
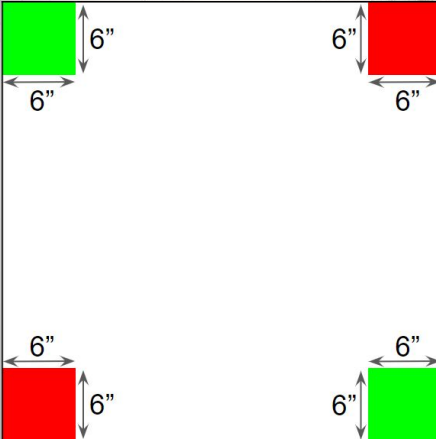
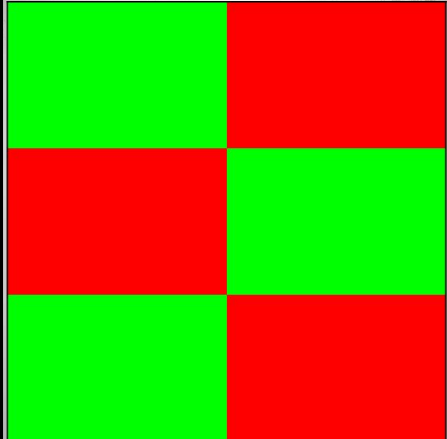
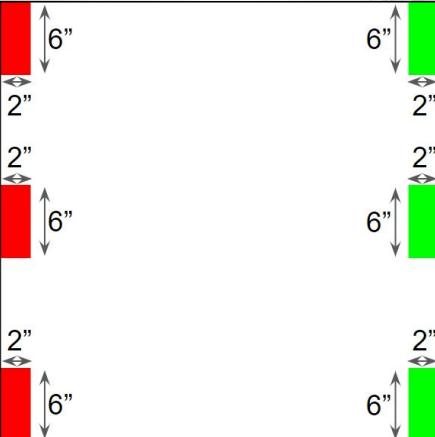
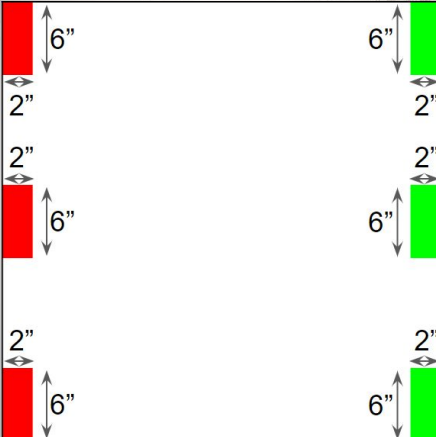
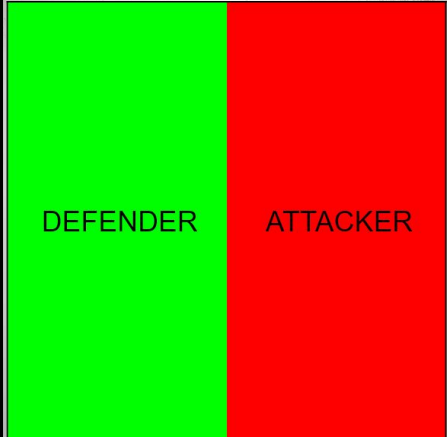
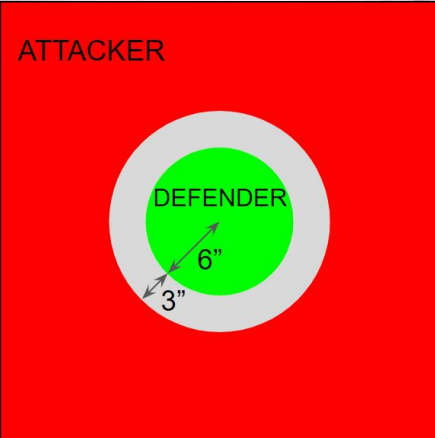
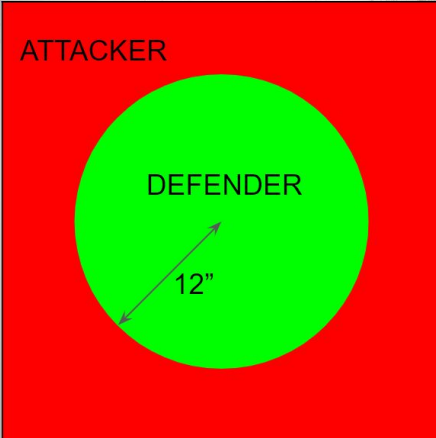
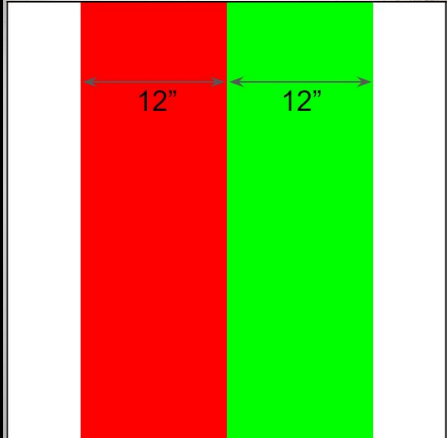
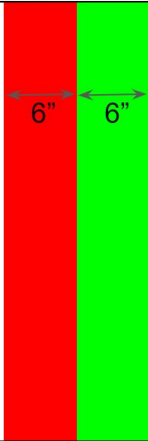
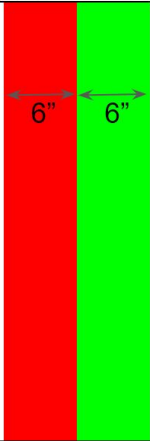
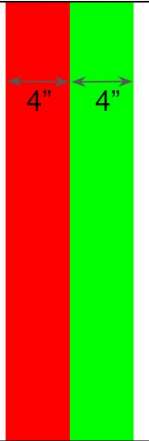


BACKSTAB  DEPLOYMENT HIVE WAR (01-01)	BACKSTAB REINFORCEMENTS  DEPLOYMENT HIVE WAR (02-02)	FREE FOR ALL  DEPLOYMENT HIVE WAR (03-03)
BEATDOWN  DEPLOYMENT HIVE WAR (04-04)	BEATDOWN REINFORCEMENTS  DEPLOYMENT HIVE WAR (05-05)	DOME RUSH SNEAK ATTACK & REINFORCEMENTS  DEPLOYMENT HIVE WAR (06-06)
AMBUSH  DEPLOYMENT HIVE WAR (07-07)	HOME TURF SNEAK ATTACK & REINFORCEMENTS  DEPLOYMENT HIVE WAR (08-08)	SNIPING RANGE  DEPLOYMENT HIVE WAR (09-09)

STAND-OFF 	STAND-OFF REINFORCEMENTS 	IN YOUR FACE 
DEPLOYMENT HIVE WAR (10-10)	DEPLOYMENT HIVE WAR (11-11)	DEPLOYMENT HIVE WAR (12-12)
BURN THEM OUT OBJECTIVES Each gang places 3 Objectives in the opponent's deployment zone (take turns starting with the Attacker). Once an Objective is scored, it is removed. WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to score all Objectives in the opponent's deployment zone (unless both gangs achieve this in the same round). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (13-01)	CRITTER HUNT OBJECTIVES Place a single Objective in the centre of the battlefield. After being scored, it immediately moves 3D6" in a random direction. If this would place it in Impassable terrain or off the battlefield, the gang that did not score it can place it anywhere on the battlefield instead. WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to control the Objective 3 times. REWARDS All: 1 XP for taking part. D6x10 credits. Winner: 1 Rep + 2D6x10 credits. OBJECTIVE HIVE WAR (14-02)	LAST GANG STANDING WINNING THE BATTLE Last remaining gang (at the start of any round). No gang can win until after the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: 1 XP if still on the battlefield. 1 Rep. OBJECTIVE HIVE WAR (15-03)
ESCAPE THE DOME NB: Potentially broken! Does not work with Sneak Attack, Reinforcements and 5 of 12 deployments. WINNING THE BATTLE The defender chooses a battlefield edge (after deployment). - Last remaining gang (at the start of any round). - The Attacker wins if at least 3 fighters are B2B with the chosen edge. - The Defender wins if the Attacker has less than 3 fighters remaining (at the start of any round). - No gang can win until the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (16-04)	SURVIVAL OF THE MEANEST WINNING THE BATTLE - Last remaining gang (at the start of any round). - The Defender wins if having at least 1 fighter still on the battlefield at the end of round 9. - No gang can win until the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (17-05)	A LESSON IN PAIN WINNING THE BATTLE - Last remaining gang (at the start of any round). - The Attacker wins if at least half the Defender's crew is Seriously Injured or Out of Action by the End phase of round 6. - No gang can win until the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (18-06)

TURF WAR WINNING THE BATTLE - Last remaining gang (at the start of any round). - A friendly fighter within 8" of the centre of the battlefield (and no enemies within 8" of the centre) in the End phase of round 3 or any subsequent End phase. - No gang can win until the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (19-07)	KILLBOX WINNING THE BATTLE - Last remaining gang (at the start of any round). - The Attacker wins if no defending fighters are within 6" of any battlefield edge in the End phase of round 3 or any subsequent rounds. - No gang can win until the End phase of the round after the Alarm has been raised (Sneak Attack). REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (20-08)	KING OF THE HIVE OBJECTIVES Place a single Objective in the centre of the battlefield. WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to control the Objective 3 times. REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (21-09)
RUSH 'EM NB: Potentially broken! OBJECTIVES Each gang places 1 Objective in the opponent's deployment zone (take turns starting with the Attacker). WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to control both Objectives 3 times. REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (22-10)	FLANK 'EM NB: Potentially broken in some deployments! OBJECTIVES The Attacker chooses 2 opposite battlefield edges. Place an Objective on the centre point of each edge. WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to control both Objectives simultaneously 3 times. REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (23-11)	TUNNEL CLASH OBJECTIVES Place a single Objective in the centre of the battlefield. Each gang places 1 Objective each (starting with the Attacker): - At least 6" from the centre. - At least 12" from any edge. - At least 2" from another Objective. WINNING THE BATTLE - Last remaining gang (at the start of any round). - First to control 2 of 3 Objectives simultaneously 3 times. REWARDS All: 1 XP for taking part. D6x10 credits. Winner: D3 Rep + D6x10 credits. OBJECTIVE HIVE WAR (24-12)
THE HIT ENEMY LEADER SCORING The enemy Leader is Seriously Injured or taken out of Action. If the enemy crew does not include a Leader, discard this and draw another. REWARDS - D6x10 credits. 1 Reputation. LOOT HIVE WAR (25-01)	THE CHALLENGE ENEMY CHAMPION SCORING At least 1 enemy Champion is Seriously Injured or taken Out of Action. If the enemy crew does not include a Champion, discard this and draw another. REWARDS D6x10 credits. LOOT HIVE WAR (26-02)	WIPE THEM OUT SCORING At least 1/3 of the enemy crew is Seriously Injured or taken Out of Action. REWARDS D6x10 credits. LOOT HIVE WAR (27-03)

LOOT THEIR CORPSES SCORING After making 3+ Coup de Grace (Simple) actions, except when having made the following actions in the same activation: • Charge (Double). • Fight (Basic). REWARDS D6x10 credits. LOOT HIVE WAR (28-04)	SABOTAGE SCORING In any End phase, 2+ friendly fighters are in the enemy deployment zone without having moved or attacked during their activations. Sneak Attack: Cannot be scored until the End phase of the round after the Alarm has been raised. REWARDS D6x10 credits. LOOT HIVE WAR (29-05)	SETTLE A SCORE SCORING After deployment, secretly randomize an enemy fighter (other than the Leader). Scored during any End phase if that fighter is Seriously Injured or taken Out of action. REWARDS 1 Reputation. LOOT HIVE WAR (30-06)
FINISH THEM OFF SCORING Take 3+ enemies Out of Action with Coup de Grace (Simple) actions. REWARDS D6x10 credits. LOOT HIVE WAR (31-07)	BLAZE OF GLORY ENEMY LEADER SCORING After deployment, secretly randomize a friendly fighter (other than the Leader). Scored during any End phase if that fighter is Seriously Injured or taken Out of action by the enemy Leader. REWARDS D6x10 credits. LOOT HIVE WAR (32-08)	SEARCH THE AREA SCORING Friendly fighters are B2B with each of the 4 edges of the battlefield in the End phase of the 3rd or subsequent round. REWARDS 2D6x10 credits. LOOT HIVE WAR (33-09)
KIDNAP JOB SCORING After deployment, set up a Hive Dweller in the centre of the battlefield: • Cannot be harmed by attacks (assumed to keep the head down). • Counts as a Loot casket for the purpose of being moved. A friendly fighter must reach B2B with a battlefield edge while guiding the Hive Dweller. REWARDS 2D6x10 credits. LOOT HIVE WAR (34-10)	THE PACKAGE SCORING After deployment, choose a friendly fighter. Scored in the End phase if that fighter is B2B with a battlefield edge in the enemy deployment zone (if the enemy deployment zone has no battlefield edges, reach the centre of the battlefield instead). Sneak Attack: Cannot be scored until the End phase of the round after the Alarm has been raised. REWARDS D6x10 credits. LOOT HIVE WAR (35-11)	GOT IT COVERED SCORING Divide the battlefield into 4 equal quarters. Have a friendly fighter within 2" of the centre of each of the 4 squares in the End phase of round 3 or any subsequent round. REWARDS • 1 Reputation. • D6x10 credits. LOOT HIVE WAR (36-12)

PITCH BLACK - All fighters are Hidden (unless wearing a Refractor field, ablaze or revealed). - Ranged attacks and Charge (Double) actions can only be made against targets that are revealed or within 3" (12" with photo-goggles or infra-scope). - Become revealed when attacking with a ranged (except Silent) or Power weapon. - In the End phase, revealed fighters become Hidden (unless ablaze or wearing a Refractor field). PERIL HIVE WAR (37-01)	LAIR OF THE BEAST Before deployment, place D3+1 Beast Lair markers (take turns starting with the Attacker). PERIL HIVE WAR (38-02)	AMMO SHORTAGE For this battle: - All weapons gain Scarce (cannot be reloaded). - Lose Plentiful (if any). - Special & Heavy weapons must re-roll successful Ammo checks. PERIL HIVE WAR (39-03)
HIVE CRITTERS Before deployment, place D3+1 Hive Critters (take turns starting with the Attacker): - Outside Impassable terrain. - At least 2" away from: - Other Hive Critters. - Any battlefield edge. In each End phase, each Critter moves 2D6" in a random direction, stopping if contacting Impassable terrain or a fighter. This move can go up or down levels, ignoring any vertical distances. After moving, any fighters within 1" suffers a S3 hit. Critters cannot be damaged by attacks. PERIL HIVE WAR (40-04)	RADIOACTIVE RAIN For this battle, all weapons gain Rad-phase (a fighter hit suffers an additional Flesh Wound on a 4+). If already having Rad-phase, this effect can be re-rolled. PERIL HIVE WAR (41-05)	POISONED AIR For this battle, fighters cannot perform more than a single Move (Simple) action during the activation unless equipped with a Respirator. PERIL HIVE WAR (42-06)
GAS LEAK For this battle, Blaze triggers on 3+ (instead of 4+). When a fighter armed with a Blaze weapon is taken Out of Action, centre a 3" Blast on the fighter (before being removed). All fighters hit suffer Blaze on 3+. PERIL HIVE WAR (43-07)	HORRORS IN THE DARK When a fighter is activated and not within 8" of any other fighters (friend or foe), roll a D6: 1: Suffer a Strength 6 hit with AP -1 and D2. If Seriously Injured, the fighter is dragged away into the darkness and taken Out of Action. 2-3: The fighter cannot make any actions this turn. 4-5: The fighter can only make one action this turn. 6: The fighter activates normally. HOUSE RULE Horrors in the Dark: Seriously Injured or Broken fighters should be ignored when measuring closest fighter. PERIL HIVE WAR (44-08)	UNSTABLE GROUND Re-roll successful Initiative checks to avoid falling from ledges and levels. When making a Charge (Double) action, roll two D3 and choose the lowest result to determine the final Charge distance. PERIL HIVE WAR (45-09)

ROTTEN WALLS For this battle, fighters can make ranged attacks through Solid Terrain features targeting enemies within 12" (of the attacker). Does not apply to Gas, Template and Blast. These attacks only ever hit on a natural roll of 6. PERIL HIVE WAR (46-10)	FALLING DEBRIS For this battle, each time a Blast (X) weapon is used, all fighters within 12" of the edge of the Blast must pass an Initiative check or become suffer a S1 hit and become Pinned. Does not apply to weapons also having Gas, Flash or Smoke. PERIL HIVE WAR (47-11)	HIVE PLAGUE After deployment, each gang suffers a Flesh Wound on D3 random fighters (roll separately per gang). PERIL HIVE WAR (48-12)
INSTRUCTIONS 1 Battlefield Size: Default 36"x36", but can use both larger and smaller sizes. 1. Generate the scenario: Draw the following cards: • Deployment: 1 • Objective: 1 • Peril: 1 • Loot: 1 per gang (secret) 2. Attacker & Defender: The winner of a roll-off can choose. 3. Deployment Zone: The Attacker chooses a deployment zone (if not specified). HIVE WAR	INSTRUCTIONS 2 4. Objective markers (if specified): Place any Objective markers. Cannot be placed in Impassable terrain or within 2" of another Objective. Controlled in the End phase by the gang having the most fighters within 2" (not counting Seriously Injured). Cannot be scored in the first round or until the round after the Alarm is raised (Sneak Attack). 5. Loot markers (if specified): Place any Loot markers. Scored immediately when the specified requirements are met. 6. Peril markers (if specified): Place any Peril markers. HIVE WAR	INSTRUCTIONS 3 7. Crews: Custom (12) for 36"x36" (or larger). Otherwise, Custom (8). At least half the crew must be Reinforcements (if specified). 8. Tactics: Custom (2) to each gang + Custom (1) to the underdog per 100 credits difference in gang rating. 9. Deployment: Attacker sets up the crew first. If the deployment zone is split in separate zones, at least one fighter must be placed in each zone. 10. Reinforcements (if specified): D3 Reinforcements arrive at the end of the End phase of the 2nd round, and in each subsequent End phase. HIVE WAR