

NECROMUNDA™

A detailed illustration of a Necron warrior from the Warhammer 40,000 universe. The warrior is depicted in a dynamic, forward-leaning pose, wearing intricate, metallic armor. He holds a power sword in his right hand and a mace in his left. The background is a dark, industrial setting with metallic structures and a hazy atmosphere. The entire image is framed by a metallic border with skull motifs at the corners.

The Big Book of Scenarios



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Pre-Battle Sequence

Before the game begins the players must work through the following sequence;

- 1: The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.
- 2: Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
- 3: Set up the terrain and gangs according to the rules for the scenario you are playing.

Scenario Table, 2D6

2 - The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.

3-4 - The player with the higher gang rating chooses.

5-6 - Play the Gang Fight scenario.

7-11 - The player with the lower gang rating chooses.

12 - The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

Scenario Modifiers

Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

Outlaw Scenarios

Outlawed gangs roll on the special Outlaw Scenario Table rather than the standard one, while other gangs must roll on the standard table as normal.

If an outlaw gang gets to choose a scenario it can pick either one of the standard scenarios or one of the outlaw scenarios. Non-outlaw gangs can also choose an outlaw scenario, but there's a good chance of them being outlawed if they are reported to the Watchmen.

Outlaw Scenario Table, 2D6

2 - The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.

3 - The player with the higher gang rating chooses.

4 - Play the Hunters scenario. The player with the lower gang rating is the attacker.

5 - Roll a D6. 1-2: Play an Ambush. 3-6: Play a Hit & Run. The player with the lower gang rating is the attacker. The attacker has been hired by a rival and is paid D6x10 credits, win or lose.

6 - Play the Scavengers scenario.

7-11 - The player with the lower gang rating chooses.

12 - The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.



STANDARD SCENARIOS

GANG FIGHT

Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The Gang Fight scenario represents one such encounter. Two rival gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight. They yell insults and test each other's nerve until finally gunfire echoes through the dome.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

The Gang Fight has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three models taken out of action, and suffers at least twice as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.



SCAVENGERS

The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures. In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' so the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place D3+3 Loot counters on the table to represent items of value. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

PICKING UP LOOT

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

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

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

THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the opposing player's turn. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1 - He manages to beat off the creature but may not do anything else this turn. In addition, the fighter must make an Ammo roll for a weapon – he has fired off loads of ammo to drive off the attack. The opposing player chooses the weapon, ammo, etc.

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

6 - There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

ENDING THE GAME

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

If a gang fails a Bottle roll then the game ends immediately. The gang that bottles out loses the game and the other side wins and is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario can claim Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+1 Loot Carrier:** If a fighter is carrying loot at the end of the game he receives +1 Experience point per Loot counter.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

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



HIT AND RUN

Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The Hit and Run scenario represents a daring raid on a rival gang's hideout. The aim isn't to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with. In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the atmosphere. The defender can place the loot anywhere on the table, and can place the water still on the top surface level of any building. He must place the loot and water still at least 12" apart and at least 12" away from the table edges. These are not necessarily going to play an important part in the game depending on which mission the attackers roll.



THE MISSION

The Hit and Run scenario can be played with any of the mission objectives described below. After all the terrain is placed, the attacker rolls a D6 to determine which mission he undertakes. The defender shouldn't know what the result of the D6 roll was, it's up to him to guess the raider's intentions. For this reason it's recommended the attacker rolls the D6 in secret and notes down the mission which can then be later revealed at the appropriate time.

- **1 - Blitz:** The attackers try to wreck the water still vapour collecting vanes. The water still has a Toughness of 6 and the raiders win if it's damaged by sustaining 1 or more 'wounds'.
- **2 - Bushwhack:** The raiders try to gun down the opposing Gang Leader. They win if the Gang Leader is taken out of action. If the Gang Leader is unable to take part in the game, such as due to an Old Battle Wound, then re-roll this result.
- **3 - Scrag:** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target is chosen randomly from the initially deployed defenders before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat. If the target is taken out of action before being scragged then the attackers fail the mission.
- **4 - Shoot Up:** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 12" of one table edge and exiting at least one model from the opposite edge.
- **5 - Stick Up:** The raiders try and steal the opposing gang's loot. They win if a raider leaves the table with it. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful the raiders gain D6x10 credits to add to their income, and the losers' income is reduced by that amount. If the gang doesn't generate enough income to pay for the loot, the extra is paid out of the gang's stash if possible. Note the raiders will still get the full amount even if the defenders can't afford to cover the cost from their income and stash.
- **6 - Choose:** The attacker can choose a mission from any of the five above.

GANGS

The defender sets up first. He deploys D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy and may place them anywhere on the table, but must be placed at least 12" away from the table edges. Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

The attacker then deploys his gang anywhere on the table but not within 12" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 12" of one table edge.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker can choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

REINFORCEMENTS

At the start of each of his turns after his first the defender can bring reinforcements onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The fighters all arrive on the same table edge. To see what table edge they appear on, first nominate a number for each of the table sides, then roll a D6. On a roll of 1-4 the reinforcements arrive on the table edge that corresponds with the nominated number. On a roll of 5-6 the attackers can choose which table edge they appear on. Defenders arriving at the start of the turn are deployed anywhere along the table edge and may move and fight normally that turn.

MISSION COMPLETE

If the raiders successfully achieve their mission, or in the case of a 'Scrag' fail the mission, then they must then attempt to escape the area before they are outgunned by the enemy reinforcements. Escaping raiders may move off any table edge, as explained in the Leaving The Table section of the Movement rules. Note raiders cannot leave the table in this way until the mission is complete or in the case of 'Scrag' failed.

ENDING THE GAME

The game ends once all the attackers are down, taken out of action, or have moved off a table edge. The game also ends if the attacker bottles out. If the game ends without the attackers fulfilling their objective then the defending gang wins.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

SPECIAL

If the attacker wins, randomly select one of your opponent's territories and roll a D6. On a roll of 1-3 your opponent may not collect income from the selected territory after this game. On a roll of 4-5 the winner may draw income from that territory after the game as if it belonged to his gang. On a roll of 6 the defeated gang must surrender the territory to the winner permanently.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

AMBUSH

The debris strewn ruins of the Underhive afford ample opportunity for gangs to ambush their rivals. In this scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

In this game the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a connecting walkway, a barricade, etc. It is suggested that the terrain is set up within an area roughly 4' x 4'.

GANGS

The defender splits his gang into one or more groups each of two or more models. He chooses one group and places it in the approximate centre of the table with all models being placed within 4" of one another.

The attacker then sets up his entire gang. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He chooses the group he wishes to deploy and rolls a D6. On a roll of 1-5 nominate one defending model that has already been placed and deploy all the fighters in the group within 4" of that model. On a 6 the group may be placed anywhere on the table, but the group must all set up within 4" of one another. This allows them to ambush the ambushers! Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

The defending player rolls a D6 for each group that he was allowed to place freely (ie, that he rolled a 6 for) and add them together. On a total of 1-5, or if no groups were allowed to be placed freely, the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle roll then the game ends immediately. The gang that bottles out loses the game and the other gang automatically wins the fight.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three models taken out of action, and suffers at least twice as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

THE HOARD

Underhive settlements are full of gangers passing the time of day in the drinking holes, trade posts and gambling dens. They wait for rumours of ore strikes, caravan raids and any information that might lead them to a fortune. Rumours, real or false, spread faster than rat pox and when news of a newly discovered valuable hoard becomes common knowledge it's a race against time to secure and loot the hoard before rival gangs can seize control.

The Hoard scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure and loot the hoard. It could also represent a gang being hired by the guilders to protect something of value with the opposing gang launching a daring raid to get one over on their rivals.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

Firstly the defender must choose a table edge and places a loot counter to represent the hoard 18" away from that edge in the middle. The players roll-off. Starting with the highest scorer each player then takes it in turn to place a piece of terrain, either a ruined building, walkway, barricade, etc. It is suggested that the terrain is set up within an area roughly 4' x 4'.

GANGS

The defender has a randomly determined number of gang fighters initially protecting the hoard. Roll a D6 to see how many models this is: 1-2 = 3 fighters, 3-4 = 4 fighters, 5-6 = 5 fighters. The chosen gang members are placed anywhere on the table but must be within 6" of the loot counter. The defenders can also choose to start the game on overwatch. The attacker then sets up his entire gang within 8" of the opposite table edge.

STARTING THE GAME

The attacker takes the first turn of the game.

THE HOARD

The hoard is represented by a loot counter, though it is recommended you model your own gleaming treasure trove to represent it! The hoard cannot be picked up, destroyed or affected in any way. Fighters close to the hoard are naturally emboldened by its presence and are much more willing to fight on to secure its contents. To reflect this, any models within 6" of the hoard temporarily gain the Iron Will and Nerves of Steel skills.

ENDING THE GAME

If a gang fails a Bottle roll then the game ends immediately. The gang that bottles out loses and the other gang wins the fight. However, the defenders don't have to start taking Bottle tests until their reinforcements have arrived.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Successful Defence:** If the defender wins then their Gang Leader earns 10 Experience points.

SPECIAL

The winning gang takes control of the valuable hoard which is worth 3D6x5 credits. The income generated is added to the income from the gang's territories.

THE RAID

Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food, shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.

In the Raid scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible. This scenario introduces new rules for sentries which make the game particularly nail-biting.

The scenario is slightly more complex than earlier ones and for newer players it's worth leaving this scenario aside until you have a firm grasp of the game rules.

In this game the player who picked the scenario is the attacker and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. However, the attackers don't have to raid the territory of highest value, instead the attackers can choose any one of the defender's territories to raid. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search in (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

RAID OBJECTIVE

After the terrain is set up the defender places the Gateway piece anywhere on the ground level of the table. This represents the entrance way to the mine, hole, tunnels etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Gateway has been reduced to zero Wounds it counts as destroyed.

GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries can be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 8" of a randomly selected table edge. The attacker has a random number of gang fighters taking part in The Raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party. The attacker can choose which of his fighters he will commit to the raid. Special deployment rules cannot be used by either gang in The Raid scenario – eg Infiltration, Vents etc.

STARTING THE GAME

The attacker takes the first turn of the game.

SENTRIES

Sentries move D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, though cannot move him into an obviously harmful position (such as walk him straight off a ledge). For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2". Note if a 3 is rolled then the sentry remains facing the same way.

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above, their Weapon Skill is halved and they cannot shoot or do anything else. After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

Spotting: Roll a D6 at the start of the defender's turn. Sentries can try to spot any raiders that are within their Initiative distance multiplied by the dice score so long as they could normally be seen – ie they are within his arc of sight and not hidden. Sentries can spot raiders at any point during either player's turn. Raiders in the open will be spotted on a roll of 2+. Raiders in partial cover will be spotted on a roll of 4+. Raiders in full cover will be spotted on a roll of 6.

Sentries will spot any raider within their Initiative distance in inches regardless of cover or hiding.

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range being the same as in his turn. If a sentry spots a raider or is hit by a ranged attack and isn't taken down then he sounds the alarm if he survives the turn. Sentries taken out of action cannot give the alarm. Sentries that end the turn down sound the alarm on a roll of 4+. If at the end of the turn a sentry can see a persistent template (eg a smoke cloud) then he sounds the alarm on a roll of 4+.

Shooting: If a fighter shoots a weapon, or attacks a terrain piece, for each shot fired or attack made, roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons, or any weapons without a Strength. Note that shooting can sound the alarm even if there are no sentries left.

Fighting: A sentry fighting in hand-to-hand combat will sound the alarm if he is not taken out of action that turn. If the sentry or raider shoots a pistol or uses a noisy hand-to-hand weapon in combat then you must roll as described above to see whether the noise sounds the alarm even if the sentry is killed. In addition the noise of fighting may also cause the alarm to be sounded. Each sentry fighting in hand-to-hand combat must roll a D6 at the start of the hand-to-hand phase. If the score is not more than the number of raiders fighting the sentry then sounds of the scuffle raises the alarm. For example, if 3 raiders mug a sentry then a roll of 1-3 will sound the alarm.

Gateway: The alarm is automatically sounded if the Gateway is destroyed.

Important: Although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn. After the turn has ended the sentries can move and act following all the usual fighter rules.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but can enter as reinforcements.

Once the alarm is sounded the defender can attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the roll equals or beats the number of models in the group, or on the roll of a 6, then the group may enter the table. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn.

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge they enter as shown on the diagram. Reinforcements are deployed anywhere along the table edge but cannot be placed within 8" of an attacker and can move and fire normally on the turn they are placed.



ENDING THE GAME

The game ends if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up. Note the raiders may not leave the table in this way until the Gateway is destroyed. The game also ends if all the raiders on the table are down or out of action or if the attackers bottle out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

If the Gateway is destroyed then the attackers win the game otherwise the defenders win.

EXPERIENCE

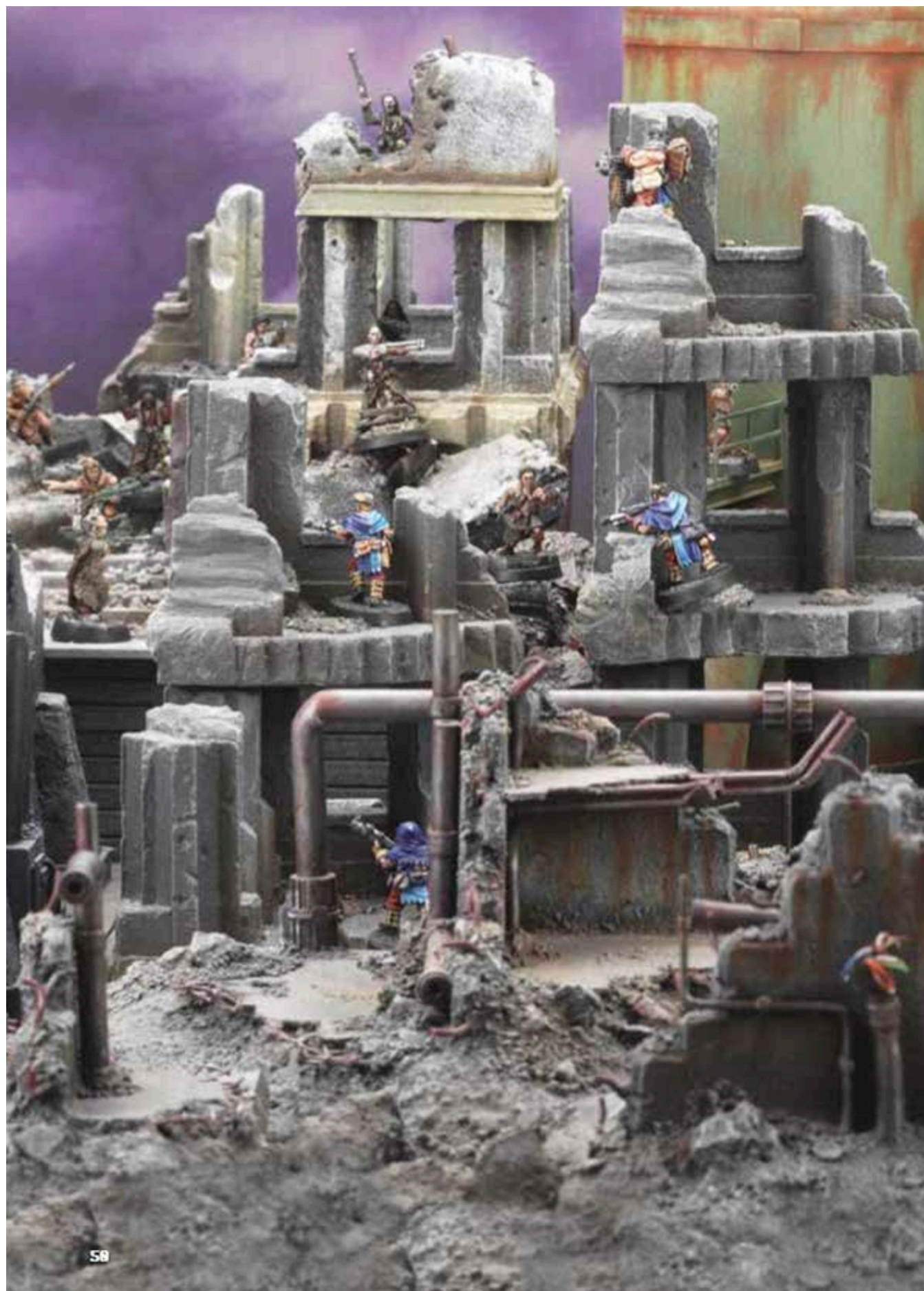
Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Per Destroy Gateway:** A fighter earns 5 points if he inflicts a hit which destroys the gateway.
- **+10 Successful Defence:** If the defenders win then their Gang Leader earns +10 Experience points.

SPECIAL

If the Gateway was destroyed then roll a D6. On a 1-4 the territory is disrupted. It cannot be worked after the battle and confers no bonuses, but it can be worked again in subsequent games. On a 5 the territory is damaged. It cannot be worked after the battle and confers no bonuses. The territory must also be repaired so cannot be worked until D3 games have passed. On a 6 the territory is destroyed and must be struck from the gang roster.





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SHOOT OUT

Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is not to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a walkway, a barricade, etc. However, terrain cannot be placed within 12" of the center of the table. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

GANGS

Each player rolls a D6 to see how many of his gang are present: 1-3 = 3 fighters, 4-5 = 4 fighters, and 6 = 5 fighters. These models are randomly selected from the gang – ie you cannot choose the fighters involved.

The two gangs are set up 16" apart in the middle of the table at ground level and in parallel lines facing each other. Roll-off to decide which side sets up first. Each gang must set up centrally with no model more than 1" away from another friendly model. Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc.

THE BUILD UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout a special series of turns called the build-up is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the hectic shooting begins!

During the build-up both gangs walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters may move up to 1" per turn. Fighters that moved must move towards the enemy – ie they cannot end their move further away from the enemy. They also must not move into cover – ie terrain cannot obscure them from the enemy. Once a model is within 4" of an enemy fighter then he stops. Players take it in turn to move one model, starting with the player that has the most.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15. **Important:** A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns. If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his guns first. If both players have exactly the same score, then they both go for their guns at exactly the same moment!

Assuming that one player drew first, then each of the opposing gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then each ganger belonging to the player with the lower score would get 3 Experience points.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the fast draw. During the fast draw neither side can move but both sides can make ranged attacks, such as shoot or lob a grenade.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter is not equipped with any basic, special or heavy weapons and subtract -1 if he is carrying a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. However, any nerve tests due to friendly fighters going down or out of action are only taken after the Fast Draw has ended.

Once the first model has shot, the next highest score shoots, then the next, and so on. In the case of a tie all shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot. Move or fire weapons (eg heavy weapons) can only be fired if the model didn't move in the last build-up phase.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll. The other side automatically wins the shoot-out and the bottling gang loses the game.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+? Held Nerve:** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see The Build Up rules above).
- **+10 Winning Side:** Each surviving fighter on the winning side earns an extra D6 points.

SPECIAL

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent can only draw half his normal income following the fight as his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one random territory to the winner – associates of the gang no longer have faith in its leadership.



PACKAGE RUN

The Underhive regions beyond the reach of the relatively civilised settlements are lawless deadzones where marauding outlaws terrorise those that dare venture through them. Merchants are especially vulnerable to raiders so they regularly pay the gangs to deliver their wares to hivers in nearby settlements. These contracts can be lucrative so gangs employ all manner of strategies to secretly and safely make delivery, but occasionally a rival can be tipped off about a planned package run. Ambushing gangs that steal merchant packages either ransack its contents or deliver it for themselves to receive the waiting fee and make a score against the other gangs.

The Package Run scenario represents a group of gangers hoping to ambush the package runners and attempt to steal the wares for themselves.

In this game the player who picked the scenario is the attacker and the other player is the defender..

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

GANGS

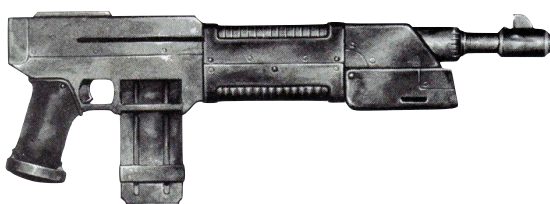
The attacker has a randomly determined number of gang fighters taking part. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The attacker can choose which fighters to commit and are deployed within 24" of a chosen table edge. They must start the game behind cover and in hiding.

A randomly determined number of defending fighters are attempting to deliver the package. Roll a D6: 1 = 3 fighters, 2-3 = 4 fighters, 4-5 = 5 fighters, 6 = 6 fighters. The defender chooses which gang fighters will take part and deploys them within 8" of the opposite table edge. Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

Before the game starts the defender must give each of his fighters a loot counter. One of these loot counters is the real package, the rest are decoys.

STARTING THE GAME

The defender takes the first turn of the game.



THE PACKAGE

The real package is well concealed by the runners so the attacking gang has no way of knowing which of the defenders has it until they are searched. Both the package and decoys follow all of the usual rules for loot counters (refer to the Scavengers scenario for details). Only when an attacking fighter picks up a loot counter can it be flipped over to find out whether it's the real package or a decoy. Decoys are removed from the game when found. Once the real package is found all decoys are also removed.

It is possible, and encouraged, for the defender to play all sorts of mind tricks to confuse the attackers. For example, you could pretend for a ganger to hand over the package to a runner, perhaps with multiple switches taking place, who promptly makes a mad dash for the table edge. The attacking player must react but only later finds out it was all one big distraction, it was actually the plucky juve who snuck across from the other side of the table and was carrying the package all along!

ENDING THE GAME

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins.

The defenders are eager to fulfil their lucrative contract so do not start taking Bottle rolls until at least 50% of the gang have gone down or out of action. If a gang member is currently in possession of the package then that gang does not take any Bottle rolls and cannot bottle out voluntarily.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Successful Delivery:** If a defender with the package moves off the attacker's table edge then the fighter earns 10 Experience points.

SPECIAL

The winning gang can ransack or deliver the package which is worth D6x10 credits. The income generated is added to the income from the gang's territories.



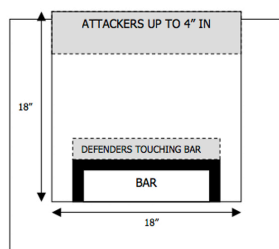
BAR FIGHT

Most settlements focus around their local drinking hole, and when you mix alcohol, confined spaces and rivals gangs you know you're gonna need to buy some more furniture...Bar fight works well either as a precursor to a Rescue scenario (gangs 'negotiating') or for a campaign Arbitrator introducing a new gang (they want to make their mark)...

Any gang that is allowed to select the scenario may select this scenario and will be the attackers. Spyrers do not utilise drinking holes so will always be the attackers.

TERRAIN

The bar is best represented by an 18" square playing table. One edge must hold the bar itself which is a 1" wide table set 3" into the room (see layout). The other three edges are considered to have walls/windows in and anyone moving off the board will be removed from the game. The remainder of the board is otherwise empty except for a few chairs and tables. Both the furniture and any models behind the bar will be in partial cover at best.



GANGS

Both gangs may only use their Leader and D3+2 other gang members. The defending gang places their models in front of the bar and touching the bar. The attackers deploy up to 4" in from the opposite edge.

STARTING THE GAME

Once all the fighters have been set-up, and you have resolved the Bar Owners shot (see below) each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME

The normal rules for bottling out apply except that they will only start taking bottle tests after 4 gang members have been lost.

BAR RULES

The defending gang have been drinking all morning and are less aware of their surroundings. For this game all members of the defending gang

on the board have +1 Ld but they are not so quick as they were and have -2 I

The owner of the bar knows what is coming and decides to get things over as quickly as possible. After both sides have deployed the defender resolves a single BS2 long-range scatter shotgun shot from the owner. Once he has made his shot he ducks out back to hide from the fight and takes no further part.

The bar is a ramshackle structure and so no one is going to be fool enough to risk bringing the roof down. No heavy weapons or grenades (other than Gas, Smoke or Flash Flares) can be used in this game.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the defender wins the game the bar owner will be indebted to them for saving their bar. As well as a small reward of D6*10 credits he will also provide you with some booze to take away and so you gain D3+1 bottles of Wildsnake (see Outlaw Trading Post).

If the attacker wins then he is in a position to extort money from the owner. The attacker gains 2D6x10 Credits that are paid from the Defenders income (the Bar owner puts this onto the Defenders tab).

VENDETTA

Underhivers are notoriously touchy and aggressive individuals, not used to being treated with disrespect. As a result, it is far from uncommon for fierce rivalries to develop between Gangers, disputes that are invariably settled through bloodshed. This is essentially a modified Gang Fight scenario, with additional rules to represent the enmities that have developed between the two gangs involved.

Players may select this scenario during the pre-battle sequence as normal. If they do, then this shall represent the beginning of an ongoing feud between the leaders of the opposing gangs. From now on, the Gang Leader of each gang will hate the Gang Leader of his opponent's gang (if they did not already), exactly as if they had suffered the Bitter Enmity "injury" and subsequently rolled a 3-4 on the chart. It is presumed that one leader has said something typical offensive or inappropriate regarding his counterpart's physical appearance, combat prowess or legitimacy of birth, and that their hatred for one another shall last for as long as one or both of them live.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

If a gang fails a Bottle roll or chooses to Bottle voluntarily the game ends immediately. The gang that bottles out loses the game and the other gang wins.



EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+10 Vengeance:** A fighter receives a bonus 10 points (cumulative with normal wounding hits) if he is directly responsible for taking an enemy he hates out of action. This will apply to all models that hate a rival fighter, not just the feuding Gang Leaders. If a model hates multiple enemies, he could potentially gain this bonus several times!

SPECIAL

If a winning gang successfully manages to have at least one surviving fighter claim the Vengeance experience bonus, then news will quickly spread of his retribution against those that do not show him appropriate respect. The winning gang will therefore gain an extra D6x5 credits during the income section of the post-battle sequence, as associates pay fealty to the ruthless warrior! This is added to the gang's income rather than profit, in the same way as a Giant Killer Bonus.

THE PACKAGE

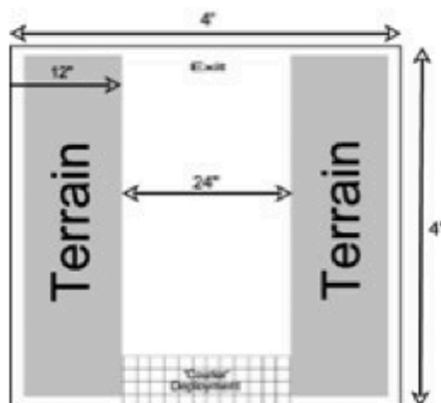
An ambush with a little twist, one gang is moving through a sector while delivering a package for a client, while the other gang has been hired to 'retrieve' the item, anyway they can...

'The Package' is a scenario based on the 'Ambush' scenario, but it has a slight twist on it that makes it slightly different. It is designed for two players. One of the player's gangs has been hired to deliver a package for a local Guildier, while the other player's gang has been hired to stop them, and to 'retrieve' the package. The 'Couriers' are aware that someone may try to separate them from the 'package' but they are not sure where and when, just that they will.

Whoever selects this scenario will be the attacker, and the other player will be the couriers.

TERRAIN AND SET UP

The ambushing/attacking player should set up the terrain as shown in the layout below, on a 4' x 4' table with a clear 'street' or 'road' separating the buildings on either side. Walkways may be placed stretching across the road if you wish, but no major terrain pieces should be placed on the road.



The 'Couriers' or defending players can then place small pieces of terrain, such as small barricades and barrels along the road but you should limit the items to about a dozen pieces maximum.

Make some counters (pieces of paper will do) but make sure that there are at least four more counters than there are fighters in the attacking/ambushing gang. You should number the counters and allocate each number to a fighter in the attacking gang or to a decoy. These counters represent the secret deployment of the attacking player's fighters, or to a decoy that represents some creature or noise that may cause a defender to suspect something is in that location.

The ambusher should place these counters where they wish too, anywhere in the terrain on either side of the 'road' where the defending gang will travel along, on walkways stretching across the road and on any level, but they must be behind cover and are considered hidden. The ambusher may not place any counters on the road, only in

the buildings on either side, or behind any cover on walkways going over the road.

The 'courier' player should then choose a fighter to carry the package. The choice is entirely up to the defender but he should note what fighter it is on their roster. The attacker should not know which fighter has the package.

When this has been done, the defender places his entire gang in the deployment zone as indicated on the layout below, no further than 6" onto the table edge.

STARTING THE GAME

The defenders / couriers take the first turn.

SEQUENCE OF PLAY

Until the attacker triggers the trap all his fighters are considered to be hidden and behind cover. The attacker may move these counters as if they were fighters (even decoys) but if they leave cover and cross open ground then the defender will spot the movement on a 2+ and will know they are in a trap, and normal game sequence initiates.

The defender's objective is to get the 'courier' off the table edge marked 'Exit' with the item. He may move however he wishes across the table, though no fighter may run, either moving straight across the table in one group, or splitting up and moving in smaller groups; it is totally up to the player, but they may not enter the terrain on either side, or run, until the trap is sprung. The defender keeps moving either until he spots a fighter or until the attacker decides to spring the trap, which the attacker can do at the start of any of his turns.

SPRINGING THE TRAP

If a defending player moves within spotting distance of a counter (initiative of the fighter in inches), the defender hears or sees something that will make them believe that they are under attack.

When the defender 'spots' the counter they are so on edge and jumpy that they will fire a burst of weapon fire towards what they believe is an ambusher. The defender will fire his most powerful weapon (highest strength), utilising all sustained fire die if the weapon has sustained fire capability, at the position of the counter. Roll to hit as normal, counting the counter as being in full cover. If any shots hit, determine if the counter represents a fighter or a decoy and resolve any wounds and injuries as normal.

If the counter is a decoy, the sequence continues as before. The attacker now has a choice; they can keep the rest of the counters in position to keep the defender guessing, or they can replace the counters with their appropriate fighters and move and fight as normal. The fighters are still classed as being hidden (except the fighter that was spotted), but the defender now knows that they are caught in a trap.

The defender may continue with any remaining moves that are available to him, as well as shooting if any fighter is able to. The defender may now move anywhere that they wish on the table. The attacker then gets their turn, and the normal sequence of play resumes.

RETRIEVING THE PACKAGE

If the fighter carrying the package is taken down or out of action by any means, then the item that they are carrying is dropped and can be picked up by any other fighter from either side. Place a loot counter on the tabletop to represent the package. This is the only time that the attacker has any firm idea about where the package is. Until then, any ideas of the courier are simply guesses.

ENDING THE GAME

The game ends in the following ways:

- The 'courier' gets off the table edge marked 'Exit' with the package. The courier can be any defending fighter carrying the item.
- An attacking fighter manages to pick up the 'package' after it is dropped and exits from any table edge.
- The attacker bottles out.

Because of the importance of the 'package' the defending gang may not Bottle out, either voluntarily or involuntarily.

EXPERIENCE

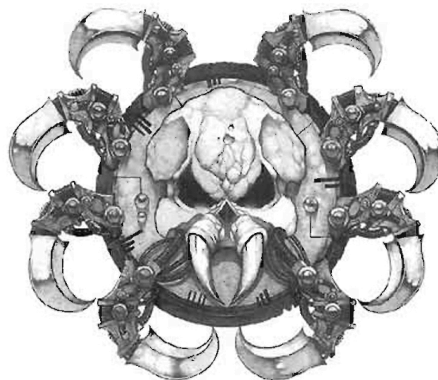
Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Courier:** The 'courier' receives 5 experience points for carrying the 'package' safely. If an attacking fighter manages to get the item off the defender, then that fighter will get the experience instead.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The successful gang will receive payment for their services, whichever gang wins. If the Defending player successfully delivers the 'package' then they will receive 100 credits added to the income. If the attacker is successful in retrieving the package, then they will receive 75 credits added to their income. This money still needs to go through the normal procedure for post- game income collection.

The failing gang however, will suffer the wrath of the Guild. The Guild spread the word around about the gang's ineptitude and therefore they will only collect half their normal income in the post-game sequence.



FLOODWATER

In the derelict ruins of the Underhive, Domes are constantly prone to collapsing, shifting and (most importantly) flooding. Flooding might be caused by large amounts of effluent draining down from above, or hive-quakes causing domes to sink. Whatever the reason, it is bad news for the areas inhabitants...

In Floodwater two rival Gangs are trying to escape a rapidly rising torrent that is flooding this area of the Underhive. Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

Terrain should be set out in several high, four or more storey, adjoining towers, with ladders and lifts allowing fighters to ascend between levels. It should not be possible to ascend more than two levels in succession before moving to another tower. Towers should not be more than 8" from at least one other tower. There should be at least one intersection where the path of the gangs will cross.

One or more of the towers must be designated as escape points, and should be high enough (four storey plus) to represent structures with access to ventilation systems or some other access out of the dome. Escape towers should be placed closer to the centre of the table to funnel the action to the centre and force the gangs to compete for space.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge at ground level. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be used in this scenario.

STARTING THE GAME

Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

THE FLOOD

The water that is flooding the dome starts at ground level. At the end of turn 2 and all subsequent turns, the water will rise by 3". Any model that ends up in the water (for whatever reason) will immediately go Out of Action. It is a good idea to mark the water-level using blobs of blu-tack or by a similar method.

ENDING THE GAME

The game ends when all fighters have either escaped or gone Out of Action. Fighters escape by reaching the top of any of the designated towers, at which point they are removed from the table.

The winner is the gang which has the most members escape. If this is a tie, then the last fighter to escape is not counted. Bottle Rolls are not taken in this scenario as both gangs are already running for their lives!

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Escaped:** Each fighter that escapes the flood gains 5 points of experience.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The winner of the scenario may add a Flooded Dome to their list of territories. If your gang controls a Flooded Dome it will yield D6 credits if a Ganger is sent to work it, by selling any flotsam he finds. If a six is rolled for this roll then the dome is found to have drained and the territory instead become an Old Ruin.

RANSACK

For prolonged expeditions into the deadzones, gangs make use of secure and hidden dens that house spare weapons, ammo and other supplies. It's rare for rival gangs to spot such veiled dens, but if they do, they present an easy raiding opportunity as their owning gang is often miles away.

Any gang can choose to play the Ransack scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS

The defender chooses a table edge and the attacker then deploys D3+3 fighters of his choosing within 8" of the opposite table edge. The attacker allocates D3+1 loot counters to his fighters, one per model. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

REINFORCEMENTS

At the start of each of the defender's turns reinforcements will arrive. To determine how many fighters turn up that turn, roll a D6. 1-2: One fighter. 3-4: Two fighters. 5-6: Three fighters. The fighters must be deployed anyway along your own table edge and may move and shoot as normal from that turn onwards.

ESCAPE

Attackers can escape the fight by moving off the defender's table edge. When this happens, move the models to one side until the end of the game. If a downed attacker escapes then he still counts as down for the purposes of serious injuries.

LOOT

The loot counters behave in exactly the same way as described in the Scavengers scenario.

ENDING THE GAME

The objective for the defender is to grab back any loot counters and drive off the attackers, while the attackers must escape with the loot. The game ends once all the attackers are out of action or have left the table. It also ends if the defenders fail a Bottle roll or voluntarily bottles out.

The attacker will gain control of any unclaimed loot counters if the defender bottles, while the defender will gain control of any unclaimed loot counters if all the attackers are taken out of action or have left the table. Since the attackers are cornered they do not have to take any Bottle rolls, but they cannot voluntarily bottle either.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Per Loot Counter:** Any fighters carrying loot at the end of the game receives +1 point per counter.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

Any attackers that escape the board with a loot counter can cash it in after the game. Each loot counter is worth D3x5 credits. The income generated from the hoard is added to the income from the gang's territory.

TOLL BRIDGE

Savvy gangs will often seize control of a vital choke point in the underhive, a bridge across a sump canal or some other important thoroughfare. The gangs will extort a toll from the travellers that will often pay rather than take long detours. Potentially lucrative, these crossings become hotly contested, even if their legality is questionable and gangs will not linger at any particular crossing for too long lest they incur the attention of the enforcers.

The Tollbridge scenario represents an encounter at a toll crossing. One gang has seized temporary control of a chokepoint, and is muscling some money out of crossers, when another gang arrives and attempts to seize it.

TERRAIN

A special piece of terrain will need to be created before this scenario can be played. The first item is the swing bridge. The bridge should be on a base with the bridge sections on the second or third level. Place the swing bridge in the exact middle of the board so that its bridge sections connect to sections of building or gantry on each side, and its base is in the middle of the sump river.

The second is a sump river. The river must go from one table edge to the opposite table edge. Set-up the terrain using standard terrain set-up rules from the Necromunda LRB. Heavy terrain definitely makes this scenario more fun but leave a strip that is at least 6" wide through roughly the middle to represent the course of the infamous sump river.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way will instead allow that fighter to be placed within 12" of the table edge at the same time that the rest of the gang deploys. If one of the players already has the Toll Bridge territory then he may set-up to 3 fighters of his choice on the bridge itself during his set-up.

STARTING THE GAME

Once all the fighters are deployed each player rolls a d6. The player who rolls the highest goes first.

ENDING THE GAME

The game ends in the same way as a gang fight. One gang must bottle out or be eliminated; however, this scenario has the following additional conditions:

- If the bridge is in its unconnected position when the game would ordinarily end, gang members

on the bridge may be temporarily trapped on the bridge. These gang members will continue to fight until only one side remains, even if their side has already bottled out.

- If the bridge turns and connects again during the extra turns, then members of a bottled out gang will immediately flee and the game will then end.

THE SUMP RIVER

The sump river is highly toxic and corrosive so any fighters that end up in it for any reason immediately go out-of-action. This includes Ratskins. In addition, no fighter may use any save from a piece of equipment, skill, wyrd power, or other source.

BRIDGE OWNERSHIP

If a winning gang has at least one fighter left on the bridge, uncontested (may be a hired or special character, but not a follower) at the end of the game (including any fighters out on an unconnected bridge) who is not down when the game ends then the gang will gain control of the bridge and may work the Toll Bridge Territory at the end of the game.

The Toll Bridge generates 2D6x10 income if worked by a ganger in the normal fashion, but may only be worked once after the game unless the gang are Outlaws, in which case the gang doesn't care about getting caught by the authorities anyway, and the toll bridge can replace their normal territory.

BRIDGE MOVEMENT

The gang does not control the bridge's movement during the game. Starting with the first player's half of the third turn roll a d6. A result of 1-4 means nothing, no change. A result of 5 will turn the toll bridge 90o clockwise. A result of 6 will turn the toll bridge 90o counter-clockwise. When the toll bridge is turned the ends are considered cut off the building and gang fighters on it are temporarily stranded.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Crossed Bridge:** Each surviving fighter who is on the opposite bank of the Sump River at the end of the game who crossed by using the toll bridge earns an extra 5 experience points.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang was an Outlaw gang in possession of a Toll Bridge territory at the start of the game then they lose this territory and must generate a near random territory as a hide out.



THE TRAP

Exploring is a way of life in the Underhive, but it provides the perfect opportunity for an opposing gang to catch an enemy unawares, under strength and far from their home base. Whilst the attacker struggles to close his trap the defender must race to the exit. The attacker is trying to capture anyone they can, this far from their home it will take a while for word to reach the rest of the gang and even more time for them to mount a rescue.

Any gang that is allowed to select the scenario may select this scenario. The player who selects the scenario is the attacker, and the other player is the defender.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is necessary that the terrain is set up within an area of 4' x 4'.

GANGS

The defender rolls 2D6 to see how many of his gang have been trapped. These gang members are randomly selected. The defender chooses one table edge and sets up in the centre of that table edge, each fighter being no more than 2" from another fighter. The attacker does not start with any fighters on the table. The edge chosen is edge A, in a clockwise direction the remaining 3 edges are known as B, C and D respectively.

STARTING THE GAME

The attacker has the first turn.

REINFORCEMENTS

The attacker has the option of bringing on a group of reinforcements at the start of each of their turns. The attacker nominates the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements are placed on edge B or D, they do not have to all be deployed on the same edge or as a group. They can only be placed up to 8" from edge A for every turn that has passed.

ENDING THE GAME

If the attacker fails a bottle roll or voluntarily bottles out the game ends immediately. The defender does not have to take bottle tests and cannot bottle voluntarily. Otherwise, the game ends when the defender has walked all his fighters off edge C, or all his fighters are down or out.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+D6 Escapes:** Any defender who manages to escape gets +D6 experience.
- **+5 Leader Escapes:** If the defending leader manages to escape he gains +5 experience in addition to the normal D6 for escaping.

SPECIAL

Roll a D6 for each defender that has to make an injury roll, on a 6 they have been captured in addition to any injuries suffered. If the attacker captures any fighters in this way they suffer a -1 to the Outlaw chart (for stirring up bad trouble) if the defender reports them.



FROZEN ASSETS

Gang fights take place just about anywhere in the underhive, be it next to the sump, in a local bar, or out in the industrial zones. Frozen Assets take place in a chemical storage zone. Under the massive nitrogen storage tanks favoured by House Van Saar. Although these areas are heavily guarded, occasionally a breach of security happens and hardy gangs can descend on the area in hopes of harvesting the frozen liquid to sell at the trade post. Does your gang have what it takes?

TERRAIN

Use standard terrain set up rules. In addition, each player places one gas template (the big template) on the board. This is placed no closer than 8 inches to any board edge or to another template. These represent spots where liquid nitrogen is falling from the tanks above.

GANGS

Each player rolls a d6. The player that rolls lowest chooses which table edge he wishes to set up on and places all of his fighters within 8" of that board edge. If the tabletop is more than 4' on any edge then the longest two board edges are the only board edges to be chosen from. Once he has placed all of his fighters his opponent then sets up within 8" of the opposite table edge.

When you are eligible to place fighters on the board using tunnels and vents you must first place the fighters, then roll a d6 for each fighter. On a result of 4+ they remain on the board. On a result of 1-3 their path has been blocked by ice and they must wait until your next turn to be placed on the board. Follow the same procedure each turn until all your fighters are placed.

STARTING THE GAME

Once all the fighters are set up each player rolls a d6. The player who rolls the highest goes first.

FROZEN MISTS

As the nitrogen hits the floor it vaporises, causing a thick swirling fog to envelope everything. Any shooting done at long range will have an additional -1. In addition, no weapon may shoot over 36 inches. The fog is ignored if the fighter has infra-goggles or an infra-red gunsight.

EXTREME COLD

Liquid nitrogen is cold, very cold in fact. As so much is pouring into the area the caverns have frozen over in places. The cold is so bad that it affects both fights and equipment. All base movement is reduced by one (does not affect leap) in this scenario. All ammo rolls are one worse (i.e. lasguns have an ammo roll of 3+).

Weapons which would not normally roll ammunition checks (i.e. 1 in a million weapons) now fail on a roll of one. And flame weapons are at a strength of one less than listed.

NITROGEN FALLS

The gas templates indicate areas where streams of liquid nitrogen are falling from the ceiling. Within these zones temperatures are so low that they will freeze men in seconds.

As ice builds up and melts high above, the trajectory of these streams will change randomly. At the start of each player's turn you must roll a scatter and artillery dice for each template. On a roll of a hit or a misfire on either the die the template does not move, otherwise it moves the number of inches in the direction indicated. Templates hitting the edge of the board stop there until the next roll. If both a hit and a misfire are rolled the break in the tanks above have iced over and that template is removed.

Any fighter touching a nitrogen template takes an automatic S7 hit with no saving throw allowed. If the fighter is wounded by the hit the following injury roll is made instead of the normal injury roll:

- 1 – Fighter has jumped clear, no effect, move the fighter to the closest template edge.
- 2-4 – Fighter is 'Down'
- 5-6 – Fighter is taken 'Out-of-Action'

If a model is hit by a nitrogen template when they are already 'down' then they are automatically taken 'out-of-action.'

Note: Flows are coming from above, so only the upper most area covered by a template is affected.

HEAVY WEAPONS

Every time a heavy weapon is fired roll a D6. On a roll of 6, a new breach opens in a tank above. When this happens you must randomly determine one existing nitrogen template. Roll the artillery dice and place the new gas template that distance in the direction indicated. Use the hit pointer as a direction and re-roll both dice if a misfire is rolled.

ENDING THE GAME

The game ends when either team bottles, or all of one player's models are down or out. Alternatively, if there are five or more nitrogen templates on the board, both sides will decide that it is too dangerous to stick around and the game will end in a draw.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

Since the area is extremely hazardous and the fight was not over nothing, the gang that wins will gain an extra +3D6x10 income for selling the liquid nitrogen that they manage to collect after the scenario ends.



THE CHALLENGE

A challenge is an ancient ritual, you put all your honour on the line. One leader, challenging another to settle old scores. Plain and simple.

Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

The terrain represents a small waste-zone settlement. Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

Each gang secretly decides on the number of fighters (minimum one and maximum four) that will accompany his leader to the challenge, this number should be written down on a piece of paper and revealed simultaneously. Any remaining fighters not deployed are divided into reinforcement groups. All fighters are assumed to have their weapons holstered or slung at the beginning of the game. Until a weapon is drawn the special build-up and fast draw sequence of play is used. The only exception to this is the combat between the two leaders.

The two leaders are set up in hand-to-hand combat in the centre of the board. The accompanying fighters are set up in a circle around (and facing) the fight. Use the large blast marker to set them up.

Each player rolls a D6, the highest scorer gets to choose an edge for his reinforcements to arrive on, the lower scorer gets the opposite table edge.



STARTING THE GAME

This scenario uses a modified version of the Build-Up rules from the Shoot Out scenario. Modifications are as follows:

A challenge is a tense affair, the honour of the gang is on the line, but so is the life of each gang's trusted leader. To recreate the tense atmosphere during a challenge a special series of turns called the build-up is used.

Each turn of the build-up has its own sequence of play. First the two leaders fight a round hand to hand combat as part of their challenge. Then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts. There is no movement until one of the leaders goes out of action.

In the build-up section, after the round of hand to hand, each player rolls a D6 for each fighter they have present (excluding the leader) and writes down the result, each subsequent roll is added to this until a fighter's score goes over 20.

Once one of the leaders has gone out of action no more nerve rolls are taken. Now both groups may alternate making normal move actions with a single fighter (a fighter may not make an additional move until all other fighters have moved) towards their respective reinforcement edges. Roll a D6 to determine who moves the first fighter. A roll of '6' counts as '0' when making a nerve roll, so that roll would not change your score.

Once a fighter's score goes over 20 that gang's nerve has cracked and they must reach for their guns (See The Backstab below). If both players have a fighter whose score goes over 20 on the same turn then the player with the highest score is considered to have gone for his gun first. If both players have the same score, then they both go for their guns at the same moment.

Alternatively, a player may choose to draw their guns at the end of any round of Build Up, i.e. after any round of hand-to-hand or after all fighters have moved. If they do so, their score is considered to have reached 20.

Assuming that one player drew first, then members of that gang do not earn any experience for this game. If both gangs draw their weapons neither gangs gain any experience. A player whose nerve doesn't break may choose not to draw their weapons.

Fast Draw: If both players go for their guns all hell breaks loose. This is called the fast draw. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order is determined separately. To decide the firing order roll a D6 for each fighter and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter uses a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's fast draw score.

Work out the fast draw score for each fighter - the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the fighter has shot the next highest score shoots and so on. In the case of a tie, a pistol will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot. Once all fighters have shot, the normal sequence of play resumes. Each player rolls a D6, and the player with the highest score gets the first turn.

Reinforcements: Once normal play has resumed players have the option of bringing on a group of reinforcements at the start of each of their turns. Players nominate the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn. Reinforcements are placed on the edge allocated at the beginning of the game and cannot be placed within 8" of an enemy model.

THE FIGHT

The leaders begin the game in close combat, with neither counting as charging.

The fight is a spectacle, with each combatant attempting to draw blood to earn respect. The leaders fight with knives only, all other equipment (aside from bionics and implants) being left at the gang hideout.

For each wound inflicted in the fight roll a D6; on a 1-4 the result of the hit is a flesh wound, on a 5-6 the opponent is taken out of action. If either of the gangs draw their weapons the fight continues but follows the normal rules for injury rolls from that point onwards.

ENDING THE GAME

The game ends when one leader wins the challenge and no gang breaks and draws its weapons, or when either gang bottles should weapons be drawn.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+? Held Nerve:** Each surviving fighter of the side that did not draw their weapons gains experience points equal to the difference between their build up score and their opponents. If neither side drew they each gain an additional D6 experience points.
- **+10 Winning Challenge:** A gang leader who takes his opponent out of action in the challenge earns +10 Experience points.

SPECIAL

If your leader won the challenge without drawing your weapons before he did so, regardless of whether you drew your weapons after that, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight - his gang's contacts are reluctant to deal with the loser. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner - associates of the gang no longer have faith in its leadership.

JUMP THE LINE

Road blocks and checkpoints are commonplace in the hive and not all gangs are willing to pay the toll. But there is often a reason to cross these points, sneaking into a territory, flanking an enemy or just pinching stuff.

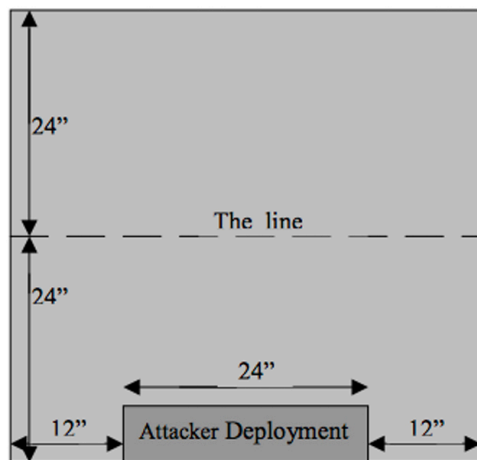
The player who chooses this scenario is always the attacker. This scenario may have both Outlaws and non outlaws as either attacker or defender.

TERRAIN

The terrain should comprise of scattered small pieces (barrels, rubble ext.) and buildings spaced appropriately to create alleys. As little walkways should be used as possible. A line of linear terrain (walls, pipes ext.) should make its way from one edge to another creating a wall, this should not be complete, there should be room to sneak through.

GANGS

Each gang may take D6+2 members of the players choice. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be used in this scenario. The available deployment zones are shown below;



OBJECTIVES

The attacker is attempting to complete one of the following missions; roll a D6 and consult the table below.

1-2 - Sabotage: The attackers attempt to smash a generator. The defender may place the generator (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the generator. The attackers win if they manage to destroy the generator. The generator is a stationary model with 1 wound and a toughness of 5 and is destroyed is successfully wounded.

3-4 - Loot: The attackers attempt to whip the opponents stash from under there noses. The defender may place the stash (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the stash. The stash acts in the same way as the loot counters from the Scavengers scenario but if the attackers capture it they get D6x10 credits added to their stash and the defenders lose the same amount from their income after the battle.

5-6 - Scouting Party: The attacker is attempting to send some of his fighters round to scout out enemy movements. They must get one or more fighters off the opposite edge of the board. If this is done the gang may add or subtract one to determine what scenario they play in the next fight.

STARTING THE GAME

The attacker always goes first.

SENTRIES

The defender deploys his fighters as Sentries following the same rules as in the Raid scenario in the rulebook. The sentries use the Sounding the alarm rule following the same rules as in the Raid scenario in the rulebook. Sentries must be deployed within 8" of the line and will never move more than 8" away from the line until the alarm is sounded, then they may move and fight as normal.

"GIMME A BOOST!"

A fighter may attempt to give another fighter a boost. They must spend a turn without shooting, fighting in close combat or using a psychic power in base contact with a wall of which cannot be higher than his strength in inches. The fighter receiving the boost must end their move in base contact with the "booster". The booster must roll below their strength on a D6, if this is done the boost receiver is launched over the wall, taking appropriate falling damage and ending up in base contact with the other side of the wall. Fighters wearing carapace armour cannot be given a boost.

ENDING THE GAME

The game ends when the attacker completes his objective (see later), all the members of one gang are out of action or one player bottles out. The defenders are in their own territory and will only bottle out after losing 50% of his fighters.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+D6 Crossing the Line:** If a fighter crosses the line they receive +D6 experience. This can only be claimed by each fighter once, regardless of how many times they may end up crossing the line during the game.
- **+D6 First Sight:** The defender who raises the alarm receives +D6 experience.
- **+5 Holding the Line:** If no attacker crosses the line then each defender who participated in the game receives +5 experience.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three models taken out of action, and suffers at least twice as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.



MUGGED!

Your gang has gotten lucky and stumbled upon a rare stash of potentially valuable merchandise, and have decided to make off with it. Unfortunately, other gangs want in on your fortune, and have set an ambush for you.

This is a modified Ambush scenario, in which your gang has to worry about keeping or capturing available loot whilst simultaneously fighting off your rivals. Players may select this scenario during the pre-battle sequence as normal. The player that picked the scenario will be the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

TERRAIN

Starting with the attacker, each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4'.

GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender must also decide how many Swag Counters he wishes his fighters to carry. He must select at least one Swag Counter, and can take up to one Counter per fighter in his gang. The player must note on his Roster which fighters will begin the game with Swag Counters (remember no fighter can carry more than one Swag Counter – see special rules below).

The defender chooses one group and places it in the approximate centre of the table. The attacker then sets up his entire gang. All the attacking gang fighters must set up in or behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise may be placed anywhere you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of a 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers! Note that although attackers may not set up within 12" of a defender, this is not true of defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once all the fighters have been set-up, the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

SWAG

At the beginning of the game, some or all defending fighters will be bearing Swag Counters. These represent sacks of valued produce that are potentially lucrative for the carrier. They are, however, heavy and burdensome, and require a free hand to carry. A fighter with a Swag Counter may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single-handed weapons at once. They also count as being Encumbered in combat, and suffer a -1 Combat Score Modifier.

No fighter may carry more than one Swag Counter at any time. Fighters who go out of action drop Loot Counters where they happen to be at the time. Remove the model but place a counter within 1" of where the model went Out of Action. Swag Counters may be picked up by any model that passes over them during its movement, but not if the model ran that turn. Fighters that take Out of Action an enemy that had been carrying a Swag Counter may pick up the Swag Counter freely if he wishes.

Fighters with Swag Counters can transfer them to other models in base-to-base contact during the shooting phase, providing neither model ran that turn. Neither model will then be able to shoot that turn.

Fighters may drop any Swag Counters they carry freely, in which case a Counter is placed within 1" of them as though they had gone Out of Action. This might be considered a good idea in tricky situations, when the best solution is to run away quickly!

ENDING THE GAME

If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win. The winner may claim any Swag Counters which are loose on the table when the game ends.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+1 Bagman:** A fighter carrying a loot counter at the end of the game earns 1 points for each counter he is carrying.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

After the game is over each gang is allowed to cash in their swag. The income generated is added to the income from the gang's territory. Each Swag Counter is worth D6x5 credits.



ENFANT PRODIGE

Rumour has it that a young unsanctioned psyker has been seen unleashed from a sector of Hive Primus. Immediately all authorities have been alerted, and will be given a reward for who will rescue the boy alive. But against all expectations no one has yet captured the young wyrd, and all rescue teams which have tried to find him have never come back. Capturing an unwilling psyker is not so easy, even if he's only a child.

Someone that you know has heard a rumour that someone else has found the wyrd's hideout. But all rumours spread too fast, and someone that someone else knows has also got the same information. Now two gangs are hunting the young wyrd at the same moment, and only one of them will reclaim him...

Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can/cannot be use din this scenario.

After the gang deployment place the five "presence" tokens face down on the table, over 8" from each deployment zone and at least at 8" from each other. All tokens must be in cover (hidden to gang members LoS). One of these tokens should be marked "Wyrd" the others are fake and represent psychic projections to confuse those hunting the psyker. The tokens should be shuffled and players not aware which token is the wyrd.

STARTING THE GAME

Once all the fighters and presence token have been set-up, each player rolls a D6. The player who rolls the highest goes first.

THE INFANT

The young wyrd has the profile below. He has no weapons and simply clutches his single toy;

M	WS	BS	S	T	W	I	A	Ld
4	2	2	2	2	1	3	1	4

The five presence tokens represent the projections of himself that the young wyrd generates to set his hunters on the wrong track. Only one of the tokens should be marked 'Wyrd' - the rest are Fake!

Each token counts as an opposing model from what concern the LoS, but not fire and combat rules (the wyrd must be taken alive!!!). When a model ends his movement within 2" to a Presence token, you must reverse it. If it's a fake, remove the token from play, but if it shows the wyrd, you must substitute it with the wyrd model and resolve the "I found him!" rules.

If there is a humanoid model (not an animal, zombie, robot etc)) within 2" to the wyrd base you can roll a D6 adding the result to his Ld and see the Wyrd conviction table below. You can add 1 to the result for each friend model not down, pinned, fleeing or involved in h-t-h combat within 2" to the boy. (Ignore this rule if the wyrd is accompanied by an another model, friend or enemy).

- **6-11 - Nice try, dude!** The conviction results a disaster: the only effect that the ganger reaches it's to provoke the young boy. Roll immediately on the Instinctive Psychic power table at the Appendix 3.
- **12 - What a stubborn boy!** The wyrd seems skeptical, and won't follow the ganger. Nothing happens, but during the end phase it's not considered unleashed. If the ganger wants (but at his own risk) he can try to drag the boy kicking and screaming to the table edge. If he wants to do this, he must pass a Strength test at the start of every player's movement phase. If he passes the test, the boy will follow him for this turn only (but he can't run, hide and do anything else). If he fails roll immediately on the Instinct Psychic power table (Appendix 3), and during the end phase the wyrd is considered unleashed.
- **13+ - You're a good boy, follow me!** The gang convince the boy and he follows as below.

A gang member that has convinced the young wyrd through the right table result will be followed by him for the rest of the game. In every place he ends his movement, the wyrd model will be placed at the base contact with him. If the model exits from his table edge the wyrd will exit too and the game ends (see "ending the game" below).

If the followed model goes down or out of action the wyrd will be considered "unleashed".

Psyker unleashed: If the wyrd hasn't been taken or there isn't any model (not down or fleeing) within 2" to him during the end phase, he will run through the nearest cover (or table edge) by 2D6". If you roll a double, instead to moving he will use an instinct psychic power rolled on the table below;

- **1 - Leave me alone!** The boy creates a wall of flames between him and the gangers. Place the 2"blast marker (the same of Scaly's scatter gun) under the boy. No one can neither pass through the wall nor trying to convince him and all the models covered by the area are moved 1" away from it. The wall remains until the next end phase, after that it will be automatically removed.
- **2 - Burn, bad man, burn!** A river of fire erupts from the boy's hands and cover the unfortunate ganger. The model suffer a S4 hit in the same way as a flamer attack (ignore ammo roll and malfunctions).
- **3 - Boo!** The boy transform himself into an horrible monster. It's only an illusion, but gangers don't know it. All models within 8" are automatically broken and must flee 2D6" to cover as described in the leadership section in the Necromunda rulebook. The next turn all models will recover automatically.
- **4 - Bye bye stupid!** The boy becomes invisible until the next end phase. While invisible he can pass through models (but not walls or obstacles) and is considered unleashed.
- **5 - Go away from me!** The boy takes the model and place him 3D6" away on a random direction. All friendly model within 4" from him must take a Ld test as if he has taken out of action.
- **6 - You really made me bad!** The boy's eyes become shining and flashing, then after few seconds a rain of sharp objects, nails and pebbles falls to the unfortunate ganger. The model takes immediately 2D3 S2 hits.

ENDING THE GAME

The game ends when the young wyrd exits from a table edge (accompanied by a ganger or not). Ignore standard Bottle test rules, the reward is too high to abandon it!

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+5 Convincing the Wyrd:** Any fighter who convinces the wyrd to follow him gains this bonus, even if they are subsequently taken out of action or the wyrd otherwise stops following them... if they convince him again somehow then they get the bonus again!

SPECIAL

The winning gang hand the wyrd over to the authorities for 2D6x5 credits.



ESCAPE ROUTE

This scenario represents a failed ambush where the attacker is spotted before they can spring their trap. In such a situation the defenders are likely to leg it before they can be ambushed. The attackers are determined to make the best of their botched ambush and try and box the defenders in.

Any one can choose this scenario in the normal manner. The player who picks the scenario is the attacker and the other player is the defender.

TERRAIN

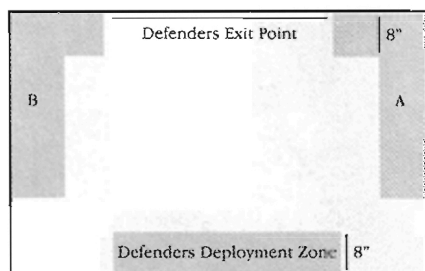
The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart. A 6" wide strip through the centre of the table must be kept clear of structures and represents the path the defenders were following. Only small scatter terrain can be placed in this strip.

GANGS

Before the game begins the attacking gang is split into two groups. Each group must consist of at least two models. Tunnels and Vents deployment rules cannot be used in this scenario, but models may use the Infiltrate skill if they have it.

The entire defending gang take part in this scenario, even fighters with infected wounds or those who rolled a 1 for their Old Battle Wounds. These models take part but suffer a -1 penalty to Strength and Toughness for the remainder of the game (to a minimum of 1). This scenario counts as a game for the purposes of infected wounds.

The defending gang sets up first in the deployment zone in the diagram below. The attacking gang is set up in two deployments, one deployment per grouping, one of the groups placed in zone A and one in Zone B.



STARTING THE GAME

Both players roll-off, the attacker adding +1 to their result.. The highest scoring player takes the first turn.

ENDING THE GAME

The game ends if one of the gangs Bottles out, voluntarily or not. The game automatically ends if the defender moves half (rounding up) of his models through the table exit shown in the deployment diagram, the defender wins the scenario in this case.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Escapee:** A defending fighter earns 5 points if they make it off the board during the game. Note that the game ends once half the gang has escaped so not every fighter can earn this reward... it pays to be quick!
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

COUNTING COUP

Juves will get up to all sorts of mischief between gang duties, and headstrong groups of juves will often take it upon themselves to enter enemy territory and conduct daring raids intended to humiliate enemy gangs and boost their own rep.

Only underdogs with at least a 200 gap in gang rating can select this scenario. The gang must also have juves or equivalent (Ratskin braves, for example). The player who picks the scenario is the attacker and the other player is the defender.

This scenario is based on the Raid scenario and uses those rules for sentries, spotting, and raising the alarm. The attacking juves are attempting to sneak into enemy territory and level some kind of insult onto the enemy gang before escaping, just to prove they can.

TERRAIN

A tower of at least three storeys height is placed at the centre of the table, with something to represent the objective; this may be a gang icon that the juves plan to tag with their colours, or a crate of the enemy gang leader's personal effects they plan to steal. The players then roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

The attacker may only take the gang's juves in this mission, and deploy these juves within 8" of a random table edge. One Juve is selected as the ring leader; the Juve with the highest Leadership is chosen, randomising in the result of one or more having the same leadership. This Juve is used for bottle checks if still in the game, and is the only Juve that can let his fellows escape pinning if within 2" at the start of each turn.

The defender selects D3+1 gang members as initial sentries. The rest of the gang are divided into groups of at least two models and are kept off the battlefield as potential reinforcements.

STARTING THE GAME

The attacker takes the first turn. The game proceeds in the same manner as the Raid scenario.

ENDING THE GAME

The attacking gang must move a model into contact with the objective for a turn, and then leave from their table edge. If the attacker can complete their objective and move at least one model off of the board they win.

As the juves are so fired up the attacker does not need to take bottle checks until they have suffered 50% casualties, but cannot bottle voluntarily. If the attackers bottle the defenders win automatically.

The defenders are guarding home turf and will not bottle, voluntarily or otherwise.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Reaching the Objective:** The Juve that reaches the objective gains +5 experience.
- **+D6 Escape:** Any Juve that leaves the board after the objective is reached they receive a further +D6 experience.
- **+10 Successful Defence :** The Gang Leader of the defending side earns +10 Experience points if they successfully see off the juves without them reaching the objective.

SPECIAL

If the defenders lose the humiliation will be so severe that they will only generate half income from their territories. If the juves escape without the alarm being raised at any point the defender must also forfeit a random territory to the attacking gang in shame.

If the attackers win they will generate double income from their territories as word of the daring raid spreads.

THE BROKEN DEAL

Underhive gang leaders rely on a wide selection of settlement contacts to scrape together the credits needed to pay for the gang's weapons and equipment amongst other upkeep costs. Invariably the gangs are sometimes forced to work together exchanging information or brokering deals between them to fulfil a lucrative contract, much to their disdain and unease. Gang leaders are naturally suspicious when dealing with each other but when a sack full of credits is at stake they often cannot resist an opportunity to get one over on their rivals. Even in a large trader settlement it can be worth risking the law for a quick cred by luring a gang leader into a scammed deal.

This scenario represents a gang leader double crossing a rival gang just as a deal is seemingly about to be made. Any gang allowed to choose the scenario can select a Broken Deal scenario, except Spyrers. The gang that chose the scenario is the attacker while the other gang is the defender.

TERRAIN

Starting with the attacker each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that with the cover gangs can move reasonably freely.

GANGS

The attacker chooses a table edge and deploys D6 members of his gang in a horizontal line 6" from the centre of the table at ground level, 1" apart and facing the opposing table edge. The defender deploys the same number of gang members in a similar manner from the opposite table edge so that the two gangs menacingly face one another.

The two players must then each choose a dealer from their remaining gangers who are deployed 2" from one another in the centre of the table. Finally, the defending dealer is given a loot counter which represents a lucrative contract that the attacking gang is attempting to steal. The loot counter follows all of the usual loot counter rules during play (refer to the Scavengers scenario rules for full details).

STARTING THE GAME

The game starts with a fast draw as the double dealer springs the trap by going for his guns. This follows the usual fast draw rules except in the following ways. The fast draw for the two dealers is rolled for and resolved first before rolling for the other gangers. To reflect that the attacking dealer has the intention of double crossing his rival, he rolls 2D6 and chooses the highest roll to add to his Initiative. Once the attacks for the two dealers has been resolved the fast draw for the remaining gang members is carried out. After all ranged attacks have been resolved the game starts as normal with a roll off taking place to determine who gets the first turn.

REINFORCEMENTS

Upon hearing the gunshots the remaining gang members are quick to react to the broken deal. At the start of the players' first turns their remaining gangers arrive at their table edge.

ENDING THE GAME

The game ends once a side bottles out, in which case the gang that did not bottle is the winner. If a gang is currently in possession of the loot counter then it cannot bottle out. The game also ends if a ganger carries the loot counter off his table edge, in which case the gang is declared the winner.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Loot runner:** If a fighter manages to carry the loot counter off of the table they gain +5 Experience points.



SPECIAL

If the attackers win the game then they gain D6x10 credits to add to their income after the fight, while the defender's income is reduced by the same amount. If the attackers drew first and lost the game then they can only draw half their normal income after the fight as their contacts are reluctant to deal with the troublemakers.

Gangs involved in shoot outs in busy settlements are looked upon harshly by the guild traders and courts. To reflect this the following modifiers apply if reported to the watchmen:

- -1 If the gang drew second.
- -2 If the gang drew first.
- -3 If the attackers drew first and won the game.



AMBULL IN THE DEEP

Ambull are massive, insect-like xenos creatures native to a handful of known deathworlds across the Imperium. Evolution has given them the ability to tunnel at incredible speeds, using their diamond-hard claws to pulverise rock. Over the centuries since the Ambull's discovery, a few ill-conceived attempts have been made by wealthy mining guilds to make use of the Xenos creatures to increase productivity. Unfortunately, not enough consideration was given to the fact that they are almost impossible to kill if they manage to escape captivity, since their armoured carapace is impervious to all but the most powerful weaponry. Many mining colonies have become ghost towns due to an Ambull escape, or, Emperor forbid, captive Ambulls starting to breed... still, there is wealth to be gained if enough ore can be harvested without alerting the predators.

This scenario represents two gangs risking disturbing an Ambull nesting ground to seize some valuable ores from an abandoned mining outpost.

TERRAIN

Terrain should be set up to represent a mine or mining colony. After setting up terrain, but before rolling for deployment, After setting up terrain, players should take turns to place D6+4 Ore Deposits. (Roll off for the first drop). These deposits of Ore can be placed anywhere outside the deployment areas and at least 6" from another token. Alternatively, Ore deposits can be represented by a suitable large piece of terrain, in which case only deploy four pieces.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

The player who deployed their gang first takes the first turn. The other gang can attempt to "Seize the Initiative" by rolling a 6 on 1D6, in which case they may take the first turn.

MINING ORES

A fighter may mine an Ore deposit if they are in base contact with it at the end of the movement phase. They may not shoot during the same turn. Record a piece of mined ore on the fighter's gang sheet, and then roll a D6 on the following table:

1 - AMBULL! Aghh! Place the Ambull within 3" of the fighter who mined the Ore. Any fighters on Overwatch may fire upon the Ambull immediately. If the Ambull is currently on the board, treat this result as a 2-3 instead.

2-3 - Ugh, Borewyrms! Squish em! Place a Borewurm within 3" of the fighter who mined the Ore. Any fighters on Overwatch may fire upon the Borewurm immediately. If all the Borewyrms are currently on the board, treat this result as a 4-6 instead.

4-6 - Shh! Fortunately, the fighter doesn't alert any of the predators. Nothing happens.

AMBULLS AND BOREWYRMS

Ambulls and Borewyrms have the profiles below;

Ambull

M	WS	BS	S	T	W	I	A	Ld
6	8	-	7	4	-	5	4	-

The Ambull has a 4+ save and its attacks inflict 2 damage.

The Ambull has no wounds characteristic, and as such cannot be killed by any weapons present in the Underhive. However, if a wound is inflicted the creature is temporarily driven away and automatically tunnels back into the earth ready to ambush its next victim. Tactical use of Overwatch will be required in order for miners to survive without being eaten by the Ambull!

Borewurm

M	WS	BS	S	T	W	I	A	Ld
4	2	-	3	3	1	2	1	-

Whenever a Borewurm is slain, place a "blood token" on the nearest Ore deposit. This represents the scent of the murdered young Ambull which risks attracting the larger males to enact retribution!

If a fighter attempts to mine a deposit which has blood tokens, they must modify their dice roll by -1 for each blood token when determining whether a predator is alerted. As such, the more Borewyrms which have been killed in an area the more likely it is that an adult Ambull emerges from that deposit!

If any Ambull and/or Borewyrms are present on the board, they activate at the start of each game round. They will charge and fight the nearest fighter. If there are no enemies within charge range, they will tunnel back into the earth ready to ambush another victim. Remove the model from the board.

ENDING THE GAME

The battle ends when one gang has no fighters left, or when one gang fails a Bottle check or elects to bottle voluntarily.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Mining Ore:** Any fighter that mines some ore earns +5 Experience points.

SPECIAL

Whichever gang manages to collect the most Ore will get the best price when selling it in bulk to the Mining Guild. Add up the total number of mined ore for each gang. Whoever has the most ore can sell it for 15 credits per ore. The other gang will only be able to sell their ore for 5 credits per ore.



SPOOK HARVEST

When times are hard, underhive gangs must look for new sources of income. The desperate, or stupid, sometimes turn to harvesting raw Spook in the abandoned domes deep below the underhive. Many of these domes suffer regular collapses, making them treacherous for trespassers, and there is the constant threat from ratskins or rival gangs looking to make quick credits. Harvesting the substances is made more foolhardy by its very nature, as even in its unrefined state Spook is more than strong enough to mess with a fighters mind!

This scenario represents two gangs clashing whilst searching for Spook out in the badzones. It can be selected by any gang aside from Spyrers or Enforcers, in the normal manner.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

After setting up terrain, players should take turns to place D6+4 spook tokens. (Roll off for the first drop). These tokens represent deposits of spook, and can be placed anywhere outside the deployment areas and at least 6" from another token. Alternatively, spook deposits can be represented by a suitable piece of terrain (such as Shardwrack Spines), in which case only deploy four pieces.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

The player who deployed their gang first takes the first turn. The other gang can attempt to "Seize the Initiative" by rolling a 6 on 1D6, in which case they may take the first turn.

HARVESTING SPOOK

Fighting in a dome full of unrefined spook can do weird things to fighters- not to mention the dangers of actually harvesting it!

A fighter may attempt to harvest a spook token if they are in base contact with a token at the end of the movement phase. Make an initiative check for the fighter. If they pass, place a token underneath the model to represent a bag of unrefined spook. After successfully harvesting the spook, roll a D6.

On a 4+ the token (or 6+ for a terrain feature) is removed as all the spook has been harvested.

Whenever a fighter attempts to harvest spook (whether successful or not), you may choose to take a toughness test for them, adding 2 if they are wearing a respirator. If they fail, or choose not to take the test, then they are affected by or have eaten some of the unrefined spook. Roll a D6 on the following table:

1-3 - Oh Throne! Emperor! Aghh! The fighter can be controlled by your opponent on their next turn. The fighter does not take any further actions in this owning player's turn.

4-5 - Its like the Universe is in my Mind! Gain a random Strange Power for the remainder of the game (roll on the table below).

6 - Today, I am the Emperor! The fighter adds 2 to his WS, BS, S, and T, and can choose a Strange Power (see table on next page) for the remainder of the game.



STRANGE POWERS

When attempting to use a strange power, roll a Leadership check. If the result is passed, the power is successful. However, if the result is a double 1 or double 6, the fighter must roll on the as if injured and apply the result. A double 1 is still a success even if the fighter goes Down or Out of Action.

1 - Assail: The fighter lashes out with telekinetic force. The power can be used in the shooting phase, targeting any model within line of sight. If successful, roll to hit as if shooting with a normal weapon, with no modifiers except cover. If hit, move the enemy D3" in any direction. Alternatively, the fighter may target a barricade or objective marker, in which case the attack hits automatically.

2 - Flame Blast: A gout of fire springs from the fighter's hand. The power can be used in the shooting phase. The fighter can shoot as if using a Flamer.

3 - Freeze Time: Time grinds to a halt around the fighter. The power may be used in the shooting phase and the effect lasts until the fighter's next movement phase. If successful, all fighters, friend and foe, within 12" suffer -1WS and -1BS.

4 - Weapon Jinx: Nearby weapons jam and malfunction. This power may be used in the shooting phase. If successful, choose an enemy fighter within 18". They must make an Ammo roll for one of their weapons, chosen by the fighter using the power.

5 - Terrify: The fighter fills their victims mind with horrifying images. This power may be used in the shooting phase. If successful, choose an enemy within 18" of the fighter. They must make a Nerve test with -3 to their Leadership.

6 - Quickening: The fighter's body becomes a blur of motion. This power may be used in the Movement phase. If successful, the fighter increases their M by 3, and their WS, BS and I by 1 until their next movement phase.

ENDING THE GAME

The battle ends when one gang has no fighters left, or when one gang fails a Bottle check. Due to the effects of the unrefined spook in the atmosphere gangs may choose to re-roll failed Bottle checks.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Harvested Spook:** Any fighter that successfully harvests spook earns +5 Experience points. Fighter earn this only once, after their first successful harvest, no matter how many more times they harvest.

SPECIAL

Each bag of unrefined spook carried by a fighter that didn't go Out of Action is worth D6x3 credits. Alternatively, gangs may hang onto any or all of their Spook for future use in battles (during any turn, the fighter may consume spook to roll on the Harvesting Spook table).

SUMP MONSTER HUNT

Rumours are abound of a foul creature that has made its lair near the Sludgefalls. Entire guilder caravans are rumoured to have gone missing- dragged away into the streams of effluence by a monstrous beast. If the rumours are true, then the monster must be terrifyingly powerful..... but it must also be sitting on a hoard of its victim's valuable equipment and credits!

This scenario represents two gangs clashing as they go monster hunting, and can be selected by any gang in the normal manner.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

The player who deployed their gang first takes the first turn. The other gang can attempt to "Seize the Initiative" by rolling a 6 on 1D6, in which case they may take the first turn.

THE SUMP HORROR

The gangs are trying to bait and kill the Sump Horror (as well as murder each other!), though first they must flush the creature out.

The Sump Horror is attracted to wounded prey. Whenever a fighter suffers an unsaved wound of any kind, the player whose fighter was injured must place a Beast Lure marker within 3" of their fighter. (A maximum of 6 markers should be placed, after which stop placing markers even if fighters are injured.)

At the beginning of either player turn, if there are 6 markers on the table, the Sump Horror will emerge. Randomly determine which marker the Sump Horror emerges from (number each marker and roll a D6).

At the end of each game turn, the Sump Horror fights any fighters in base contact. If there are no fighters in base contacts, it moves towards or charges the nearest fighter, fighting if it can reach a target.

The profile for the Sump Horror is as follows:

M	WS	BS	S	T	W	I	A	Ld
4	4	4	7	6	8	3	4	9

The Sump Horror has a 5+ save, cannot be pinned, and its close combat attacks inflict 2 Damage with a save modifier of -4 (as normal for S7).

ENDING THE GAME

The battle ends when either the Sump Horror is killed, or both gangs have no fighters left on the board!

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+3 Wounding the Beast:** A fighter earns a further 3 points for each wounding hit he inflicts on the beast during the battle... this is in addition to the normal +5 for a wounding hit
- **+10 Beast Slayer:** The fighter that inflicts the killing blow on the beast earns +10 Experience points in addition to the other wounding bonuses.

SPECIAL

The gang that inflicted the final wound on the Sump Horror can claim the bounty and earn 2D6x10 credits.

If the Sump Horror was killed each gang with at least one fighter who is not broken or down left on the board at the end of the game can loot the monster's lair. Each gang can roll once on the Rare Trade chart and receive the item for free. This roll can be re-rolled, but the second roll must stand.



TUNNEL FIGHT SCENARIOS

The scattered domes of the underhive are connected by vast, labyrinthine networks of tunnels, sewers, vents, and bore holes. Gangs will traverse these routes whilst going about their business, and every so often will meet another gang coming the other way. Fights in these claustrophobic causeways can be savage.

TUNNEL FIGHTS

The following scenarios are designed to be played out on tunnel boards, primarily using Zone Mortalis style boards but with a bit of thought they can be played on space hulk tiles, Warhammer quest tiles, hand drawn maps etc. The main difference is that the action takes place on a single level with lots of intervening walls and other barricades.

Most normal scenarios can also be played on tunnel boards, and the rules below can be used for these scenarios also. The only scenarios that should be avoided are those that rely on a climbing aspect (Flood Waters, for example.)

Tunnels and Vents deployment bonuses cannot be used in these scenarios... the fighting is taking place in the very tunnels these bonuses use! Likewise, the infiltrate skill cannot be used for the same reason, the fighter has lost their main advantage in sneaking about.

DOORS

The tunnel network around the underhive will still have old security doors dotted through them, and they can be an impediment to gangs trying to move around. Savvy underhivers know to always close doors behind them, as it stops some of the less bright (and invariably more savage) sump monsters sneaking up after them. As such, all doors on the board start the game closed unless dictated by specific scenario rules.

Any fighter (bar creatures or mindless things like Plague Zombies) can attempt to open a door in the movement phase if they did not run or charge. A fighter needs only to end their movement within 1" of door and they can open it, they may do nothing else this turn (shooting, hiding, going into Overwatch if they have the relevant skill etc). A fighter may also close a door in the same manner.

Some doors may be locked and require key cards or specific access codes; this will be dictated by scenario rules and should be clear to all players at the start of the game.

Doors can also be destroyed by heavy weapons of Strength 6 or more. Most metal doors can be assumed to have a Toughness of 8 and 3 wounds. If the door is destroyed it is considered open from this point and cannot be closed again for obvious reasons!

Some doors may also be bulkhead doors that are for all intents and purposes indestructible and lockable from one side. These doors will start the game open and be clearly designated in the scenario rules.

VENTILATION SHAFTS

Even tunnel systems will have their own tunnels and access hatches that serve them, routes for long defunct ventilation or utility systems that have likely been stripped of anything of use over the centuries.

Vents can be represented by narrow tunnels that sit atop the other walls of the scenarios, and provide shortcuts between areas of the maze. These areas are small, and have no space to allow fighters to pass each other. Square tiles are perfect for these and each square can be assumed to be 1" for the purposes of movement, Weapon ranges etc, and each square can only accommodate one model at a time, no matter what condition they are in!

Any fighter that didn't run or charge can enter a vent in the movement phase by ending their movement within 1" of the vent entry. The fighter cannot carry out any other actions this turn as they are entering the vent. Once in the vent they take up the first 'square' of the vent space.

A fighter can also leave the vent in the same by ending their move in the last 'square' of the vent space. The fighter is placed outside of the vent and cannot carry out any further actions this turn.

Ratskins are particularly adept at moving through these vents and can enter them even if they ran in the same turn.

Once in the vent a fighter can only move at their normal rate, and cannot run or charge. Fighters can enter combat with other fighters in the vents but the difficulty in moving means they can only do so at their normal move rate and do not get the

charge bonus. Fighters cannot use two handed weapons in the vents as they simply do not have the space to swing.

Fighters may also dive out of a vent and charge nearby enemies. A fighter in the last 'square' of a vent at the start of their movement phase can declare a charge against an enemy within 2" of the vent access. The charger must pass an initiative check. If passed, they fight as normal with the charge bonus being doubled to +2 due to the surprise element. If failed, the fighter bumbles his leap, does not receive a charge bonus, and fights with a WS of 1 for the first round of the ensuing combat (including if fighting multiple opponents, each one will be fought at WS1 this turn).

Fighters may fire as normal in the vents if they are targeting other fighters in the vents. Other fighters, friend or foe, block line of sight completely whilst shooting in the vents and fighters cannot fire past each other. Template weapons can only target in this manner as well but the template will be used as normal and likely fill the vent.

Fighters in vents can fire out of the vent if they are within the last 'square' of the vent. They have a 90 degree arc out of the vent itself. They can also be targeted in the normal manner if they are in this square, they are always considered to be in hard cover. Fighters may also go into Overwatch if they are in the last 'square' and have the same arcs as when firing.

Fighters outside a vent can decide to fire into the vents blind to try and hit fighters deeper inside. A fighter in contact with a vent entrance can fire their weapon into the vent, targeting the first model within its range. The shot always requires a 6 to hit, irrespective of other modifiers. Grenades are particularly adept at clearing out vents, if a fighter wishes to toss a grenade it will travel D6 squares into the vent before exploding, effecting any model

in that square or placing their template at that point, as appropriate.

Weapons that use the flame template can be fired from one end of the vent and out of the other if they have the range, any targets hit on the other side always count as a partial hit as they get a chance to duck as the flames come licking out of the overhead vents. Grenades can also be thrown through vents if the thrower has sufficient strength to clear the distance, however the shot always scatters at the point it leaves the vent... this does mean that some unlucky fighter may get their grenade bounced back at them!

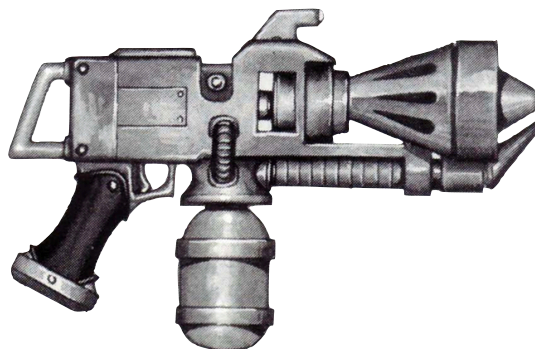
Fighters can hide in vents, they are spotted as normal but always count as being in hard cover.

MANHOLES

Players may wish to utilise tunnel sections alongside normal boards. The tunnels can be accessed by man holes on the main board, with ladders leading down to the tunnels. These ladders are treated as open ground as normal, with the length of the ladders decided before the game begins.

Fighters cannot meaningfully target fighters emerging from the gloom, but can drop grenades down and hope for the best. If a fighter wishes to throw a grenade at a manhole it is treated as targeting a spot on the ground, and he hits the grenade lands at the bottom of the ladder and detonates. If the fighter misses, the grenade scatters on the normal board from the centre of the manhole. If a fighter is within 1" of the manhole he need not roll to hit and can drop the grenade straight down.

It may be that scatter means a grenade lands on the manhole, in which case it falls straight down to the bottom of the ladder and detonates there.



TUNNEL FIGHT

Gangs run the risk of encountering rivals as they traverse the myriad tunnels of the Underhive. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The Tunnel Fight scenario represents one such encounter in an area of grimy tunnels. Two rival gangs hear each other approaching and prepare for mayhem. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight. They yell insults and test each other's nerve until finally gunfire echoes through the tunnels.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of wall terrain, an area of vents, doors, or 2 or 3 small pieces of cover or obstacles. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

The Tunnel Fight has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three models taken out of action, and suffers at least twice as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate. If the losing gang has either the tunnels or vents territory it must be this one that is forfeited.



SCOUTING PARTY

When gangs venture out into the badzones to explore neighbouring domes they split up into smaller scouting groups and head into the tunnels to cover more ground and appear less conspicuous. If scouting groups from rival gangs then stumble upon each other, usually they fire off warning shots alerting fellow gang members of the danger, yelling insults and testing each other's nerves until the rest of the gang arrives. However, sometimes the relationship between two sparring gangs can be so bitter and the need for revenge so intense that these small scouting groups will immediately open fire and charge headlong.

This scenario represents two rival scouting groups having spotted each other skulking in a rat run of tunnels, and have immediately decided to attack without waiting for the back up of their fellow gang members.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of wall terrain, an area of vents, doors, or 2 or 3 small pieces of cover or obstacles. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Both players split their gangs into groups comprised of between 1 and 5 fighters, but no more than 6 groups total. Each player then rolls a D6 with the lowest scoring player deploying one of his randomly selected groups within 12" of a table edge of his choosing.

The opponent then deploys one of his own randomly selected groups within 12" of the opposing table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

REINFORCEMENTS

After the first turn there is a chance friendly fighters can arrive. At the start of each of your subsequent turns, randomly determine one of your undeployed groups and roll a D6. If the roll is more than the number of models in the group then they arrive at a randomly determined table edge and may move and shoot as normal from that turn onwards. To determine the table edge they are deployed on, roll a D6:

- 1-2: Anywhere along your own table edge.
- 3-4: Anywhere along the table edge to your left.
- 5-6: Anywhere along the table edge to your right.

ENDING THE GAME

The Scouting Party Scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins. Bottle rolls are taken based on the amount of fighters on the board after reinforcement rolls are made and any reinforcements are deployed; fighters not yet on the board are not counted.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three models taken out of action, and suffers at least twice as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate. If the losing gang has either the tunnels or vents territory it must be this one that is forfeited.

SABOTAGE

With some well placed disruption, gangs can severely hamper their rivals efforts. A power tap destroyed can plunge a settlement into darkness, a few choice sluices opened can flood a mine, or a few canisters of something nasty into the right air pumps can choke out a gambling den and make sure no one comes back for a while.

In this scenario one gang has heard of a way to sabotage a rival's territory, but word has reached the other gang, who are racing to stop it. The player who selects this scenario is the attacker, and the other player is the defender.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of wall terrain, an area of vents, doors, or 2 or 3 small pieces of cover or obstacles. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Three objectives are placed, one by the defender, then one by the attacker, and the third by the defender again. The objectives must be at least 8" away from any gang deployment zone, and more than 8" apart.

GANGS

The players roll off, and the highest roller picks a table edge and deploys his gang within 8" of that edge. The other player then deploys their gang within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

THE OBJECTIVES

The objectives can be tampered with by an attacker that hasn't run or charged ending their move in contact with it. All the fighters are considered to have the means to conduct the sabotage (if all else fails they'll just start pulling bits off!) Once an objective has been tampered with it cannot be repaired during the game and is considered destroyed.

ENDING THE GAME

The game ends if all three objectives are destroyed, in which case the attacker is the winner. The defender wins if they can force the attacker to bottle, voluntarily or otherwise. As the defender is defending home turf they do not have to take bottle checks.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Conduct Sabotage:** A fighter earns 5 points for each objective they sabotage.
- **+10 Successful Defence:** The Gang Leader of the defenders earns +10 Experience points if they drive off the attackers.

SPECIAL

If the attackers destroy only two of the objectives before they are driven off then one of the defenders territories, selected at random, cannot be worked in the post game sequence, but a ganger must be assigned to repair the damage done to it (if no gangers are able to work territory then the territory is unable to be worked until a ganger can repair it in a subsequent post game sequence).

If the attackers destroy all three objectives then one of the defenders territories, chosen at random, is destroyed and struck from their gang roster.

CHOKEPOINT

Gangs will have their favourite routes through the tunnels between domes, well scouted and cleared of vermin. Rival gangs will sometimes try to choke off these routes by sealing old security bulk heads, forever closing off these well worn routes.

In this scenario one gang is attempting to seal off a chokepoint, and the other gang is caught unawares by the attack. This scenario uses the rules for sentries and reinforcements found in the Raid scenario. The player who selects this scenario is the attacker, and the other player is the defender.

TERRAIN

The table is divided down the middle by a solid wall with 3 open doors. One door is in the centre of the table and the other doors are 12" either side of it. The players then roll-off. Starting with the highest scorer each player takes it in turn to place a piece of wall terrain, an area of vents, doors, or 2 or 3 small pieces of cover or obstacles. The terrain must allow access to the three doors in the scenario. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

The defender places D3+1 sentries on the battlefield at least 8" away from a table edge, and divides the rest of his gang into groups as per the Raid scenario.

The attacker then deploys his gang within 8" of a randomly selected table edge that is opposite the central wall. The attacker has a random number of gang fighters taking part in The Raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party. The attacker can choose which of his fighters he will commit to the raid.

STARTING THE GAME

The attackers take the first turn.

THE DOORS

The bulkhead doors can be closed in the normal manner. They are large, heavy doors, often accompanied by blaring klaxons, and will raise the alarm automatically at the end of the turn in which the first one is closed. Once closed the doors cannot be reopened, nor can they be destroyed.

SENTRIES AND REINFORCEMENTS

The scenario uses the rules for sentries, spotting, raising the alarm, and reinforcements laid out in the Raid scenario.

ENDING THE GAME

The game ends if all three doors are sealed, in which case the attacker is the winner. The defender wins if they can force the attacker to bottle, voluntarily or otherwise. As the defender is defending home turf they do not have to take bottle checks.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Seals Door:** A fighter earns 5 points for each door they seal.
- **+10 Successful Defence:** The Gang Leader of the defenders earns +10 Experience points if they drive off the attackers.

SPECIAL

If the attackers seal all three doors the defending gang has to scramble to find new routes to traverse the domes, and can only work half their territory (rounding up) and cannot visit the trading post in the end game sequence.

If the doors are all sealed any attacking models on the other side of the wall to the attackers table edge are automatically captured by the defenders. Likewise, any defenders sealed on the attackers side are automatically taken captive.

OUTLAW SCENARIOS

Outlawed gangs roll on the special Outlaw Scenario Table rather than the standard one, while other gangs must roll on the standard table as normal. If an outlaw gang gets to choose a scenario it can pick either one of the standard scenarios or one of the outlaw scenarios.

Non-outlaw gangs can also choose an outlaw scenario, but there's a good chance of them being outlawed if they are reported to the Watchmen.

CARAVAN

Guilder caravans make tempting targets for outlaws. The penalties for attacking guilders are draconian but outlaws are desperate, hunted men and the guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and outlaws that come anywhere near the caravan.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Important: In this scenario the defenders cannot be an outlaw gang. Naturally the Merchant Guild would never pay or entrust a bunch of scum-sucking mutant outlaws to protect their wares.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge.

The defending player sets up first, initially deploying D6+3 members of his gang within 12" of his table edge to represent those defenders immediately available at the point of attack. The attacking player then sets up his entire gang within 16" of his table edge.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure. Whenever the attacker manages to move any of his models off the defender's table

edge place the models to one side until the end of the game. They play no further part in the game.

REINFORCEMENTS

At the start of each of the defender's turns there is a chance some of the remaining gang members will realise that the caravan is being attacked in this area and show up to bolster it. Roll 2D6 and subtract the number of current active defenders (i.e. defenders that aren't down or out of action).

The defending player may choose to bring on this many gang members of his choice, moving onto the battlefield from anywhere along a randomly determined flank table edge (i.e. one of the edges that neither gang deployed along).

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and will suffer a major loss of face if the guilders are attacked. This means they do not have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. If the defenders bottle out or if the attackers roll an 8+ on the "Looting the Caravan" table below, the attackers win. Otherwise, the defenders win. If the defenders bottle out, any attackers still on the table and not down count as making it through to the caravan.

LOOTING THE CARAVAN

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

Once the game is over total up the number of attacking models that broke through to the caravan. Any fighters that made it through but were down do not count if they subsequently go out of action.

If at least one fighter made it through, roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the guilders.

- 1-5 - The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
- 6-7 - The attackers scavenge a few bundles dropped by the pack slaves as they flee. Each model picks up 2D6 credits worth of stuff.
- 8-10 - The attackers bring down several pack slaves and escape with 3D6 credits for each model.
- 11-12 - The attackers nail a guildler and strip his corpse gaining 3D6 credits each. In addition the guildler was holding a rare item (roll on the normal Rare Trade Chart to see what item you steal).
- 13+ - The attackers gun down several pack slaves and a guildler hauling in 3D6 credits for each model and D3 rare items (rolled for on the normal Rare Trade Chart).

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the guilders. However, the guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a guildler is killed. No matter what happens though, the gang doesn't have to pay the guilders anything.

WRATH OF THE GUILDERS

The guilders really don't appreciate people attacking their caravans, even less so if guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any guilders were killed (i.e. result 11+ above) the gang is permanently outlawed, so it may no longer pay off its guild price.

The guilders also do not appreciate their employees turning tail at the first sign of trouble. If the defender voluntarily bottled out before suffering at least 50% casualties, they must roll on the outlaw table as if they had been reported to the guilders. This roll suffers an additional -2 modifier if any guilders were killed.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Attacked Caravan:** Each model which moves off the defender's table edge gains +5 points.
- **+10 Successful Defence:** If the attacker's don't get any men through to attack the caravan the defending leader earns +10 Experience points.



THE HIT

Underhive rivalries frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the approximate centre of the table. If the gang's leader is not present for any reason, the fighter with the highest Ld counts as the leader for the purposes of this scenario.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below. Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

- 1-3 - The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).
- 4-5 - The group must be set up more than 12" away from either the attackers or the gang leader.
- 6 - The group is set up within 6" of the gang leader.

STARTING THE GAME

Roll a D6. On a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!" On a 4-6 the defender gets the first turn as their leader senses something's wrong and comes out blasting,

MISSION COMPLETE

If the attackers take the opposing leader out of action, then they must then attempt to escape the area before they are outgunned by the enemy. Escaping raiders may move off any table edge, as explained in the Leaving The Table section of the Movement rules. Note attackers cannot leave the table in this way until the mission is complete.

ENDING THE GAME

The game ends once all the attackers are down, taken out of action, or have moved off a table edge. The game also ends if the attacker bottles out. If the attacker manages to take the defending leader out of action then the attacker wins. Otherwise, the defending gang wins. The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.



EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Successful Defence:** If the defender's leader doesn't go down or out of action he earns +10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manages to take the opposing gang's leader out of action then roll a D6 and consult the chart below. Note that this scenario doesn't yield much cash if the defending gang are outlaws, unless the attackers manage to net some bounty of course.

- 1-5 - The attackers extort money out of the defending gang's territory while their leader is out of the picture. The attacking gang can 'work' one of defender's territories of his choosing, just as if they themselves had the territory. Note the income is not halved as it usually is when an outlaw works a territory drawn from the regular Territory Table. The chosen territory also cannot be worked by the defenders that game and confers no bonuses.
- 6 - The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.



LOOT AND PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course gangs sometimes do exactly the same thing and blame it on the outlaws.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

Once you have placed the terrain the defender places D6 Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off. Loot counters may be picked up by any attacking fighters as described in the Scavengers scenario.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge. The attacker then deploys 2D6 from his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It's assumed the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate a group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group is the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on a table edge. Roll a D6 to see which edge they enter from as shown on the diagram below. Reinforcements are deployed anywhere along the table edge but cannot be placed within 8" of an attacker and can move and fire normally on the turn they are placed.



ENDING THE GAME

If the attacker bottles the game ends. If the attacker collects all the loot counters and the models carrying them are within 8" of their table edge at the start of his turn then the game ends and the attacker wins. The defenders are protecting their territory so doesn't have to start taking Bottle rolls until he has suffered 50% casualties. The attackers are also making a determined raid so likewise don't have to start taking Bottle rolls until he has suffered 50% casualties.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Successful Defence:** If the attacker's don't get away with the loot the defending leader earns +10 Experience points.

ENDING THE GAME

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income after the game. If the gang doesn't generate enough income to pay for the loot the extra is paid out of the gang's stash if possible. Note the attackers will still get the full Loot counter's worth even if the defenders can't afford to cover the cost from their income and stash.



THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly.

TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. Terrain that blocks line of sight cannot be placed in between the two gangs. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the player. The attacking player chooses any number of models to form the hunting party and may bring his entire gang if desired.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 18" of the hunters. They must start the game hidden. Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc. All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP AND FAST DRAW

The Hunters scenario uses the same build-up and fast draw rules as detailed in the Shoot Out scenario. There are however a few exceptions. During the build-up the hunters may move up to 2" per turn instead of the usual 1". The defenders facing off the hunters must stay where they are and sweat it out as their attackers approach.

The defenders in hiding can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters are spotted by the hunters they will realise they are being trapped and draw immediately.

After both gangs have moved, each player must make a Nerve roll which is worked out as normal. However, the defenders are so nervous that they must roll 2D6 instead of the usual D6. Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns. Note the defenders in hiding may not fire during the fast draw. Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

REINFORCEMENTS

Any members of the attacking gang not deployed as part of the main hunting party show up at the start of their first turn. They are deployed together anywhere along a random table edge and can move and fight as normal.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The hunters are making a hit against a rival gang who have scratched out a notorious name for themselves. Due to this the attackers double any Underdog and Giant Killer bonuses they may receive.

HEIST

To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and weapons. Occasionally a gang will be so desperate and short of creds it will attack a storage facility belonging to vengeful guilders or renegade gunrunners. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired to stand watch and guard their stash of goods before they are shipped out to other settlements.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

When all of the terrain has been placed, the defender places D6+6 loot counters anywhere on the table but no closer than 8" to a table edge and no closer than 4" to another counter. Loot counters follow the rules as described in the Scavengers scenario. However, only the attackers can interact with them. The defenders dare not handle them for fear of damaging the goods.

GANGS

The defender sets up first deploying his gang as he wishes, as long as each model is 8" or more from any table edge. The attacker then randomly selects a table edge and deploy his gang within 4" of that edge.

STARTING THE GAME

The attackers always go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar...

BOOBY TRAPS

The proprietors are nobody's fool and often include small booby traps amongst their wares, as much to discourage the guards as anything else. If a fighter picks up a loot counter or a model that is already carrying loot suffers a hit, roll a D6. On a roll of 1 the jostling has set off a booby trap! Roll a further D6:

- 1 - Frag: The trap explodes, just as if the model is hit by a frag grenade. Additionally the loot is now worthless and is removed from play.
- 2 - Choke Gas: The trap releases a plume of gas, just as if the model is hit by a choke grenade.
- 3 - Flash Flare: The trap releases a burst of light, just as if the model is hit by a photon flash flare.
- 4-6 - Screamer: The trap emits an incredibly loud ultrasonic scream. Any models within 2D6" must pass an Initiative test otherwise they are pinned. Once a loot counter has set off a booby trap it has been disarmed so will not set off any more.

ENDING THE GAME

If a gang fails a Bottle roll, or one player voluntarily bottles then the game ends and the gang loses. If the attackers capture all the loot counters and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game also ends and the attackers win. The defenders are unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making Bottle rolls until it has suffered 50% casualties, rather than 25%. If the defender bottles out then the attackers gain possession of all the loot.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- **+51 Loot Carrier:** Any fighters carrying loot at the end of the game gains +1 point per counter.
- **+10 Successful Defence:** If the defending gang wins then the Gang Leader earns +10 points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. However, this is not added to the gang's income, instead the total must be spent on weapons, ammo and other items representing the haul of gear found in the warehouse crates. All equipment bought must be of the 'common' type found in the normal Trading Post, not rare items, but can be of any other kind, including weapons not found on your gang's weapon list. Any unused credits are wasted.

The defending gang gets paid 5 credits for each loot counter that the attackers fail to make off with. This is added to gang's income as normal.

CARAVAN AMBUSH

Guilder caravans make tempting targets for outlaws. The penalties for attacking guilders are draconian but outlaws are desperate, hunted men and the guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and outlaws that come anywhere near the caravan.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Important: In this scenario the defenders cannot be an outlaw gang. Naturally the Merchant Guild would never pay or entrust a bunch of scum sucking mutant outlaws to protect their wares.

The defending player sets up first, placing the caravan so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge except the one touching the caravan.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

THE CARAVAN

The target for the heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards of the uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model. At the start of each round, the defender moves the caravan up to 6" toward the table edge opposite its starting position. The caravan must avoid impassable terrain but is otherwise not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravans advance.

Any barricades or scatter terrain that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight, and provides partial cover to fighters riding on it. Attackers may loot the caravan if they are in base contact with it at the end of their movement phase. Each time a fighter loots the caravan, place a counter on that fighter. Each fighter can carry a single counter at once, as they quickly grab containers without a chance to check what is in each one. The total number of these counters determine how successful the heist has been.

REINFORCEMENTS

At the start of each of the defender's turns there is a chance some of the remaining gang members will realise that the caravan is being attacked in this area and show up to bolster it. Roll 2D6 and subtract the number of current active defenders (i.e. defenders that aren't down or out of action).

The defending player may choose to bring on this many gang members of his choice, moving onto the battlefield from anywhere along a randomly determined flank table edge (i.e. one of the edges that neither gang deployed along).

ENDING THE GAME

The battle ends when either the caravan reaches the far table edge, or there are no attacking models left on the table due to bottle rolls of casualties.

The defenders are protecting the caravan as it passes through their home ground and will suffer a major loss of face if the guilders are attacked. This means they do not have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. If the defenders bottle out, any attackers still on the table quickly loot some goods from the caravan before the potential arrival of reinforcements, and each fighter on the board not down at that point are given a loot counter.

LOOTING THE CARAVAN

At the end of the game, the attacker counts up the number of loot counters they have, ignoring those on fighters that went Out of Action, but counting those on fighters that fled the battlefield.

If at least one fighter has a loot counter, roll a D6 and add the total number of loot counters to the dice roll to find out what they managed to rip off from the guilders.

- 1-5 - The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
- 6-7 - The attackers scavenge a few bundles dropped by the pack slaves as they flee. Each model picks up 2D6 credits worth of stuff.
- 8-10 - The attackers bring down several pack slaves and escape with 3D6 credits for each model.
- 11-12 - The attackers nail a guilder and strip his corpse gaining 3D6 credits each. In addition the guilder was holding a rare item (roll on the normal Rare Trade Chart to see what item you steal).
- 13+ - The attackers gun down several pack slaves and a guilder hauling in 3D6 credits for each model and D3 rare items (rolled for on the normal Rare Trade Chart).

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the guilders. However, the guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a guilder is killed. No matter what happens though, the gang doesn't have to pay the guilders anything.

WRATH OF THE GUILDERS

The guilders really don't appreciate people attacking their caravans, even less so if guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any guilders were killed (i.e. result 11+ above) the gang is permanently outlawed, so it may no longer pay off its guild price.

The guilders also do not appreciate their employees turning tail at the first sign of trouble. If the defender voluntarily bottled out before suffering at least 50% casualties, they must roll on the outlaw table as if they had been reported to the guilders. This roll suffers an additional -2 modifier if any guilders were killed.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Looted Caravan:** Each model which loots a counter gains +5 points.
- **+10 Successful Defence:** If the attacker's don't get any men through to attack the caravan the defending leader earns +10 Experience points.



CAPTIVE SCENARIOS

When a member of a gang is taken prisoner, a dangerous chain of events follows. Gangs take different policies on their handling of captive fighters, from simply executing them to selling them into slavery. More daring gang leaders however, risk bartering and dealing for the lives of their prisoners. But when you're buying and selling lives in the underhive, it is easy to get in over your head.

To help create the intensity and drama of taking captives in games, players can choose to play one of the following new scenarios. Each scenario is played after a fighter has been taken captive by another gang. The first is the familiar Rescue Mission, while each new scenarios covers everything from attempting escapes to dropping off ransoms, to negotiating with slave traders.

PLAYING THE SCENARIOS

Captive based scenarios can be fun, but it is important to establish how you are going to use them. Players should agree to using these scenarios before they are played and, ideally, an arbitrator should decide how the players will deal with captives throughout the campaign.

In order to play the following scenarios, you first need a captive, a gang fighter who has gone out of action during a fight and whose serious injury roll resulted in a 61-63. Once the post battle sequence has been completed, the gang who took the captive must decide what they will do with their prize. They have the following options:

- Kill the captive.
- Ransom the captive back to his gang.
- Exchange the captive for one of their own.
- Put the captive to work in a Mine territory.
- Kindly return the captive to his gang, with or without his weapons and equipment.
- Kindly sell the captive to a Merchant's Guild slave traders.

Remember to keep your options open. Have a back up plan ready to sell your captive or kill him if his gang isn't willing to pay the ransom. Once the gang holding the captive has made their decision, the captive's gang must either abandon their fighter to his fate or play one of the scenarios below. Each scenario represents one of the above choices and the captive's gang must pick appropriately. Unless agreed upon by both players and/ or the arbitrator, only one scenario may be played per captive.

SPECIAL SCENARIO RULES

The captive based scenarios below introduce more narrative play than some gamers may be used to and they follow several special rules. For the most part, these rules are the same in each scenario and any differences will be noted.

The Captive

As you would expect, the majority of captive based scenarios involve a captive, whether trying to escape or bound and gagged. He is accompanied by one of the enemy gang, the escort, who is in charge of him. The captive behaves like a normal fighter with the following exceptions:

- The captive's movement rate is always 4". He may attempt to run, though he must roll a D6 and will stumble and fall on a roll of 4 or more. He will move only D6 inches before falling and counts as pinned for the remainder of the turn. Due to his injuries, the captive may use no movement-based skills such as step aside, dodge or leap.
- The captive is treated with a knife but, due to his wounds, suffers a -1 to his WS and BS.
- The captive is assumed to be bound. Until a friendly fighter frees him by ending his movement phase in base to base with the captive, he is treated as having a WS of 1 and cannot use any weapons.
- The captive must be accompanied by an escort at all times. The escort must remain in base to base contact with the captive. If the escort is engaged in hand to hand combat, is pinned or taken man down, the captive may escape and move towards the nearest friendly model as described above.
- The captive may attempt to escape from his escort at other times, by rolling a D6 and adding his Strength at the beginning of his turn. The escort rolls 2D6 and adds the highest roll to his Strength. If the captive's total score is higher, he breaks away from the escort and may take his standard turn, moving towards the nearest friendly model. If the escort's score is higher, the captive is automatically taken man-down.

The Bag

'The Bag' refers to anything used as a ransom between gangs. This can be almost anything from creds to guns and equipment to deeds of territories. Of course, the ransom must be something the captive's gang has in their possession at the beginning of the battle.

The bag acts like a loot counter except for its value and is taken away from the fight by whichever gang controls it at the end. Equipment and weapons that are part of the bag are packed for transport and cannot be used during the battle.

The Modified Build Up

Scenarios involving captives are tense affairs and many make use of a build-up roll similar to that in the Shoot-Out scenario. During ransom drops and hostage hand-offs, fighters find themselves cut off and vulnerable against gangs who plan ambushes and betrayals. The modified build-up roll allows players to act this out in a game. In a modified build-up, each player starts with a build-up number of 15. At the end of the turn, each player secretly rolls a D6 and this result is recorded. A roll of a 6 always counts as 0. In a normal Build-Up, once a

gang's combined roll is over 15, their guns come out.

In a Modified Build-Up however, each player rolls a D6 before the game begins and these results are added. Each player may then add or subtract up to that number from their starting Build-Up Roll of 15. This is the Modified Build-Up number and means that a build-up can be anywhere from 3, in the case of a gang eager to go back on the deal and start shooting, up to 27, a gang who wants to avoid a fight at all costs.

Once a player has rolled a total over his Modified Build-Up number, the shooting starts. Every fighter on the board rolls a D6 and adds his initiative. Fighters then fire in initiative order in the same way as a standard shootout and once every fighter has taken a shot, the game continues as specified.



THE RESCUE

Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

In this scenario one, or more, of your gang fighters have been captured and you have discovered where they are being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be chosen when one of your gang members has been captured by your opponent. Before rolling on the Scenario Table the player who has lost his fighter may attempt a rescue rather than pay a ransom. If the player refuses to attempt a rescue then a roll is made on the Scenario Table as normal. Except where noted otherwise below the rules are the same as for the Raid scenario already described. Note the Gateway is not used in a Rescue scenario.

THE PRISONER

When he sets up his gang the defending player places his captives anywhere he likes on the table. The prisoners may not move until they are freed. The defender is not allowed to attack or 'execute' his prisoners, but must attempt to drive off the rescuers. Once the captives are freed he may be attacked or shot at like any other fighter.

A prisoner is rescued and free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Note the captive has no weapons or other equipment apart from any bionics, but is given a knife by his liberator. It's assumed his equipment is scooped up into a bag and cannot be used during the game.

ENDING THE GAME

The game ends if all the captives and attackers are either down, out of action or leave the table edge which the attackers were deployed from. Note the attackers may not leave the table in this way until at least one prisoner is freed. The game also ends if the attacker bottles out. The attackers are so hyped up they do not have to take Bottle rolls until it has lost 50% of its fighters. The defender is guarding his gang's hideout so does not take Bottle rolls.

If all captives are rescued then the attackers win the game otherwise the defenders win. If any prisoners are not rescued then another attempt cannot be made and they may be sold to the guilders as a slave.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Freed Captive:** The fighter which moves frees the captive gains +5 points.
- **+10 Successful Defence:** If the attacker's don't get the hostage off of the board the defending leader earns +10 Experience points.



THE DROP

When a ransom demand has been made, the loot has to get to the right people somehow. Particularly tough and loyal gangers, or sufficiently foolish juves, are the perfect candidates for delivering the ransom to the waiting enemy. In this scenario, a location has been determined for the drop and the bag man must act quickly to make the delivery and get his comrade released. Of course, a drop doesn't always go smoothly.

TERRAIN

Terrain is placed in the usual fashion. However, take care to designate an appropriate point for the drop. This can be any open area of the board, though it should be close to the centre of the table. Mark the drop point with a counter or suitable piece of terrain.

GANGS

This scenario involves two players. The first player takes control of a fighter from the captive's gang in charge of delivering the ransom. The second player takes control of the gang holding the captive, waiting for the drop. Alternatively, players can take the role of an uninvolved gang who has happened to learn the location of the drop.

The captive's gang selects one of their fighters to make the drop. This cannot be the leader. He also chooses D3 additional fighters who will act as back up in case things get ugly.

The gang waiting for the ransom is made up of D6 fighters. These fighters may be chosen by the player, though the leader may not participate.

The bag man deploys on his choice of table edges no more than 8" onto the table. His extra fighters are kept aside for now. The gang waiting for the drop deploys their fighters next. They must be deployed within 12" of the drop point and in hiding.

STARTING THE GAME

The bag man takes the first turn and must move as directly as possible towards the drop point. Because he is moving with extreme caution towards the drop point, he may move no more than his standard movement rate. The gang waiting for the drop may not run or charge either as they are trying to avoid being detected.

THE DROP

This scenario uses the modified build-up roll as described earlier. Once either gang rolls over their build-up number, a shoot-out begins immediately. Roll a D6 for each fighter on the board and add that fighter's initiative to the score.

The bag man may add 1 to his score for every fighter who is detected or no longer hiding when the shoot-out starts. Once these scores are worked out, the fighters each take a shot at the closest enemy model in order from the highest score to the lowest. After the shoot-out has been resolved, the bag man's reinforcements will be deployed. They may set up anywhere on the bag man's side of the table at least 12" from any enemy gang member. Both players then roll a D6 and the highest score takes the next turn. The scenario plays like a standard gang fight from then on.

ENDING THE GAME

The game ends once the bag man makes it to the drop point and within 12" of the table edge without a shoot-out starting. (I know...this sounds boring...but it is actually quite intense!). If a shoot-out occurs, the game ends once all the members of either gang are taken down or out of action or once the Bag leaves the table.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Retrieving the Bag:** A fighter earns 5 points for taking the bag off of the table
- **+10 Making the Drop:** The bagman gains +10 Experience points if they manage to drop off the bag before the shooting begins.

THE ESCAPE

The prospects for a captive fighter are dim. More often than not, the fighter is simply killed or handed over to the Guilders for a future of slavery. It is no wonder then, that most captives will do anything to get away. Waiting for the perfect moment, the fighter must make his way past an entire gang eager to collect on his head.

TERRAIN

Terrain is set up in the normal fashion to represent a sector of the defending gang's hideout. While setting up the terrain, there are a few special features you must be sure to include.

The Cell

This is where the captive is being held. This can be anything from an actual cage or building, to a pile of slag or bulkhead to which he has been chained. The cell is placed in the centre of the table.

Escape Points

Players must nominate the escape point for the captive. This can be as simple as a table edge, though players can also choose to make it a feature on the table such as a ventilation entrance, an elevator or a sewage opening. Players may decide among themselves where to place the escape point, though it should be at least 18" from the cell. If the players agree, you may also nominate several possible escape points, only one of which is real. The captive player must decide which one he will use and keep it a secret from the defender.

GANGS

The captive works by himself in this scenario, while all of his enemy's gang, the defenders, may be used to stop him. The captive must also gather several loot counters, one for each weapon or piece of equipment he carried when he was captured.

The defending gang chooses one ganger or juve to act as the escort for the prisoner. This fighter is assigned guard duty. He may also choose D3 additional fighters who are present when the captive makes a break for it. The leader may not be chosen for this scenario, as it is assumed he is off at the tradepost. Heavies can be chosen, but may not take special or heavy weapons, as they are in the middle of being cleaned and serviced. All other gang members are set aside and will be used as reinforcements.

Deployment begins with the captive placing his fighter in the designated area. The defending player then places a loot counter representing each piece of the captive's equipment no more than 12" from the cell however he chooses. He then places an alarm or alarm trigger to alert other fighters of the escape attempt. This should be placed no less than 2D6" from the cell.

STARTING THE GAME

The captive always takes the first turn in this scenario, freeing himself and making a break for it.

SENTRIES AND THE ALARM

Once the sentries spot the captive trying to get away, they may move as normal. They may also trigger the alarm by ending their movement phase in base to base contact with it. Once the alarm is activated, all sentries may move as normal and their reinforcements will make their way back to the hideout. The defending player rolls a D6 at the beginning of his turn to see if any reinforcements arrive. 1-3 = none, 4-5 = 1 fighter and 6 = 2 fighters. Reinforcing fighters enter from a random table edge and may take their full turn immediately.

THE CAPTIVE

The captive is determined to get away and may move as a normal fighter. He does not have to test for falling if he runs and is assumed to have freed himself and is no longer bound.

THE LOOT

Before attempting to reach the escape point, the captive may attempt to gather his weapons and equipment by moving into contact with one of the counters, each counter represents a single piece of equipment, selected at random. He may use any weapons he picks up immediately.

ESCAPING AND CONCEALED BLADES

Fighters equipped with concealed blades can choose The Escape as well, though they play it slightly differently. Once the fighters are deployed, a captive with a concealed blade must roll a D6 and consult the chart below;

- 1 - The fighter is unable to subdue his escort and immediately takes a hit as if he fled hand to hand combat. (Note that this could make for a very short game).
- 2 - The captive is unable to subdue his escort, who quickly raises the alarm. Move the escort fighter into base to base contact with the alarm. The game begins as normal, though defenders are immediately alerted to the escape attempt.
- 3 - The fighter is unable to subdue his attacker and the game proceeds as normal.
- 4 - 6 The fighter successfully subdues his escort. The Escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.

If the fighter successfully subdues his escort the escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.

ENDING THE GAME

The game ends once the captive has been taken down or out of action, or once he has made it to the designated escape point. The game also ends in the unlikely event that the captive takes the entire opposing gang down or out of action.

Neither gang takes bottle tests in this scenario, though the defenders may choose to bottle out, in which case the captive escapes with all his weapons and equipment.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Subduing Captive:** A fighter earns 5 points for taking the captive out of action
- **+D6 Retrieving Equipment:** The captive receives +D6 experience for each equipment counter they retrieve.
- **+10 Escaping:** The captive gains +10 Experience points if they manage to escape.



THE HAND OFF

The most common resolution to holding a prisoner is for the gangs involved to meet and, while trying not to shoot each other, hand off a ransom for the captive. This is not a favourite solution of the captive's gang, who must fork over the ransom. Nor is it a favourite of the captive, as he is likely to be killed if something goes wrong. The Hand-Off is played when gangs have decided to trade a captive for a ransom. The gangs must meet, work out a deal and trade their prizes, all while keeping their cool.

Note that while this scenario acts out the process of coming to a deal, the players should already have decided on a ransom to be paid.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place near the centre of the board.

GANGS

Each gang takes their leader and D3+1 fighters of their choosing. One fighter must be selected to carry the bag and this cannot be the leader. The opposing gang takes the captive and must select one fighter to act as the captive's escort. Again, this cannot be the leader.

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table. The second player places his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The bag man, the captive and escort have the added restriction that they must be placed within 4" of their respective leaders.

STARTING THE GAME

The captive's gang takes the first turn. No fighter may move more than 4" during the first part of this scenario and the leaders, escort, captive and bag man must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy. The leaders, bagman, escort and captive continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, the gang's must roll their dice and tally their score. Because each gang has a lot at stake for this scenario, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. To reflect their willingness to compromise, each leader has the option to modify a single roll up or down by 1.

THE DEAL

Assuming a shoot-out doesn't break out, once the players have negotiated their deal, the captive and the bag change hands. The former escort automatically takes control of the bag, the captive's bonds are cut and he is given a knife. In the gang's following turns, the leaders, the bagmen and the captive move back towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.

THE DEAL GOES SOUR

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, the shootout proceeds as normal. However, if the shootout begins before the hand-off is complete, any fighter who targets the escort must randomise the shot between the captive and the escort. In addition, the escort must use his attack targeting the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn. A standard gang fight begins from there.

ENDING THE GAME

The game ends once the captive, bag or both leaders escape off the table edge or if one gang is completely taken down or out of action.

Alternatively, if the players choose, they may also end this game as soon as the leaders strike a deal, assuming that both gang move off peacefully. Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Retrieving the Bag:** A fighter earns 5 points for taking the bag off of the table
- **+5 Making the Deal:** Each leader gains +5 experience if they make the deal before a shoot out
- **+5 Escaping;** The captives earns 5 points for making it off of the table.



THE EXCHANGE

In the rare event that two gangs each take a captive from the others' gang, they will most often meet and bargain for each captive's life. The stakes are high in this meeting, populated by fighters eager to get their comrade back and ready for a rematch. The exchange is played when two gangs each hold a captive from the other. The gangs must meet and trade their captives before they lose their nerve and start shooting.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place that is mostly clear near the centre of the board.

GANGS

Each gang takes their leader and D3+1 fighters of their choosing. Each gang also takes their captive and must assign one of their fighters as the captive's escort. The escort cannot be the leader, as they will be busy dealing.

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table. The second player places his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The captives and escorts have the added restriction that they must be placed within 4" of their respective leaders.

STARTING THE GAME

Each gang rolls a D6 and the highest score chooses who goes first. No fighter may move more than 4" until after the shootout and the leaders, escorts, and captives must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy fighter. The leaders, escorts and captives continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, gang's roll their dice and tally their score. Because each gang has a lot at stake, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. To reflect their willingness to compromise, each leader has the option to modify a single roll up or down by 1.

THE EXCHANGE

Assuming everything goes well, the players make a deal and hand over their prisoners. The captives switch places, their bonds are cut and they are each given a knife. In the gang's following turns, the leaders, the former escorts and the released captives move towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.

THE EXCHANGE GOES SOUR

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomise the shot between the captive and the escort. In addition, escorts must use their attack on the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn, a standard gang fight beginning from then on.

ENDING THE GAME

The game ends once the captives and both leaders escape off the table edge or in the case that one gang is completely taken down or out of action. Alternatively, if the players choose, they may end the game as soon as the leaders strike a deal, assuming that both gang move off peacefully. Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Retrieving the Bag:** A fighter earns 5 points for taking the bag off of the table
- **+10 Making the Drop:** The bagman gains +10 Experience points if they manage to drop off the bag before the shooting begins.



BLIND FIGHT SCENARIOS

Outside of the Underhive settlements and their connecting hiveways, many of the domes beneath Hive City are swathed in pitch black. Gang fighters are well-versed to moving and fighting in gloomy conditions, but poor light is still a good deal better than no light and even veteran gangers think twice before venturing out to fight in an area of total darkness. The gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally. After all, if you can't see the enemy then surely they can't see you too, or can they?

BLIND FIGHT RULES

It's uncommon for gangs to meet in domes shrouded in total darkness, though it isn't unheard of. The inky blackness offers the perfect cover for sneaking around thus allowing gangs to continue about their business undisturbed. Newly discovered lucrative hoards are often uncovered in dilapidated lightless domes, and gangs equipped with specialist photo-devices can easily get the jump on their unprepared rivals.

If a player picks the Blind Fight scenario then roll a D6 to find out in what circumstances the gangs meet:

- 1 Hit & Run
- 2 Scavengers
- 3 The Hoard
- 4 Ambush
- 5 Escort
- 6 Monster Hunt

The scenario is fought using the usual rules for its type, however, to reflect the blind conditions the following rules also apply.

VISION

A gang would never venture out in total darkness unprepared. All Underhivers make use of cheap commonly available devices, such as blue-lights and photonoculars, which allow them to see a few metres in front of them. During a Blind Fight scenario, gang fighters are only able to see within a distance of 12". This means enemy models beyond this range cannot be shot at nor charged.

Some specialist gear is designed to augment a fighter's vision in total darkness, though since there isn't much light to begin with they don't help a great deal.

A model wearing photo-contacts has a vision range of 18", while a fighter wearing a photo-visor has a vision range of 24". A fighter wearing infra-red goggles can always see enemy models, as can a fighter using an infra-red scope.

Models that are on fire can always be seen. If a fighter is using a red-dot laser sight then his target can spot the dot on a roll of 4+ instead of 6.

RUNNING

Running in pitch black is fraught with danger. The rubble strewn floors, overhanging girders and broken walkways are all hazards to runners that are difficult to see until it's too late.

If a model attempts to run or charge then the player must first nominate the path he will take before then rolling 2D6. If the number rolled is equal to or more than the number of inches that the model would move, then he safely traverses the path and can continue his turn as normal. However, if the number is less than the total number of inches then he trips up and hits the dirt. The model trips at the point along the path equal to the number of inches rolled. A fighter that trips is unharmed but cannot finish the move or do anything else that turn. If he trips within 1" of a ledge then he must also test to fall. If he 'trips' in mid air then he counts as falling from that point.

Any fighters that are using photo-contacts roll 3D6 instead of 2D6 when testing to see if they trip. While fighters equipped with a photo-visor never trip.

If a 2 is rolled when rolling the 2D6 (or a 3 when rolling 3D6) then the fighter bangs his head, falls awkwardly or something more disastrous befalls him. The model trips as explained above, but he also suffers a D6 Strength hit and counts as pinned.

EXPERIENCE

Fighting in pitch black sharpens the senses and develops a heightened awareness of danger. Usually gangers that participate in a scenario earn +D6 Experience points for surviving, however, in a Pitch Black scenario this is increased to +2D6 points (included in the scenarios below).



ESCORT

From time to time, the Houses of Hive City send representatives down into the Underhive on 'business'. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return to Hive City. Of course in the Underhive, rumours spread faster than jag plague, and it's not uncommon for other gangs to hear about such missions and realise that snatching these agents would do much to boost their own reputations and possibly provide a nice little bounty along the way!

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

For obvious reasons, this scenario is best played between gangs representing different Houses. However, if you want two gangs from the same House to fight, make the character to be protected someone other than a House representative (a local Guildler, a hiver with secret information to deliver, a renegade from one of the attacking gang's settlements who has information they would rather not let fall into enemy hands, etc).

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Important note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to represent all the fighters that could be found for the attack at short notice. The attacker must deploy all his fighters within 8" of his table edge.

The defending gang may choose any four fighters to act as the escort. In addition he must take a model for the House representative. The agent has the following characteristics

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

THE AGENT

The agent has the following profile;

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	2	3	1	8

The agent is equipped with a laspistol, a knife, and mesh armour. The agent will only shoot at an enemy within short range (8") and will never charge an enemy.

ENDING THE GAME

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a Bottle test or chooses to bottle out, or if the agent escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make Bottle tests. However, if the defender chooses to bottle out at any point and the agent has not gone out of action, he will be abandoned and automatically captured by the attackers

EXPERIENCE

Fighters earn Experience points as noted below.

- **+2D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then 2D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+D6 Gotcha:** If the agent is killed, all attacking fighters who survive gain an extra D6 points each.

SPECIAL

If the defending player wins, the agent is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal but then multiply the total by D3+1 before working out expenses and hire fees, etc.

If the attacker wins, then the agent will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the agent to be sold to the Guilders as a slave. The ransom is 2D6x10 creds. If the agent went out of action roll D6;

- 1-2 - Captured (see above)
- 3-5 - Close Shave. The agent makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.
- 6 - Dead. The agent is zombie-food! Each surviving attacker receives an extra D6 Experience points as noted above.

It is possible for the defending player to win the battle, but still end up with agent being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.



MONSTER HUNT

Occasionally in the Underhive, a particularly vicious beast turns up, hunting for food in an area just a little too close for comfort for the surrounding gangs. When this happens, gangs are forced to swallow their pride and work together in order to defeat the creature and keep their settlements safe. Large Guilder rewards are usually offered for killing such creatures, but no amount of creds can stop most gangs from turning against their allies at the first possible opportunity...

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

The tabletop represents an area of no-man's land in which the monster has taken up residence. To decide what type of area it is, roll a D6:

- 1-3 - Old Ruins
- 4-5 - Mine Working
- 6 - Spore Cave

GANGS

Each gang may send as many fighters as it wants to hunt for the monster. Write the name of each fighter present on a separate piece of paper and place them in a cup. Each player then rolls D6. Starting with whoever scores highest, the players take it in turns to nominate a specific point anywhere among the scenery (including positions above ground level) and pick out one of the pieces of paper from the cup. The chosen fighter is then placed in the chosen spot. This continues until all fighters are placed, at which point all the names are put back into the cup.

STARTING THE GAME

The player who chose second during the set-up now picks out another name from the cup. This is the fighter who is first attacked by the monster. Place a miniature to represent the monster beside the fighter. It is assumed that the creature has leapt out from the darkness and is now engaged in hand-to-hand combat.

PANIC FIRE

As soon as the monster reveals itself, the fighter lets out a desperate scream which draws the attention of all the other fighters. Turn all the figures so that they are facing the monster, even if they cannot actually see it from their position.

At this point, all the fighters with line of sight to the monster will shoot at it, regardless of distance or modifiers for cover. The nearest fighter will shoot first, followed by the next closest, and so on, until all those with line of sight have fired or until the monster has been killed. The fighter who is in contact with the monster may not fire.

Note: All fighters will be firing at models in hand-to-hand combat so any hits will only hit the monster on a 4-6. On a 1-3 they will hit the other fighter instead.

If both the monster and the fighter survive, they now fight their hand-to-hand combat. The monster will not receive a charge bonus for this attack.

THE BIG FIGHT

At this point, regardless of what is happening with the monster, all the wild shooting convinces both gang leaders that they have been set up and the whole thing is just a trap. A gang fight breaks out.

Both players may now move any or all of their fighters up to 4", though they may not shoot or charge into hand-to-hand combat with any opponents (including the monster). Decide randomly who will move first.

Once this is done, the monster will take its turn. If it is in contact with another figure, it must fight it in hand-to-hand combat, otherwise it will charge towards the nearest fighter and attempt to attack. Resolve any hand-to-hand combat if necessary and then each player rolls a D6. The highest scorer will take the first turn. From this point on, the game will proceed as a standard Gang Fight, and all rules for that scenario will apply. However, the monster moves and fights after each player's turn, and will continue to attack all fighters until it is killed or until both gangs have bottled out.

THE MONSTER

The monster is some as-yet unidentified mutant, known simply as the Night Crawler. It has the profile below;

M	WS	BS	S	T	W	I	A	Ld
5	6	-	4	4	1	6	2	10

The Night Crawler fights with its powerful claws. It can never be pinned or knocked down. When wounded, roll a D6; on a 1-5 it takes a flesh wound, on a 6 it is taken out. If it is reduced to zero WS by accumulated flash wounds it is taken out.

The Night Crawler is immune to all psychology.

ENDING THE GAME

As with Gang Fight, the object of the game is to force the opposing player to bottle out. However, a player cannot win the game unless the monster is also killed (by either gang).

EXPERIENCE

Fighters earn Experience points as noted below.

- **+2D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+10 Monster Bonus:** The fighter who eventually kills the monster receives a bonus of 10 Experience points.

SPECIAL

If the monster is killed, the winning gang may claim its stalking ground as a new territory. Whichever area was rolled for at the start of the game will be added to the winning gang's list of territories.

Also, there is a substantial reward offered for defeating the monster. However, regardless of who actually killed the monster during the game, the winning gang will be the only ones in a position to retrieve the carcass, and so may take it to the local Guilders who will pay them 100 creds which should be added to your income before working out expenses!



MULTIPLAYER SCENARIOS

GANG WAR

Gangs often encounter each other out in the badzones, and quite often several gangs will converge on one area and duke it out in blood thirsty free-for-all battles.

The Gang War scenario is designed for 3-4 players but can be played by more players if the size of the table is increased.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table corner he wishes to set up on, and places all of his gang fighters in an 10" square within that corner. Then players deploy in the same manner clockwise from this first player.

If the game has more than four players further gangs should deploy in 10" squares in areas of the table edges. There should be at least 12" between deployments zones so the table will need to be big enough to accommodate this.

STARTING THE GAME

All players roll-off. The highest scoring player takes the first turn, and players take turns clockwise after this first player.

ENDING THE GAME

The Gang War has no specific objective other than to drive off the enemy gangs. If a gang fails a Bottle roll their gang leaves the game leaving the others behind. The last gang standing wins the game.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The amount of carnage these gang wars create tends to draw attention from various underhive nasties that seek to feast on the fallen. If an eliminated player wishes they can bring on D6 giant rats, carrion bats, milliasuars, ripperjacks, or plague zombies in their first turn after the turn in which their gang bottles. The creatures enter from a random table edge and count as moving to enter the board and thus cannot charge in that first turn.



DOME RUSH

Much of the Underhive is decrepit and ruinous, so it's unsurprising that sudden catastrophic collapses brought upon by gang warfare or hive quakes are not uncommon. Entire domes can be demolished and settlements erased in a single cycle and subsequently forgotten for centuries. But through this devastation can emerge production. Industrial wastes collect and transmute into precious minerals, flora and fauna flourish in the human-less environment and archeotech of unremembered technologies remain. So when rumours emerge of a newly recovered dome, it spreads through the drinking dens like wild fire that can create a rush of gangs eager for a slice of the lucrative find.

This scenario represents several gangs fighting for the spoils of a newly discovered dome. The scenario is intended for four players.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls-off. The low scorer chooses which table corner he wishes to set up on, and places all of his gang fighters in an 10" square within that corner. Then players deploy in the same manner clockwise from this first player.

If the game has more than four players further gangs should deploy in 10" squares in areas of the table edges. There should be at least 12" between deployments zones so the table will need to be big enough to accommodate this.

TREACHEROUS CONDITIONS

A roll on the Treacherous Conditions chart must always be made when playing Dome Rush. In addition, The Monster Roll rules found in the Scavengers scenario also apply.

STARTING THE GAME

All players roll-off. The highest scoring player takes the first turn, and players take turns clockwise after this first player.

ENDING THE GAME

The Dome Rush has no specific objective other than to drive off the enemy gangs. If a gang fails a Bottle roll their gang leaves the game leaving the others behind. The last gang standing wins the game.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The winning gang takes control of the dome and all of its valuable archeotech, minerals and ores worth 2D6x10 credits. The income generated is added to the income from the gang's territory. However, if you roll a double then the dome yields the materials to set up a new territory. Make a roll on the Territory Table and add the resulting territory to your gang roster, which can be worked from this post game sequence onwards.



PIT FIGHT

From the putrefying tomb of Hive Bottom right up to the opulent Spire, pit fights have remained a brutal but hugely popular past time. Pitiless and truculent hivers pack the stands to jeer for the bloodbaths of analogous swarms of gladiators. But despite the callousness and barbarism of the crowds, when the courageous victors stand alone on the bodies of the dispatched, they shower the subjugator in glory and reverence, and for the victors of copious fights, deification.

This scenario represents several warring gangs seeking notoriety and hoping to exert dominance over their rivals via the pit fights. Any gang that is allowed to select the scenario may choose Pit Fight, however, due to the specifically hand-to-hand combat orientation your opponents must agree to play the scenario. Enforcers and Spyrers cannot participate in this scenario.

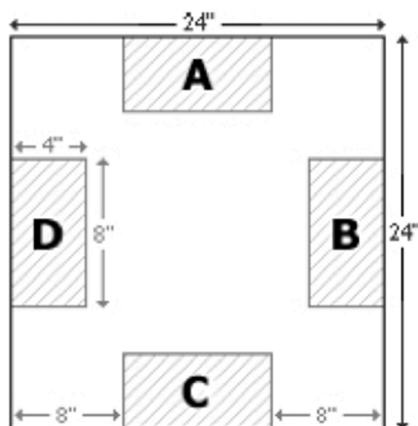
TERRAIN

Mark out a 24" by 24" area on your gaming table to represent the pit fight arena. There should be no terrain in the arena and the edges of the area are assumed to be impassible solid walls.

PIT FIGHT TYPE

The player who selected to play the Pit Fight scenario must first roll a D6 and consult the following chart to determine the type of pit fight. When working out how many fighters participate in the fight, the player who selected to play the Pit Fight scenario makes the roll, which then applies to all players.

- 1-2 - Brawl - D3+3 participate.
- 3 - Rumble - D3+5 participate
- 4 - Contender - D3+1 participate. Only one fighter per gang can be in the arena at any one time. Once your fighter is taken out of action or is down and within your deployment zone, the model is replaced with one of your remaining fighters who is deployed anywhere within the gaming area edge of your deployment zone
- 5 - Leader Bout - D3+2 fighters participate. In addition, the leader of each gang must also be deployed within 4" of the centre of the arena (not in base-to-base contact with another model).
- 6 - Choose - The player who selected to play the Pit Fight scenario may choose which type



PIT FIGHTERS

Once the Pit Fight Type has been established, you must select the fighters and arm them according to the following rules. Hired Guns and Special Characters cannot participate. Fighters cannot be armed with any ranged weapons. Other than that you may swap weapons and armour freely among the fighters before the game starts. Note that it might be helpful to write out what the fighters are armed with on a separate piece of paper.

GANGS

Each player rolls a D6. The lowest scoring player chooses a deployment zone and deploys all the fighters applicable to the Pit Fight Type. If there are only two players then the other player deploys his fighters in the opposite deployment zone. If there are more than two players, the second lowest scoring player chooses a deployment zone and deploys all his fighters, and so on until all players have deployed their fighters. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

STARTING THE GAME

All players roll-off. The highest scoring player takes the first turn, and players take turns clockwise after this first player.

ENDURANCE

Pit fights are a raucous and goading affair that emboldens and swells the endurance of all the fighters involved. To represent this, fighters are immune from pinning and never have to take any nerve, fear or terror tests. Players never have to take any Bottle tests but can't voluntarily bottle out either. In addition, when making any rolls on the Injury chart, increase the Flesh Wound bracket by 1.

TRAPS

At the start of each of the player's turn, except the first, the player must roll a D6. On a roll of 1 a trap has been sprung! Roll 2D6 to determine the nature of the trap.

- 2-3 - Double Trouble - Roll a further twice on this table and apply the results immediately. Re-roll any further Double Trouble results from these two additional rolls.
- 4 - Plunge Spike - A huge razor tipped spike is dropped from the ceiling. A randomly determined friendly fighter must take an Initiative test. If the test is failed the model suffers a Strength 8 that inflicts D6 Wounds.
- 5 - Electric Discharge - A crackling arc of electricity is unleashed from below. A randomly determined friendly fighter suffers a Strength 6 hit that ignores any armour saves. In addition, any fighters in base- to-base contact with the fighter suffers a Strength 3 hit that also ignores any armour saves.
- 6 - Monster - A ferocious creature momentarily emerges from a hole underneath a gladiator. A randomly determined friendly fighter suffers D3 hits with a Strength equal to D3+2. Note that these hits count as hand-to-hand combat wounds so the Step Aside skill can be used.
- 7 - Automated Sentry - An automated weapon on the pit wall fires a salvo into the gladiators. A randomly determined friendly fighter is hit by a Strength 3 ranged shot. If the fighter is involved in hand-to-hand combat then randomly determine who exactly was hit by the sentry, just like any other ranged attack.
- 8 - Flame Gout - A burst of flame erupts from a hidden pipe below. Place the blast template on a randomly determined friendly fighter. Any models hit suffer a Strength 4 hit with a -2 Save Modifier.
- 9 - Grenade - A grenade explodes underneath a randomly determined friendly fighter. Roll a D6 to determine the type of grenade. 1-4: Frag grenade. 5-6: Krak grenade
- 10 - Spring - A randomly determined friendly fighter is launched high into the air by a giant spring. The model is thrown D6" in a random direction and suffers a hit with a Strength equaling the dice roll. If the fighter lands on another or multiple fighters then all models suffer hits with a S equaling the roll
- 11-12 - Reinforcement - The pit fight boss opens the gate allowing a further friendly fighter to participate. The fighter follows the usual Pit Fight armament rules, though he may use equipment from friendly fighters that have previously gone out of action. If the Pit Fight Type is Contender then he will act as an extra reserve fighter, otherwise, he is deployed anywhere within the gaming area edge of your deployment zone. If you don't have or want any more fighters to participate then ignore this roll.

ENDING THE GAME

If all of a player's fighters have been taken out of action, they are eliminated from the game. The sole player left when all of the other players have been eliminated is the winner.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Victorious:** Any victorious fighters who are. It down at the end of the game earns +5 Experience points.

SPECIAL

The winning gang will earn credits depending on how many players participated in the pit fight. If only two participated then the winning player earns 2D6x5 credits. If three participated then the reward is 3D6x5 credits. And if four players participated then the winning player will yield 4D6x5 credits. The income generated is added to the income from the gang's territory.

If any fighters roll a Captured or Survives Against The Odds result on the Serious Injuries Chart, treat them as a Full Recovery result instead.

TO CATCH A CURATOR

In this scenario, your gang has learned of a recently commissioned expedition into the Underhive on behalf of one of the Noble Houses. They are sending a lone curator to look for an ancient piece of Archeotech that relates back to their Houses founding days and lies buried somewhere beneath the sprawling mass of Underhive domes. You have decided to pose as an ally to the curator in order to gain access to this treasure and seize it for yourself.

Any non-outlaw House gang may choose this scenario. This scenario is designed for three or more players, but two can also play quite easily.

TERRAIN

Set up the terrain to represent closely knit buildings in an area roughly 4' x 4'. A long empty space should pass through the middle to represent the main street with one small building in the middle at one side of the street, representing the entrance to the WPO office.

GANGS

Each player must choose a maximum of ten fighters for this scenario as this event takes place on the busy streets of hive city and so no unwanted attention is needed by having such a large group of people. Also, no heavy or special weapons are allowed for this scenario and are left behind, however heavies themselves may attend.

Each player rolls a D6 and adds their gang leaders' initiative. The two players with the highest score have arrived first and are to set up in the marked areas of the street for a shoot-out (follow the shootout rules for this portion of the game). The curator is placed just outside of the WPO building and counts as pinned. Once the shoot-out has developed into normal game play, the remaining gangs turn up on a randomly determined table edge.

STARTING THE GAME

After the shoot-out has ended and once all remaining gangs are deployed, the game is played like a normal gang fight with the objective being to escort the curator off one of the board edges.

LOW PROFILE

As mentioned above, the gangs are trying to go unnoticed in their abduction of the curator and so gangs are limited to a maximum of 10 members. Also the use of anything bigger than a basic weapon is prohibited. As a result, no heavy or special weapons may be brought along, however the heavies themselves may attend if you wish.

THE CURATOR

The curator begins the game pinned as mentioned earlier and cannot move until an escort has made contact. He has no weapons or equipment and cannot take part in the battle, however just to be a little more complete he has the same stat-line as a basic juve.

In order to make contact a fighter must finish their movement phase in base contact with the Curator who must be on his own. Once contact has been made, the two models move as one beginning in the players' following turn.

If an enemy is already escorting the Curator than they must be taken out in close combat before the escort can commence. While escorting the Curator you may not fight other than to defend yourself if charged in which case the Curator drops to the floor again until the escort can continue or another takes his place.

The Curator may not be harmed and as such no template attacks may be used on the escort. In the event of a misfire or similar incident where the Curator would be hit, place him outside of the template range to indicate he has been thrown clear by his escort.



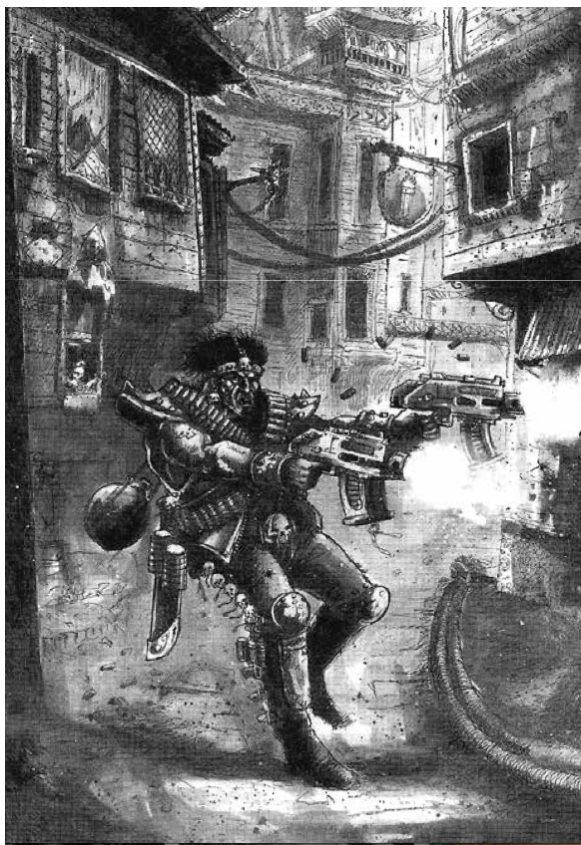
ENDING THE GAME

The game ends when one gang successfully escorts the curator off any board edge.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+10 Escort:** The fighter who successfully escorts the Curator over the board edge receives an additional 10 experience points.



SPECIAL

The winning gang successfully convinces the Curator that they are his escort into the Underhive and so gain access to the treasure which he has been sent to find. Roll a D6 to determine what is found;

- 1 - On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty save a few plague zombies! You manage to escape however d3 fighters have been injured. Randomly determine the fighters who each receive one serious injury.
- 2 - On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty.
- 3 - On arrival you find the piece of archeotech in question however it has no apparent monetary value. The curator gives you D6 x 10 credits for your help and is off on his way back to the spire.
- 4 - On arrival you find the piece of archeotech in question and it appears to be quite valuable. The Curator pays you 2D6 x 10 credits and is off on his way.
- 5- On arrival you find the site to contain not only the piece in question but various other artefacts as well. The Curator pays you 2D6 x 10 credits for the piece and leaves the rest behind for you to take earning an additional D6 x 10 credits.
- 6 - On entering the site, the Curator unfortunately trips an stumbles onto your outstretched blade! What a pity... You empty the site of all it's contents earning you a whopping 5D6 x 10 credits.

ARCHEOTECH RUSH

Word has got round... there is some archeotech up for grabs in a newly cracked dome. Gangs send out scouting parties and try to grab what they can.

This scenario is designed for 3-4 players but can be played by more players if the size of the table is increased.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

Once the terrain is set up the players should set up D3 loot counters each. Players should roll off and the highest scoring player should go first, placing his loot counters anywhere on the table at least 8" from a table edge and no closer than 8" from another counter. Players should then go in clockwise order placing their loot counters.

GANGS

Each player rolls-off. The low scorer chooses which table corner he wishes to set up on, and places all D3+3 gang fighters of his choosing in an 8" square within that corner. Then players deploy in the same manner clockwise from this first player.

If the game has more than four players further gangs should deploy in 10" squares in areas of the table edges. There should be at least 12" between deployments zones so the table will need to be big enough to accommodate this.

REINFORCEMENTS

At the start of each players turn after the first, each player brings on D6-3 randomly selected gang members as reinforcements as word gets round that loot has been found. If this value is zero or negative no reinforcements come in this turn. Reinforcements are brought in from the players deployment zone, and count as having moved onto the table and therefore cannot fire heavy weapons, charge, go into Overwatch etc.

LOOT COUNTERS

Loot counters behave in the same manners as in the Scavengers scenario.

STARTING THE GAME

All players roll-off. The highest scoring player takes the first turn, and players take turns clockwise after this first player.

THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start one of the opposing player's turns. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1 - He manages to beat off the creature but may not do anything else this turn. In addition, the fighter must make an Ammo roll for a weapon – he has fired off loads of ammo to drive off the attack. The opposing player chooses the weapon, ammo, etc.

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

6 - There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

ENDING THE GAME

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

If a gang fails a Bottle roll then they exit the game immediately. The remaining gangs continue to fight until only one gang is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario can claim Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+1 Loot Carrier:** If a fighter is carrying loot at the end of the game he receives +1 Experience point per Loot counter.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

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



ALLIANCE

Despite their differences two or more gangs have decided to form a temporary alliance for a common goal known only to them. Concerned over the possible shift in power this alliance could cause other gangs rush to break up the alliance.

This scenario is designed for 4 players but can be played by more players if the size of the table is increased.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

GANGS

Two gangs will be the defenders, and two gangs will be the attackers. If the defenders combined gang rating is greater than the attackers they will set up in the middle of the table, with all models within 6" of a line down the centre of the board.

The attackers will deploy within 8" of a table edge opposite the defenders deployment line. Attacking gangs can deploy on the same side, take a side each, or split models between both as the wish.

If the defenders gang rating is lower then deployment proceeds as above but the defenders each can deploy D3 of their models on the board as sentries once all other models are deployed. These sentries can be deployed anywhere on the board as long as they are not within 8" of any attackers.

STARTING THE GAME

The teams roll-off. The highest scoring team takes the first turn.

ENDING THE GAME

The game ends when one team has completely fled the table or gone out of action. Each gang, both attacking and defending, takes separate bottle rolls, and if they fail they will scarper, leaving their allies to fend for themselves. The last team on the board wins the game... this means that gangs that have bottled can still be winners should their team mate stick around long enough!

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5/10 Winning Gang Leaders:** The Gang Leaders on the winning side earns +10 Experience points if their gang is still on the board at the end of the game, but only +5 if their gang has bottled.



TRIPLE CROSS

Fledgling gangs, or gangs down on their luck, can find it hard to settle grudges against their stronger rivals... so why not get someone else to do it? Some false info leads one rival to a spot following up a promising lead on some creds, but another gang has been tipped off and is laying in ambush. However, neither of these two gangs know that a third gang, who orchestrated the ambush, are waiting to spring a trap of their own.

This scenario is designed for 3 players. The game starts as an Ambush, following the rules for that scenario with the gang with the highest rating defending, and the second highest rating gang the attacker. The lowest rated gang sweep in after the two gangs have been fighting and attempt to mop up the survivors.

The scenario is designed to let an underdog gang take on some stronger rivals so ideally the third player should have a gang rating at least 400 lower than the next highest team.

AMBUSH

The game starts as an Ambush and that scenario and it's rules are used to start the game between the two players.

THE TRIPLE CROSS

The third gang will potentially join the game from turn two onwards. At the start of turn two, the third player may elect to bring in their gang, or if they wish to hold off longer the gang leader must pass a leadership test. If passed, the player may keep their gang off the board until next turn, when they must enter the game.

The third gang now take the first turn of the game rounds, and deploy on a random table edge. As they were laying in wait they can act normally.

ENDING THE GAME

The game will end once only one gang is left standing and the other two have bottled. A gang that fails it's bottle check, or elects to bottle voluntarily, leaves the board immediately and leaves the other gangs to fight on.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the underdog wins they not only receive their normal underdog bonus but the opposing gangs are also humiliated by being duped, and generate only half their income from their worked territories in this post game phase.



GET THE GOODIES

A prospector has found a useful artefact out in the badzones, perhaps a moisture distiller, or a power tap. He has sold this info to as many gangs as he could, and now they are descending on the area, some wishing to claim the prize, others content to deny the artefact to others by destroying it.

This scenario is designed for 4 players, with two random gangs trying to claim the objective, and the other two gangs trying to claim it.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

Once all terrain is placed an objective marker or suitable piece of terrain is placed in the centre of the board, ideally off of ground level.

GANGS

Two random gangs are assigned as destroyers, and the remaining two gangs are designated as claimants.

Each player rolls-off. The low scorer chooses which table corner he wishes to set up on, and places all of his gang fighters in an 10" square within that corner. Then the player with the same objective deploys in the opposite corner of the battlefield. The remaining players roll off again, and the low scorer deploys in one of the remaining corners, before the last gang deploys in the final corner.

STARTING THE GAME

All players roll-off. The highest scoring player takes the first turn, and players take turns clockwise after this first player.

DESTROYING THE OBJECTIVE

Gangs with the destroy objective must charge it and fight it in hand to hand combat. The fighter automatically hits the objective once, it has a toughness of 4 and 1 wound. The objective cannot be destroyed by shooting, including by scattered template weapons.

ENDING THE GAME

The game ends if the objective is destroyed, with the gang who destroyed it being declared the victor. The game also ends if only one gang is left on the board as the other gangs have bottled, voluntarily or otherwise. If that gang is a claimant they win, if the gang is a destroyed they are also able to win as they can destroy the objective at their leisure.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Destroying the Objective:** A fighter that destroys the objective during the game earns +5 experience.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the victor of the game has the claim objective they can exchange one of their territories for a Settlement, in the same manner as if they had found an Isotropic fuel rod.

The amount of carnage these gang wars create tends to draw attention from various underhive nasties that seek to feast on the fallen. If an eliminated player wishes they can bring on D6 giant rats, carrion bats, milliasuars, ripperjacks, or plague zombies in their first turn after the turn in which their gang bottles. The creatures enter from a random table edge and count as moving to enter the board and thus cannot charge in that first turn.

THE HOSTAGE SNATCH

Taking captives can be lucrative business, and gangs are not above trying to swipe the prisoners already taken by other gangs. They must strike quickly, and this often means they are attempting to snatch the hostage at the same time that the prisoner's gang is trying their own rescue mission.

This scenario is designed to bring a third player into a rescue mission, and it uses the same rules as the Rescue scenario with a few changes outlined below.

GANGS

The sentries and gangers of the gang mounting the rescue are deployed as normal. Once these gangers are deployed the third gang deploys his gang within 8" of a randomly selected table edge that is not deployed on already by the first attackers. The third gang rolls for amount of gang members in the same manner as the rescuers.

STARTING THE GAME

The attacking gangs roll off, and the high scorer takes the first turn, followed by the second attacker, and finally the defenders take their turn.

SPOTTING AND RAISING THE ALARM

Sentries spot the third gang in exactly the same manner as the other attackers, and will likely have more opportunities to spot with the greater number of infiltrators present.

The two attacking teams do not need to spot each other and may be aware of each others presence fairly quickly. It is up to the players how they react to each other. If they decide to shoot at or fight each other then this carries the chance of raising the alarm, as normal.

THE CAPTIVE

The third gang obviously do not want to free the captive, but are able to force them along with them at gun point. If a third gang member reaches the captive they 'free' them in the same manner as detailed in the Rescue mission. The captive must remain in base contact with his 'liberator', and models move together. If either model is targeted with shooting it must be randomised which model is hit. If either model is charged then they fight separately, the captive fighting with 1 attack and a WS of zero as they remain bound.

As the captive and snatcher are not friendly neither has to take break tests if the other is injured, and if the snatcher is taken out the captive is able to move freely. The captive can only become pinned if his escort becomes pinned.

An escort can hand the prisoner off to another friendly model by moving into base contact but the captive cannot move any move this turn.

ENDING THE GAME

The game ends if all the captives and attackers are either down, out of action or leave the table edge which one of the attackers were deployed from. Note that attackers may not leave the table in this way until at least one prisoner is freed. The game also ends if both attackers bottle out. The attackers are so hyped up they do not have to take Bottle rolls until it has lost 50% of its fighters. The defender is guarding his gang's hideout so does not take Bottle rolls.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+5 Freed Captive:** The fighter which moves frees the captive gains +5 points.
- **+10 Successful Defence:** If the attacker's don't get the captive off of the board the defending leader earns +10 Experience points.

SPECIAL

If the third gang manages to snatch the captive then the owning gang may not attempt another rescue and the snatcher is free to sell the captive to the guilders, set him to work in the mines, or arrange their own ransom, as they wish.

THE GAUNTLET

A guildier has been murdered in the market square and a small time gang, visiting the local settlement to do some trading, has been accused of the crime. They must rush back to home turf with every other gang out for their blood... but investigations are under way and may clear their name just in time.

This scenario is designed for 3 or more players. The gang with the lowest gang rating are the accused gang, and the other players control the gangs out to claim the bounty on their heads.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly larger depending on player numbers so that the gangs start off a reasonable distance apart.

GANGS

The gang with the lowest rating are the defenders and are placed within 2" of a random table edge, at ground level.

The remaining players roll-off and working highest to lowest deploy D3+3 fighters of their choice on the opposite table edge to the defenders. Special deployment rules like tunnels, vents, infiltrate etc are not used in this scenario.

Each gang involved takes their turns separately but the attacking gangs are considered to be one team and are under a ceasefire order from the guildiers.

STARTING THE GAME

All players roll off, and the highest scorer takes the first turn. Play then proceeds in a clockwise manner.

REINFORCEMENTS

Once word has gone out that the offending gang has been found more gangers will flood to the area looking to cash in the bounty. On each of their turns after the first the attacking players may bring on D3 reinforcements of their choosing at a random table edge. The reinforcements spend their normal move getting onto the battlefield and as such cannot fire heavy weapons, charge, go into Overwatch etc. but may otherwise act normally.

THE TRUTH IS REVEALED

At the start of the third turn, roll a D6; on a six the truth has been revealed and the true culprits identified. If not identified this turn at the start of turn four roll again, this time the truth will come out on a five plus, next turn a three plus, and the turn after, and each subsequent turn, on a two plus.

Once the truth is revealed one of the attackers, chosen at random (but it was probably the Delaques) has been identified as the true culprit who attempted to frame the initial suspects. They now become the target of the other gangs, and are from now on treated as the defenders. Any ongoing combats between the original targets and their new team mates cease, and the models are moved 1" apart.

ENDING THE GAME

The initial defending gang must attempt to either hold out until the truth is revealed, or attempt to move their gang members off of the opposite board edge to their deployment zone to escape. If the initial accused gang can get their models off of the board, or else drive off all the attackers, then they win if at least 50% of their gang escaped. If more than 50% of the defender's gang has been taken out before the rest have escaped then the game will be a draw. If none of the defenders gang escape before they are taken out then the attackers are the victors.

Attacking gangs that bottle leave the game immediately and are not eligible to become the defenders once the truth is revealed.

The game ends when all the defending gang's models are taken out or otherwise left the board. Which ever gang is currently the accused cannot bottle, voluntarily or otherwise.

EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- **+D6 Escapes:** Any fighter that escapes from the board gains an extra +D6 experience.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

The gang that is defending when the game ends is Outlawed after the game, even if they are the initial defender as the truth is never revealed (either the guilders are satisfied that vengeance has been had and stop investigating, or they see the escape attempt itself as evidence of guilt).

If the initial accused gang holds out long enough for the truth to be revealed, even if they are subsequently taken out of the game or lose, they can generate double the income as normal from their territories as word spread and respect for them grows.



SPLAT THE RAT

A House delegate has been caught spying in the local settlement, sending the secrets of the Town Mayor back to his superiors uphive. Discovered, the spy turns to his benefactors who immediately deny all knowledge of his mission and cut ties, leaving the spy to flee into the tunnels and warrens around the settlement in an attempt to hide away. The Town Mayor wants the snitch returned alive to find out just how much trouble he is in.

This scenario is designed for between three and four players. This is a tunnel scenario and uses the rules detailed in the Tunnel Fight section.

TERRAIN

Set up the terrain to represent a series of tunnels, with enough doors and vents to create an interesting game. The centre of the board should contain four areas divided from each other with no direct access between them. This could be four rooms, or a cross section of walls that divides the areas. In each of these areas a token is placed to represent a possible hiding point of the snitch. One of the tokens should be marked as the snitch and the others as decoys, and placed face down at random without players knowing which is which.

GANGS

Each player must choose 6 fighters to take part in this game, as their gangs are split up to cover more ground.

Each player rolls-off. The low scorer chooses which table corner he wishes to set up on, and places all of his gang fighters in an 10" square within that corner. Then players deploy in the same manner clockwise from this first player.

STARTING THE GAME

The players roll off, with the highest scorer taking the first turn. Play then proceeds in a clockwise manner from this first player.

FINDING THE SNITCH

The snitch will be hiding in one of the token locations. To reveal a token a model must get line of sight on the token, at which point it is flipped over. If it is a decoy, the token is removed. If it is the snitch, place a suitable model in the spot of the token.

The snitch will never attack, but will defend himself if charged for any reason. The snitch has the stat line of a regular Juve, and is equipped with a knife only.

Players who find the snitch can grab him and try to escort him off the board at gun point. The snitch must remain in base contact with his captor, and models move together. If either model is targeted with shooting it must be randomised which model is hit. If either model is charged then they fight separately.

As the snitch and captor are not friendly neither has to take break tests if the other is injured, and if the captor is taken out the snitch is able to move freely. The snitch can only become pinned if his escort becomes pinned.

An captor can hand the prisoner off to another friendly model by moving into base contact but the snitch cannot move any move this turn.

The snitch must be delivered alive but can be targeted as normal, or hit by scatter, stray shots etc. If the snitch is put down or out of action then a captor can still drag them 2" a turn. The snitch makes recovery rolls as normal, at the end of the turn once other players have taken their turns.

ENDING THE GAME

The game ends when one gang successfully escorts the snitch off the board edge of their deployment zone, at which point that gang wins.

As gangs are hyped up they do not need to take bottle tests, but can chose to bottle voluntarily if they wish. If at any point only one gang remains it is assumed they retrieve the snitch and return him for the bounty.



EXPERIENCE

Fighters earn Experience points as noted below.

- **+D6 Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- **+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section. Fighters do not receive this bonus for injuring the snitch.
- **+10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.
- **+10 Escort:** The fighter who successfully escorts the snitch over the board edge receives an additional 10 experience points.

SPECIAL

If the snitch is down at the end of the game then roll a D6; on a 4+ the snitch is wounded but alive, otherwise they are considered killed. If the snitch is taken out of action in the game they are considered killed at the game end.

If the snitch is alive at the end of the game, the winning gang is given a bounty of $2D6 \times 10$ credits by the Town Mayor. If the snitch is killed, the reward is reduced to a single $D6 \times 10$.

If an Outlaw gang returns the snitch alive, they are absolved of their crimes and lose their outlaw status. If they return the snitch dead, they get the appropriate bounty and are let out of the town in an amnesty, but do not lose their Outlaw status.



The Big Book of Scenarios

