

ANTIDOTE: HOARD SCENARIO 1

Areas of the Underhive are overrun, thousands of the infected are roaming, looking for flesh to devour. One day a survivor makes his way into your territory, he's heard that an antidote has been developed for the new strain of the plague. The only way to save your territories is to get hold of the antidote and put it into the ventilation system. Can you find the vial before another gang takes it and claims the credit?

In this scenario, both gangs are searching the remains of an underhive lab for a vial of plague antidote. The gang that collects it will have the chance to save their territories, increase their fame and put an end to the zombie hoard...

TERRAIN

Terrain is placed according to normal rules. Once you have placed the terrain you must place six Loot counters on the table to represent storage boxes.

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. Counters are placed before deciding which edge the gangs will play from, so ensure that the counters are placed towards the middle of the table.

GANGS

Once all the Loot counters have been placed each player rolls a dice. The high 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.

When gangs have been set up; roll for zombie numbers and set them up as normal.

STARTING THE GAME

Both players roll a D6 and the highest scoring player takes the first turn.

CHECKING BOXES

A gang member checks a box by stopping so that his model is touching the counter. A model checking a box does so during the shooting phase and may not fire a weapon. Roll a D6, on a roll of 6, the box contains the vial. On the roll of 1-5, the box is empty. If the box is empty leave the loot counter where it is. Each box can be checked only once by each gang member, a gang member cannot check the same box twice. There is only one vial, when it is found remove all the loot counters from the board.

A gang member can carry the vial without affecting his movement or ability to shoot or fight. A gang member who goes out of action will drop the vial where they are at the time. Remove the model but leave the loot counter in place. A model can transfer the vial to another model in base-to-base contact during the shooting phase, but neither model may shoot during the turn. If a gang member takes an enemy carrying the vial out of action in hand-to-hand combat he automatically captures the vial.

ENDING THE GAME

The game ends when one of the gangs has obtained the vial and exits the board from the side they entered.

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Any gangers left on the table (i.e. Down when the rest of his gang has left) is devoured by the zombies.

EXPERIENCE

At the end of the game, gang members gain the following experience:

+2D6 Survives. Each fighter who survives the battle earns D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.

+1 Zombie Kill. A fighter earns 2 points for each zombie that he puts out of action.

+5 Rescued Vial. The ganger who leaves the table carrying the vial, gains 5 points.