

THE ARMORY

Two gangs are exploring the wastes have discovered a small arms cache probably belonging to a long dead gang or maybe even a Guilder. There's probably enough weapons here to re-equip the entire gang or at least make a few creds down at the Trading post. Remember, if you don't get the arms your opponent will.

CHOOSING THE ARMORY

Any gang may play *The Armory* if they are given a choice of scenario

TERRAIN

Each player takes it in turn to place a piece of terrain. It is suggested that the board is about 4' wide or slightly smaller so the gangs can start off a reasonable distance apart. A large central building should be placed, this is the armory.

Optional: Because this is a very old part of the Underhive, the players may choose to use the special rules for Crumbling buildings.

Crumbling Buildings: The Underhive is one sprawling mass of ruined buildings and domes built somewhat haphazardly upon each other. The older the building and the deeper in the Underhive it is the less stable the structure will be: and the more likely that it will collapse and maybe start off one of the dreaded Hive-quakes that Underhivers live in fear of. Fighters always run the risk of buildings collapsing around them especially when they are being repeatedly blasted by heavy weapons fire.

Small arms fire is unlikely to damage a building's structural

integrity sufficiently to make it collapse but any buildings hit by Blast weapons or explosive waste (this obviously includes any instance that gangers are targeted when in the cover of buildings) take damage as normal.

Building Stats:

Large Buildings (two or more storeys) 8 T & 10 Wnds.

Small Buildings and walkways 8 T & 6 Wnds.

When a building is reduced to 0 wounds then roll on the table below:

STRUCTURAL DAMAGE TABLE	
D6	Result
1	Damage. The building is shaken but still standing. Next time you roll on this table +1 to the result.
2-4	Oops! The building sways violently. Every model on the building must pass an Initiative test to avoid being pinned and those within 1" of the edge must roll to avoid falling.
4-5	Big Oops! The structure is in serious danger of collapse with masonry falling and Windows shattering. Each model inside the structure takes a S3 hit and anyone within 1" of the edge must test to avoid falling. At the start of each turn roll on this table and apply the result.
6	Timberrrr! With a massive rumble and crash, the building collapses. All models suffer a S4 hit for each ceiling above them and then falls to the ground under the normal rules. Remove the building and replace with a crater. All models inside are pinned.

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GANGS

Each player rolls a D6. The player with the highest score sets up his gang within 8" of a table edge chosen by his opponent. The other player then sets up his gang within 8" of the opposite edge.

STARTING THE GAME

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

SPECIAL RULES

At the start of the game, one player should roll 1D6. This is the number of crates of weapons inside armory. The armory walls are all but impenetrable, but the door can be damaged. It has Toughness 6 and can take up to 4 Wounds before being blown off. Once the door has been blown off; any models can enter the armory and remove the crates of weapons. These are represented by Loot counters.

Explosives: For each Wound caused in excess of the number needed to remove the door roll 1D6. On any 6s, the armory explodes destroying all of the equipment stored inside and inflicting 1D6 Strength 4 hits on all models within 6". In addition, anyone caught in the blast is lifted and thrown 1D6" away from the centre of the blast where they will suffer an extra hit with a Strength equal to half the distance the model is thrown. If the armory explodes the game ends in a draw.

Crates: While carrying a crate, a model can only move at half speed unless he is sharing a crate with another model. The fighter

suffers a -1 Weapon Skill and -1 Initiative penalty while carrying a crate. To claim the crate it must be taken off the board by the models carrying it. They will then return, on the next turn at the same point on the edge of the board. If a model carrying a crate goes down or out of action, the crate is dropped.

Equipment: After the game, each player may take a random piece of equipment from the rare items trading post in the Sourcebook for every crate they captured. These are added to the roster for free. Unfortunately they are very old and you must roll for every piece of equipment. On a result of a 1, the item is worn out and must be discarded.

Every second crate that a gang has in its possession will contain weapons from the new weapons section at the end of this article.

ENDING THE GAME

The game automatically ends when one side *Bottles Out* or voluntarily retreats. The Bottling gang loses and the other side wins.

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EXPERIENCE

Fighters who take part in this scenario earn experience as follows:

- +D6 Survives. If the fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +1/2 Per Crate. If a fighter takes a crate off the board single handed then he receives 2 points. If two take a crate then they receive one each.
- +5 Per Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the fight, either on an opposing fighter or on the Armory door. Make a note on the gang roster every time a fighter scores a hit and wounds his target.
- +10 Winning leader. The Gang Leader of the winning side earns an extra 10 experience points. Neither leader earns this bonus if the game ends in a draw.