

BODYGUARD

Sometimes a gang gets the job of being bodyguard for one of their associates in the Underhive. This person is so valuable to the house that they must be protected from enemies or rivals of the gang. This scenario represents such a person being escorted through the underhive by a gang. An enemy gang has got wind of this and will try to make a hit on the VIP. The gang escorting the VIP seldom know who the person is or why the person is that important. All they know is that they will be well rewarded for his safety.

TERRAIN: Each player takes it in turn to place a piece of terrain, either a building, structure or a walkway. Once all terrain has been placed, place the mine entrance or something similar in the middle of the table. This is where the VIP has to be taken to be safe.

GANGS: The defending player rolls a dice in order to determine how many gang members have been employed to fulfill the Bodyguard mission. Roll a D6: 1-2 = 2, 3-4 = 3, 5-6 = 4 fighters. The player selects which gang members he wishes to deploy for the mission. He then randomly selects a table edge, and places a dice as the entry point for his VIP and the bodyguard. The attacking player rolls 2D6 in order to determine how many fighters he has taking part in the battle.

The attacker then deploys his gang on the opposite table edge within 8" of the edge. The VIP has the stats of a normal ganger and is armed with a knife and a laspistol.

A ganger must be within 4" of the person the gang is protecting at

all times. If there isn't a fighter within this distance at the start of the gang's turn, the VIP will move (not running) its full distance in a random direction. Roll a Scatter dice in order to determine direction.

STARTING THE GAME: The player rolls a D6, whoever rolls highest starts first. This represents the confusion when the escorting gang finds out that the enemy gang is getting close to the VIP.

ENDING THE GAME: The game ends when the mission objective is met. For the defending gang this is when the VIP has entered the mine entrance or the attacking gang has bottled out, and for the attacking gang it is when the VIP has been taken Out of Action. The defending gang cannot Bottle out in this scenario because their honor (and possibly their future) is at stake. The attacking gang is very keen to get the VIP and therefore doesn't have to take Bottle tests until they have lost 50% rather than the usual 25%.

EXPERIENCE

+D6 Survives: If the fighter survives the battle, even if he was down or taken out of action during the game.

+5 Per Wounding Hit.

+10 Winning Gang Leader.

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SPECIAL RULES

Reinforcements: At the start of each turn, including the first, the defender can get reinforcements. Roll a D6: 1-3 = 1 ganger, 4-6 = 2 gangers. The fighters all arrive at the same table edge, determined randomly. The reinforcements represent the rest of the gang who has been scouting ahead, and are now closing in on the delivery place.

Reward: Whoever wins the game, gets a bonus income of 2D6x10 credits as a bonus from either business associates or their clan leader. Furthermore the winning gang gets a free territory (roll a new territory on the Territory table). This territory represents some land that was a part of some business agreement the VIP was making.

Whoever loses the game has to halve their income from territories and cannot trade at all (nor roll on the Rare Trade chart or even buy a simple laspistol) for D3 games, to represent the disappointment of their business contacts.