

# BOUNTY ON THE MUTANT: NON GW

A rise in local mutant attacks has brought a bounty on their skins.

## TERRAIN

If you can set up sewers (use Space Hulk rules), do so and be sure to place several blips down below. All gangs start on any board edge.

If not use standard terrain setup.

## GANGS

This scenario can be run against a scavvy gang or can be an arbitrator scenario with the arbitrator can run the blips/mutants.

Mix 2 random blips per player in with an additional 3 mutant blips per player. Place the blips randomly on the board.

Until a blip is revealed (see below) blips move D6-3 inches per turn. Roll separately for each blip to determine how far he moves. If the distance is negative then the attacking player is allowed to move the blip. For example, a roll of 1 gives a move of -2, so the attacker moves the blip 2" in any direction.

Spotting/Revealing Blips. Roll 2D6 at the end of the attacker's turn. Attackers can try to spot any mutants that are within the distance rolled so long as they could normally be seen - ie they are within his arc of vision.

Mutants in the open will be spotted on the D6 roll of 2 or more.

Mutants in partial cover will be spotted on the D6 roll of 4 or more.

Mutants in cover or hiding will be spotted on the D6 roll of a 6.

Attackers will spot any blip within their Initiative distance in inches on the D6 roll of a 2

regardless of cover or hiding. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2.

Once a blip is revealed the mutant moves on the end of the turn of the player who discovered them, and will move towards and attack the nearest target. If they cannot attack this turn, they may hide. Anyone can run mutants, but the players must agree on any moves being appropriate (or roll off if the mutant has targets of equal distance).

The mutants have the following profile:

| <u>M</u> | <u>WS</u> | <u>BS</u> | <u>S</u> | <u>T</u> | <u>W</u> | <u>I</u> | <u>A</u> | <u>Ld</u> | <u>Sv</u> |
|----------|-----------|-----------|----------|----------|----------|----------|----------|-----------|-----------|
| 4        | 3         | 2         | 3        | 3        | 1        | 3        | 1        | 6         | -         |

Weapons: as per model used, & club

## STARTING THE GAME

Attacking gang(s) get the first turn.

## ENDING THE GAME

The game ends if all the mutants are down or taken out of action or if the attacker(s) bottles out. In this case the mutants win. The mutants are protecting their gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The mutants won't bottle out in this scenario and cannot bottle out voluntarily.

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## EXPERIENCE

Fighters who take part in the Ambush earn Experience points as noted below.

**+D6 Survives.** If the fighter 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 the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.

**+10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

## SPECIAL

If the attacking gang wins the game they get 25 credits per mutant taken out of action. They have to be taken out of action during the game to get the bonus.