

BREAK AND RUN!

After a close call with the Defense Force, the gang is forced to retreat without collecting income and buying new equipment!!! They know that their only hope is to break past the troopers and into the subway tubes. If they can reach the tunnels they will be able to escape to another part of the Hive, away from the Defense Force and vengeful local Guilders. First they have to get past the Defense Force's road block and sentries. Stealth is key for this mission.

TERRAIN: Set up the table in the form of a road, with buildings along either side and debris in the centre. Deploy the gang at one end and the Defense Force and the Commissar at the other. At the Defense Force's end a roadblock/wall should be set up across the road where they can wait for the gang.

The Defense Force are equipped with a heavy stubber platform. Two troopers must man a heavy stubber platform. One trooper is the loader.

These options come as free extras when buying your Defense Force (see later).

OBJECTIVE: The gang must make their way past the Defense Force as quickly as possible and escape off the other side of the table. All of the gang must stay on the road or in the buildings on either side of the road for the duration of the scenario. The Defense Force must endeavor to stop the gang.

The game ends when all the gangers that can leave the table have, or if all the gang is prevented from doing so by the Defense Force,

i.e. they are all down or taken out.

GANGS: All of the gang left alive after the Incursion scenario will take part in this scenario.

Only 2D6 + 3 Defense force trooper and the Heavy Stubber platform will be deployed. This must include the Commissar and the heavy stubber crew.

The rest will be set up in groups as the defenders in a Raid scenario. They will be brought on as for a Raid scenario's reinforcements.

SPECIAL RULES

HEAVY STUBBER PLATFORM: This weapon provide the gunners with hard cover (-2 to hit) due to the gun shield. It is constantly supplied with ammunition by the loader, and so does not have to take ammo tests.

COMMISSAR: If the Commissar is taken out of action the Defense Force will pull out immediately and the gang will escape with no further hinderance.

BREAK THE LINE! To escape the gang must pass through the Defense Force and get off the far table edge. This simulates them breaking through into the tubes beyond.

EXPERIENCE

+10 The gang leader if he survives.

+5 per wounding bit.

+5 breaking past the barricades.

+D6 Surviving.

WHAT HAPPENS TO THE DOWNED GUYS: A point I didn't consider at first was the downed gangers.

Roll for serious injuries for them. Any results of dead apply. Any results of survives against

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the odds and Full Recovery means the ganger is able to crawl off (with most of his bits still attached) and reaches the rest of the gang. Any other result applies, but also counts as a Captured result. If any gangers get caught (which they should), decide if you want them back or not. If you do, then the next scenario is a Rescue mission.

Any gang members not rescued are handed over to the Guild to be sold into slavery or turned into pit slaves. If the entire gang goes down then the campaign ends here.

POST-BATTLE: In the previous game, the gangs have been prevented from collecting income because they needed to escape the Defense Force. However now they have escaped from this section of the Underhive. This means they have lost their most valuable piece of territory, strike it off the roster and roll up a new territory to represent their safe house.

Now they are holed up in a new section of the Hive they can now collect income, replenish losses and buy new equipment.