

Broken Deal

v1.0 by Anthony Case

Underhive gang leaders rely on a wide selection of settlement contacts to scrape together the credits needed to pay for the gang's weapons and equipment amongst other upkeep costs. Invariably the gangs are sometimes forced to work together exchanging information or brokering deals between them to fulfil a lucrative contract, much to their disdain and unease. Gang leaders are naturally suspicious when dealing with each other but when a sack full of credits is at stake they often cannot resist an opportunity to get one over on their rivals. Even in a large trader settlement it can be worth risking the law for a quick cred by luring a gang leader into a scammed deal.

This scenario represents a gang leader double crossing a rival gang just as a deal is seemingly about to be made.

Any gang allowed to choose the scenario can select a Broken Deal scenario, except Spyrers. The gang that chose the scenario is the attacker while the other gang is the defender.

Terrain

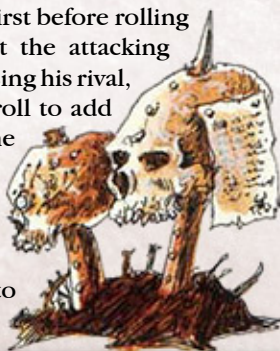
Starting with the attacker each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that with the cover gangs can move reasonably freely.

Deployment

The attacker chooses a table edge and deploys D6 members of his gang in a horizontal line 6" from the centre of the table at ground level, 1" apart and facing the opposing table edge. The defender deploys the same number of gang members in a similar manner from the opposite table edge so that the two gangs menacingly face one another. The two players must then each choose a dealer from their remaining gangers who are deployed 2" from one another in the centre of the table. Finally, the defending dealer is given a loot counter which represents a lucrative contract that the attacking gang is attempting to steal. The loot counter follows all of the usual loot counter rules during play (refer to the Scavengers scenario rules for full details).

Starting The Game

The game starts with a fast draw as the double dealer springs the trap by going for his guns. This follows the usual fast draw rules except in the following ways. The fast draw for the two dealers is rolled for and resolved first before rolling for the other gangers. To reflect that the attacking dealer has the intention of double crossing his rival, he rolls 2D6 and chooses the highest roll to add to his Initiative. Once the attacks for the two dealers has been resolved the fast draw for the remaining gang members is carried out. After all ranged attacks have been resolved the game starts as normal with a roll off taking place to determine who gets the first turn.



Reinforcements

Upon hearing the gunshots the remaining gang members are quick to react to the broken deal. At the start of the players' first turns their remaining gangers arrive at their table edge.

Ending The Game

The game ends once a side bottles out, in which case the gang that did not bottle is the winner. If a gang is currently in possession of the loot counter then it cannot bottle out. The game also ends if a ganger carries the loot counter off his table edge, in which case the gang is declared the winner.

Experience

Fighters who take part in the Broken Deal scenario earn Experience points as noted below.

+D6 Survives: If a 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 successfully wounds his target.

+5 Loot Runner: If a fighter manages to carry the loot counter off the table then he earns 5 points of Experience.

Special

If the attackers win the game then they gain D6x10 credits to add to their income after the fight, while the defender's income is reduced by the same amount. If the attackers drew first and lost the game then they can only draw half their normal income after the fight as their contacts are reluctant to deal with the troublemakers.

Gangs involved in shoot outs in busy settlements are looked upon harshly by the guild traders and courts. To reflect this the following modifiers apply if reported to the watchmen.

- 1 If the gang drew second.
- 2 If the gang drew first.
- 3 If the attackers drew first and won the game.

All images in this article are copyright of Games Workshop.