

Bushwack

v1.0 by Anthony Case

In the hellish pit of the Underhive a gang's reputation means everything. A disrespectful taunt or provocation from a rival gang must be dealt with violently as only gangs that stand up for themselves can expect respect from other hivers. An often favoured method of reprisal by gang leaders against a marked ganger that has wronged him is the bushwack. The gang splits up in search of the target either infiltrating the rival gang's turf or waiting hidden along a path commonly used by the gang. When the target is spotted bullets start flying as the vengeful gang attempts to complete the hit before disappearing back into the gloomy shadows.

This scenario represents a group of avenging gang members ambushing a marked rival fighter to carry out a bushwack.

Any gang that is allowed to choose the scenario can select to play the Bushwack scenario. 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 an enemy gang member that is the target of the bushwack and places him in the centre of the table at ground level. The attacker then deploys D3+2 of his gang anywhere on the table, but not within 12" of the target and they must be deployed out of line of sight and in hiding. The defender then chooses D6 fighters from his gang and rolls a D6 for each of them. On a roll of 1-4 the model must be deployed within 4" of the target. On a roll of 5-6 the model can be deployed anywhere on the table, though not in base-to-base contact with an enemy gang member.

Starting The Game

If the defender did not roll a 5+ for any of his gang fighters then the attacker will always get the first turn. However, if the defender did roll a 5+ for at least one gang member then roll a D6 for each model that could be deployed anywhere. If any of the dice roll a 5+ then the defender will get the first turn.



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The ambushing gang aren't just out to down the target of the bushwack, they are gunning for bad blood. To reflect this any wounds the target suffers that was inflicted by an attacking gang member always counts as High Impact even if the Strength of the attack is below 7.

Ending The Game

The game ends once either the attacking gang bottles out, the target of the bushwack is taken out of action or the target moves off a table edge. If the target goes out of action then the attacking gang wins the game otherwise the defending gang wins. The attackers are out for blood so do not have to start taking Bottle tests until at least 50% of the gang is taken down or out of action. The defenders are snared in an ambush so do not take any Bottle tests, instead the only way for them to flee is for them to move off a table edge. Any defending gang members that move off a table edge play no further part in the fight.

Experience

Fighters who take part in the Bushwack 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 Bushwacker: The attacking gang member that was responsible for taking the target out of action receives an extra +5 Experience points.

+10 Bushwack Dodger: If the target does not go out of action then he receives +10 Experience points.

Special

If the attacking gang manage to complete the hit by gunning down the target of the bushwack and goes out of action then he must roll twice on the Serious Injuries chart and choose the lowest result.

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