

on your own. Keep in mind that since all the gangs are set-up at the same time it is advisable and encouraged for the gangs to split up fighters, assign gangs to certain areas, and generally collaborate to win the scenario.

ENCOUNTER CARDS

In order to fully play this scenario the Arbitrator will need a standard deck of playing cards (52 cards plus jokers). These will be used to represent the various creatures that will be purged in this scenario. The Arbitrator takes the deck of cards, gives them a jolly shuffle, and then deals the top three cards, in a pile, to the center of the board. Next, the arbitrator deal out three cards, again in a pile, and places them anywhere on the board at least 16" away from another stack of cards or 8" from a short board edge. The Arbitrator keeps dealing until there are no more cards to deal. No one is to look at the piles, not even the Arbitrator, until the stack is revealed.

STARTING THE GAME

The game starts with the gangs going first and then the Arbitrator. The gangs get one massive turn, so all fighters in all gangs act as one. This means one movement phase, one shooting phase, etc. After the gang turn the Arbitrator rolls a d6. On a result of '1-5' nothing special happens and he takes his turn, assuming he has any creatures revealed. On a result of '6', he can choose any one card stack, reveal it, and then continue with his turn as normal.

<i>Combined Gang Rating up to 8,000</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Black Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Black Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Black Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
Black 2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Red Card	Discard with no effect.

REVEALING ENCOUNTER CARDS

Encounter cards are only revealed when the Arbitrator rolls '6' or when a fighter comes within 12" of the pile. At that time, the cards are revealed and the appropriate creatures are placed in the area of the cards. What the card represents are creatures and deviants lurking in the area that must be cleansed. The following tables can be used straight up or the Arbitrator can modify them as needed.

<i>Combined Gang Rating 8,001-12,000</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	1 Major Daemon or 1 Wyrd with all his major powers.
Red King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Hearts	Discard with no effect.

<i>Combined Gang Rating 12,000 or more</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
King	1 Major Daemon or 1 Wyrd with all his major powers.
Queen	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Jack	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
10	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-9	1 Minor Daemon or 2 Vermin or 1 Deviant Scum

ENCOUNTER CHART NOTES

The following applies to the gang rating charts:

Deviant Scum: Deviant Scum are basic gangers, outlaws, Ratskins, Scavvies, corrupted

Redemptionist, or any other fighter you want to use. They must be represented accurately and will only have what they are armed with. Deviant Scum that are taken 'down' are also taken 'out-of-action' and removed from play. Deviant Scum that are flesh wounded are pinned, but do not have their WS/BS reduced at all.

Hive Vermin: Hive Vermin are anything that you want to create with the Bestiary by Nick Jakos. Simple vermin that you may already have are Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, or Gigantic Spiders.

Jokers: If a joker is revealed then the revealing fighter is the victim of a surprise attack. Roll a D6 on the Surprise Attack Chart.

<i>Surprise Attack Chart</i>	
<i>D6</i>	<i>Surprise Attack</i>
1	Face Eater: The victim is automatically attacked by a Face Eater as described in the Bestiary, Part 2.
2	Ash Clam: The victim is automatically attacked by an Ash Clam as described in the Bestiary, Part 2.
3	Zombies: The victim is automatically attacked by D3 Zombies as described in the Skavvy Rules.
4	Brain Leaf: The victim must immediately roll under his leadership characteristic. If the test is failed then the victim is treated as an arbitrator fighter for the rest of the game. Assuming the fighter survives, he returns to normal at the end of the game.
5	Unwilling Sacrifice (Minor): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D3 Minor Daemons are to be placed within 4" of his location.
6	Unwilling Sacrifice (Major): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D6 Minor Daemons are to be placed within 4" of his location. If this fighter has 'Foothold Possessed' noted on his roster slot then D3+1 Major Daemons are brought forth instead.

Major Daemon: The Major Daemons are Fleshounds, Beast of Nurgle, Flamers, and Daemonettes. They follow the Daemon rules later in these Mini-Campaign rules.

Minor Daemon: The Minor Daemons are Bloodletters, Fiends, Pink & Blue Horrors, and Plaguebearers. They follow the Daemon rules later in these Mini-Campaign rules.

Reward: Each time a creature that is brought forth from an encounter card is taken out-of-action the gang leader who took that creature out-of-action notes what type it was. See the Bounty Rules below.

ESCAPING DEVIANTS

The goal of the deviants and creatures that are brought into the game by the Encounter Cards is to get off the short board edge. The Arbitrator controls how they move, but in general, they should attempt to get through the gangs and off either of the two short board edges. Each one that does will reduce the amount of the bounties paid to the gangs. See the Bounty Rules below.

ENDING THE GAME

The game lasts until all the cards are revealed and the last creature is taken out-of-action or leaves a short board edge or all of the gang's bottle out. This is a fight for your life, so bottle checks start at 50% instead of 25% and you cannot voluntarily bottle out until you are required to take a test at 50% down or out-of-actions.

BOUNTY RULES

Once the game ends the Guilders will pay the gangs for each creature that they cleansed (took out-of-action) in the game as follows:

<i>Bounty Chart</i>	
<i>Creature</i>	<i>Bounty</i>
Hive Vermin	10 credits
Deviant Scum	20 credits
Wyrd	75 credits
Minor Daemon	100 credits
Major Daemon	200 credits

Reduce all of the gang's bounties by 5% for each creature that escapes (i.e. if two creatures escape everyone loses 10%). If all the gangs bottled out then the Arbitrator must turn over all remaining encounter cards and any creatures on those cards (jokers are ignored) are assumed to have escaped. This can usually mean that no bounties are paid. In the event that the percentage is over 100% then no bounties are given because the Guilders would not be able to take money from

the gangs, even though they would if they could. Remember that Bounties are income and not profits.

EXPERIENCE

Fighters who take part in the Purge!!! are awarded experience points as indicated below:

+2D6 Survives: If a fighter survives the battle then 2D6 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 on an arbitrator's model during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. This also means that if you take a shot at a friendly fighter and wound him you do not gain a wounding hit for that shot. In the event that a fighter is possessed then continue to track his experience since he will get the experience for the out of body feeling and if you take him out he was an arbitrator model at the time you shot him.

+20/+D6 Master Hunters: The gang that collects the most bounty credits will each receive an additional +D6 on top of other experience, but the leader will collect +20 instead of this +D6. This means that a fighter could gain +3D6 experience or the leader could get 20+2D6.

ALTERNATIVE USE

Clever arbitrators can adjust the encounter card decks to utilize beasts from the Bestiary Rules (Parts 1-3) or other creative adversaries instead of daemons and chaos themed creatures. Feel free to use whatever you want to enhance your own campaigns.

ABOUT THE AUTHORS

This scenario was developed by Rob and Tony for use in their Chaos Gate Mini-Campaign. They hope you have as much fun with this scenario and their campaign as they had making them. You can also use this scenario in your own league, or with a group of your closest gaming buddies willing to pound each other's gangs into the dust.

