



Arbitration Scenario: Storming the Barricades

By Robert J. Reiner aka Arbitrator General and Tony Slade, aka Omega

This scenario first appeared in the Outlanders Rules Supplement. We have tweaked it a little and added it here to our Chaos Gate Mini Campaign. We hope you like it...

The forces of chaos are gathering and worshipping out in the open now. Enforcers, Guilders, and gangs are standing together to purge and cleanse these encampments where they can be found, but these vile, evil forces are not standing still. They are also taking the fight to the settlements and shanties, as well as to the general populous of the Underhive. This scenario represents such an attack. The forces of Chaos are trying to eliminate a Guilder, Enforcer Precinct, Settlement, you name it.

MULTIPLAYER

This scenario works best when two or more players and an Arbitrator participate. One player can control more than one gang or the Arbitrator can also field a gang. The Arbitrator may also want to take some time before the game is played to familiarize himself with the Daemon rules in this Mini-Campaign as well. The more experienced the gangs the more fun this scenario can get. Any gang rating can be used and as you will see, the higher the better. Since this is a multiplayer game and a lot of things are gang specific, here are some special rules for this multiplayer game:

Leadership: Any gang may use the leadership of a gang leader if they are within the leader's leadership distance.

Friendly Fighter: For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for loosing your nerve if a fighter is taken 'down' or 'out-of-action' within 2" of you.

Closest Target: Although this is a cooperative effort, I know that you will ask 'Can I shoot Jed, I hate him?' The answer is yes, you can, but only as long as Jed is not a member of your gang. This can get ugly quick, so it is advised that you do not take out friendly fighters in this manner. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters.

TERRAIN

A settlement, shanty, trading post, or gang encampment usually comprises an inner, heavily protected area where the valuable is kept. These valuable can be resources, trade goods, or even credits. Around this area is usually a ring of barriers or walls, which can be continuous, steep, and high. Holesteads and settlements can form up around the walls, even on both sides, but every local knows that the most protection is on the inside of the encampment.

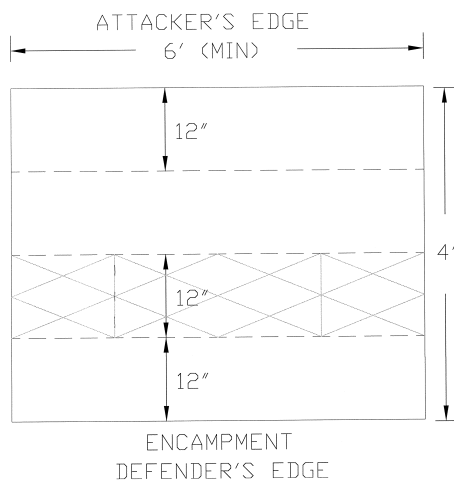
Storming the Barricades is fought along an encampment line. It is suggested that a 4' x 6' board be used. Use as much terrain as possible. The gangs will be the defenders and the Arbitrator will control the attackers. The Players and the Arbitrator should place the terrain so that there is a high concentration of buildings along one long board edge, but make sure that there is heavy terrain as much as possible. Select one long board edge to represent the encampment and this will be called the defenders board edge. If you have walls or sections of terrain that are suitable as a barrier, they are to be placed in line with the center of the length in the center of the long board edge, and roughly 12" onto the board. Once the barriers are set-up, shuffle terrain in the middle of the board so that there are no buildings or 'heavy' cover from the walls to another 12" from the defenders board edge. Place the watchtower anywhere in the clear area along the centerline of the clear area. This represents the area just in front of the walls that the defenders have cleared of obstructions so that they have a clear field of fire and set up a watchtower to keep a look out.

GANGS

As stated earlier this scenario will most likely involve multiple gangs. Total up all the gang ratings participate in 'Storming the Barricades.' Once the defender's total gang rating is determined, the Arbitrator then consults the Chaos Gate Mini-Campaign Daemon Rules and may pick Daemons such that the total point's

values of the Daemons are twice that of the defending gangs. This may also be adjusted by allowing the defenders to purchase 'Defenses' as described later. These are items that must be paid for by the defenders.

Once all the terrain is set up, the defenders each place 2 loot counters anywhere in the clear, kill zone. These represent loot, valuables, food, or other items that attackers may want. Next, the defenders place 3D6 fighters as guards and sentries anywhere on the board, but within 12" of the encampment. This should also place them behind the walls and not in the cleared, kill zone. The defenders then place all their remaining fighters into groups of 1 or more fighters and set them aside as reinforcements. Traps, wire weed, wall guns, and guard beasts are set-up next anywhere on the table on the wastes side of the wall. Any remaining defenders are considered reinforcements that will enter from the Settlement. The attackers then deploy their entire group anywhere on the board within 12" of the attacker's edge.



DEFENSES

Defending gangs can spend any amount of credits that they have on the following items. Each item purchased will add that much to their gang rating for this game.

Wall Guns (half base cost): Special and heavy weapons may be purchased at half base cost and fixed to walls, barricades, towers, or buildings. Wall guns are not purchased for a specific fighter, but rather, they represent older weapon that are too temperamental to be moved around by a fighter. Wall guns must be represented by a model or counter. They have a fixed 90-degree fire and may be fired by any fighter in contact with it, not just a heavy. Wall guns cannot be

moved and are attacked separately like any other fighter. They are T4 with W1. Any wall gun that suffers a wound is destroyed.

Traps (50 credits): Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some encampments. Trapped areas must be represented by a suitable counter. Any fighter, including defenders, that moves within 3" of a trap counter must roll under their initiative on a D6 or suffer a S3 hit causing one wound. Traps may be set off multiple times, but if a fighter rolls a '1' on his initiative test he has also disarmed the trap and the counter is removed from play.

Beasts (per Bestiary Rules): In the Underhive some creatures are herded or grown for protection. The gangs may purchase beasts using the Bestiary Rules (Part 1 and 2). The cost is the rating. These creatures are 'house' broken and will not attack friendly fighters. In addition, you may only have one beast per every three defenders.

Wire Weed (15 credits): Wire weed is a common Underhive defence. It is more effective than barbed wire and is maintenance free. Hedges of wire weed are purchased in lengths of 1" long by 1" long. Wire weed is considered difficult terrain. In addition, a fighter that wishes to cross wire weed must also roll equal to or under their initiative. If they pass they take a S3 hit causing one wound.

Extra Watch-Tower (200 credits): Defenders may purchase additional watch-towers for the clear zone. They are placed in the same fashion as listed above and must be at least 12" away from another watch-tower.

STARTING THE GAME

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6. The defenders must choose one player to roll to determine who goes first.

PICKING UP LOOT COUNTERS

Although the loot counters have been placed for this scenario, when this scenario is used in the Chaos Gate Mini-Campaign they can be ignored, otherwise loot counters may be picked up and by any fighter that passes over them per the loot counter rules in the Scavengers Scenario in the ORB. In addition, wall guns can be taken as loot also, but they will not be able to be used by the fighter this game as taking them off their wall

mounts disconnects them from their power and ammunition.

REINFORCEMENTS

Once the game starts with the sounding of the alarm, the defender may attempt to bring one group of reinforcements on per turn. Nominate one group of reinforcements and roll 2D6. If the result is equal to or greater then the number of fighters in the group then they may be brought on the board from the encampment, but not within 8" of an attacker. If the result is less then the number of fighters in the group then no reinforcements are brought on this turn. Fighters brought on this turn are treated as having moved, so move-or-fire weapons, aka heavy weapons, will be able to be used unless the fighter had the appropriate skills.

ENDING THE GAME

When the last attacker is taken out-of-action or all attackers have gotten off the encampment board edge the game ends. The defenders are fighting to defend their friends and home so they will not take bottle tests and cannot voluntarily bottle out. When this scenario is played outside of the Chaos Gate Campaign, any loot counters are worth 2D6x10 credits to the attacker and any wall guns can be sold for 25% of their base costs. In general, the defenders can only win if they prevent any attackers from getting into the settlement.

EXPERIENCE

Fighters who take part in 'Storming the Barricades' 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.

+1 Disarming a trap: A fighter that disarms a trap will be awarded +1 experience points.

+20 Winning Leader: Each gang leader on the winning side will collect +20 experience points.

ALTERNATIVE USE

This scenario can also be used for multiplayer games not associated with the Chaos Gate Mini-Campaign. To do this, simply make sure that the defending gang or gangs are outnumbered by 2-3 times after buying defenses.

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.

