

DEAD END: HOARD SCENARIO 2

You've got the antidote, but can you delivery it into the ventilation system? Zombie numbers are still increasing and every other gang in the area is out to get the antidote and take the credit for the rescue of the underhive. Just one more battle and your gang could go down in hive history...

In this scenario, the gang must try to deliver the antidote into the underhive ventilation system; the opposing gang must try to capture the vial so they can take the credit for themselves.

SCENARIO SELECTION

This scenario can only be played when one of the gangs has obtained the vial from 'Scenario 1 - Antidote'.

TERRAIN

Terrain is placed according to normal rules. Choose a suitable terrain piece to represent the ventilation system entry point and place it as close to the centre of the table as possible.

GANGS

Each player rolls a dice. The high scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. The opposing gang then sets up within 8" of the opposite table edge.

When gangs have been set up; roll for zombie numbers and set them up as normal.

STARTING THE GAME

The gang holding the vial moves first.

ENDING THE GAME

The player who gets to the vent while holding the vial must spend his shooting turn there to introduce the antidote into the system. The antidote will take effect at the end of that player's turn, all the zombies collapse to the ground, the plague is finished and the gang is victorious!

Note: Plague Zombies belonging to Scavvy gangs are not affected by this antidote!

EXPERIENCE

The winning gang receives the adulation of the underhive, to represent this fame, the gang automatically receives a 'settlement' territory. In addition, both gangs receive experience as shown below:

+2D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+1 Zombie Kill. A fighter earns 1 point for each zombie that he puts out of action.

+10 Antidote Administered. A fighter earns 10 points for administering the antidote into the air vent.