

ESCORT: BLIND FIGHTING SCENARIO 1

From time to time, the Houses of Hive City send representatives down into the Underhive on 'business'. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return to Hive City. Of course in the Underhive, rumors spread faster than jag plague, and it's not uncommon for other Gangs to hear about such missions and realize that snatching these agents would do much to boost their own reputations and possibly provide a nice little bounty along the way.

SCENARIO SELECTION

Any gang can choose this scenario when they are allowed to choose.

SCENARIO SPECIAL RULES

This scenario uses the *Blind Fighting* rules.

Night

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for as normal.

Terrain

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

Gangs

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Important note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to represent all the fighters that could be found for the attack at short notice. The attacker must deploy all his fighters within 8" of his table edge.

The defending gang may choose any four fighters to act as the escort. In addition he must take a model for the House representative. The agent has the following characteristics:

Agent

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	2	3	1	8

Weapons: The agent carries a laspistol and dagger and cannot be given any other weapons.

Armor: The agent wears mesh armor.

Special: The agent will only shoot at targets within short range (8") and may never choose to charge an enemy.

Starting the Game

The game begins with the defender's models moving onto the table top.

Ending the game

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a Bottle test or chooses to bottle out, or if the agent escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make Bottle tests. However, if the defender chooses to bottle out at any point and the agent has not gone out of action, he will be abandoned and automatically captured by the attackers.

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Experience

+D6 Survives: If a fighter survives the battle then D6 points are earned, even for fighters who are wounded and taken out of action.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

+10 Winning Gang Leader: The gang leader of the winning side earns an extra 10 Experience points.

+D6 Gotcha! If the agent is killed, all attacking fighters who survive gain an extra D6 points each.

Special

If the defending player wins, the agent is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal, but then multiply the total by D3+1 before working out expenses and hire fees, etc.

If the attacker wins, then the agent will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the agent to be sold to the Guilders as a slave. The ransom is 2D6x10 creds.

If the agent went out of action, roll D6.

D6 Result

1-2 Captured: (see above).

3-5 Close Shave: The agent makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.

6 Dead: The agent is zombie-food! Each surviving attacker

receives an extra D6 Experience points as noted above.

Notes

It is possible for the defending player to win the battle, but still end up with agent being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.