



Scenario: Frozen Assets

By erebus and Arbitrator General

I first encountered this scenario online. It was written by a chap who went by the name erebus. I have evolved the scenario further. My attempts to contact this person have failed. So, want some nitrogen?

Gang fights take place just about anywhere in the underhive, be it next to the sump or in a local bar or out in the industrial zones. Frozen Assets take place in one such place. Under the massive nitrogen storage tanks favored by House Van Saar. Although these areas are heavily guarded, occasionally a breach of security happens and hardy gangs can descend on the area in hopes of harvesting the frozen liquid at the trade post. Does your gang have what it takes?

TERRAIN

Use standard terrain set up rules. In addition, each player places one gas template (the big template) on the board. This is placed no closer than 8 inches to any board edge or to another template. These represent spots where liquid nitrogen is falling from the tanks above.

GANGS

Each player rolls a d6. The player that rolls lowest chooses which table edge he wishes to set up on and places all of his fighters within 8" of that board edge. If the tabletop is more than 4' on any edge then the longest two board edges are the only board edges to be chosen from. Once he has placed all of his fighters his opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Once all the fighters are set up each player rolls a d6. The player who rolls the highest goes first.

SCENARIO SPECIAL RULES

The following special rules apply to this scenario:

Tunnels and Vents: When you are eligible to place fighters on the board using tunnels and vents you must first place the fighters, then roll a d6 for each fighter. On a result of 4+ they remain on the board. On a result of 1-3 their path has been blocked by ice and they must wait until your next turn to be placed on the board. Follow the same procedure each turn until all your fighters are placed.

Fog: As the nitrogen hits the floor it vaporizes, causing a thick swirling fog to envelope everything. Any shooting done at long range will have an additional -1. In addition, no weapon may shoot

over 36 inches. The fog is ignored if the fighter has infra-goggles or an infra-red gunsight.

Extreme Cold: Liquid nitrogen is cold, very cold in fact. As so much is pouring into the area the caverns have frozen over in places. The cold is so bad that it affects both fights and equipment. All base movement is reduced by one (does not affect leap) in this scenario. All ammo rolls are one worse (i.e. lasguns have an ammo roll of 3+). Weapons which would not normally roll ammunition checks (i.e. 1 in a million weapons) now fail on a roll of one. And flame weapons are at a strength of one less than listed.

Nitrogen Falls: The gas templates indicate areas where streams of liquid nitrogen are falling from the ceiling. Within these zones temperatures are so low that they will freeze men in seconds. As ice builds up and melts high above, the trajectory of these streams will change randomly. At the start of each player's turn you must roll a scatter and artillery dice for each template. On a roll of a hit or a misfire on either the die the template does not move, otherwise it moves the number of inches in the direction indicated. Templates hitting the edge of the board stop there until the next roll. If both a hit and a misfire are rolled the break in the tanks above have iced over and that template is removed. *Note: Flows are coming from above, so only the upper most area covered by a template is affected.*

Heavy Weapons: Every time a heavy weapon is fired roll a D6. On a roll of 6, a new breach opens in a tank above. When this happens you must randomly determine one existing nitrogen template. Roll the artillery dice and place the new gas template that distance in the direction indicated. Use the hit pointer as a direction and re-roll both dice if a misfire is rolled.

Touching a Nitrogen Template: Any fighter touching a nitrogen template takes an automatic S7 hit with no saving through allowed. If the fighter is wounded by the hit the following injury roll is made instead of the normal injury roll:

1 – Fighter has jumped clear, no effect, move the fighter to the closest template edge.

2-4 – Fighter is ‘Down’

5-6 – Fighter is taken ‘Out-of-Action’

If a model is hit by a nitrogen template when they are already ‘down’ then they are automatically taken ‘out-of-action.’

ENDING THE GAME

The game ends when either team bottles, or all of one player’s models are down or out. Alternatively, if there are five or more nitrogen templates on the board, both sides will decide that it is too dangerous to stick around and the game will end in a draw.

EXPERIENCE

The following are experience awards for this scenario:

+D6 Survives: If a fighter survives the battle then they will earn +d6 experience points. This is earned by all fighters that participate and survive the scenario.

ABOUT THE AUTHORS

I want to say thanks for the idea erebus, wherever you are. I wish you could add more thoughts to this one, but for now, thank you again for the initial idea and letting me polish it up. I hope everyone else has fun with this scenario as much as my Van Saar have.

+5 Per Wounding Hit: A fighter earns +5 experience points for each wounding hit he inflicts during the scenario. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only +5 experience points are earned when this happens, not +5 experience per wound.

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

SPECIAL

Since the area is extremely hazardous and the fight was not over nothing, the gang that wins will gain an extra +3D6x10 income for selling the liquid nitrogen that they manage to collect after the scenario ends.