

GIANT KILLER

In the Underhive it's kill or be killed. The only way for a gang to gain respect and increase its social standing in the hive is to kill or decimate a gang or hired gun who is higher up in the Underhive pecking order. Of course, there is the reason they are more well known and respected than the fledgling gangs in the first place!

So when gangs heard a rumor that a famous hired gun may not be the powerful and feared scourge he had lead them to believe and that, in fact he would be a pushover. Some gangs dismissed this as mere rumor others saw this as an easy way to quickly rise in power and respect.....maybe.

TERRAIN

Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on, each placing a piece of terrain.

GANGS

Each player chooses a side or corner of table. Each player then takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of table edges, or the corner or the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing gang figure.

It is possible for one gang to select to side with the hired gun, and in that case their starting position is within 8" of the centre of the table. If more than one gang wants to defend the hired gun, the gang with the lowest gang rating will get to. For the purposes of computing handicap in

this case, this lone team will be compared to the combined score of the attacking gangs.

The hired gun is always placed at the centre of the table.

THE HIRED GUN

The Hired Gun should be one of the special characters listed in the book. It should be one that would ally with the lone defending team (if there is one), or one appropriate to be fighting all the attacking gangs. Because it is fighting for it's life, the character will get one turn after each player's turn. If there is a lone defending gang, that player will control the special characters actions. If there is no lone defending gang, then the special character will do whatever makes the most sense (logically or in *character*), decided upon by all players. In the case of a dispute resolve it's actions with a dice roll.

The Hired Gun will never bottle.

ENDING THE GAME

The game will end when the Hired Gun (and any defenders) are taken out, or when all the attackers have bottled.

REWARD

If the defender won, the hired gun will fight in it's next game for free and award them 1D6x10 credits. If the attackers win, the gang that took down the hired gun will get the 3D6 x 10 credits now and an extra 1D6 x 10 credits for another two games (roll after each game) from the extra revenue caused by the gangs rise in status.

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EXPERIENCE

- Each attacker's leader who's team doesn't bottle will receive 5 experience.
- The defender's leader will receive 10 experience if their team didn't bottle.
- Each defender still standing at the end of the game will receive 5 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.
- Each wound inflicted on a hired gun will give 10 experience.