

Graverobbers

v1.0 by Anthony Case

In the lawless Underhive, life is cheap and usually short unless a hiver has the right skills to carve themselves a reputation to live on. Sadly not all gangers are skilled gunslingers and many rely on simply buying the biggest gun they can grab hold of. So when rumours sweep through the drinking dens of a gang member dying alone in the deadzones, a haul of unclaimed potent weaponry is an enticing draw for gangs wishing to extend their power and influence. But the graverobbers must be quick to find and claim the corpse's finest prize.



This scenario represents a gang searching for a lost fighter only to discover a rival gang scavenging amongst his remains.

Any gang that is allowed to choose the scenario can select to play the Graverobbers scenario, but only if a gang member from either yours or your opponent's gang rolled a Dead serious injury result after the previous game. If multiple gang fighters rolled a Dead result then you must choose only one of the models to fight over.

Any gang fighter holding a loot counter can move off a table edge making his loot safe, but he cannot return to the fight and counts as out of action for purposes of the bottle test. Note models cannot use looted equipment during the game.

Terrain

First place a loot counter or an appropriate miniature in the centre of the board at ground level to represent the corpse. You should also make a list of what equipment the gang fighter had before dying. Each player then takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that with the cover gangs can move reasonably freely.

Reinforcements

After the first turn there is a chance friendly fighters will arrive to backup their fellow graverobbers. At the start of each of your subsequent turns, randomly determine one of your undeployed groups and roll a D6. If the roll is more than the number of models in the group then they can be deployed at a randomly determined table edge and can move and shoot as normal from that turn onwards. If the roll is equal to or less than the number of models then the gang will receive no reinforcements that turn. To determine which table edge they can be deployed on, roll a D6. On a roll of 1-2 the models are deployed anywhere along your own table edge. On a roll of 3-4 the models are deployed anywhere along the table edge to your left. On a roll of 5-6 the models are deployed anywhere along the table edge to your right.

Deployment

Both players split their gangs into groups of between 1 and 5 fighters, but no more than a total of 6 groups. The player who selected the scenario chooses a table edge and deploys a random group from his gang within 12" of that edge. The opposing player then deploys a random group from his gang within 24" of the opposite table edge, but no closer than 6" to the corpse. Special deployment rules can be used in this scenario (e.g. by using the Vents territory or Infiltrate skill).

Ending The Game

The game ends when either a gang bottles out or all loot has been carried off the table. If a gang bottles then the opposing gang gains control of the corpse and all loose loot counters left on the table. After the game each player adds up the total cost of all equipment they managed to scavenge. The gang with the highest total amount is declared the winner. Any equipment the gangs have in their possession at the end of the game can now be used by them following the usual rules.

Starting The Game

To determine who starts the game both players roll a D6. The player who scores highest takes the first turn.

Experience

Fighters who take part in the Bushwack scenario earn Experience points as noted below.

Graverobbing

The corpse cannot be attacked or affected in any way other than being looted. If a gang member moves into base-to-base contact with the corpse (not ran), then he can scavenge over its remains as long as he doesn't do anything else that turn. The fighter grabs D3 items of your choice. A model that scavenged in this way is given a loot counter to represent the equipment which follows all of the usual loot counter rules (refer to the Scavengers scenario rules for full details).

+D6 Survives: If a fighter survives the battle then D6 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 during the battle. Make a note on the gang roster every time the fighter scores a hit and successfully wounds his target.

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