

OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

D6	Result
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
6	The group must be set up within 6" of the gang leader.



STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!". On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.



EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out 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 a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+10 Defending Leader. If the defenders' leader doesn't go down or out of action he earns an extra 10 Experience Points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury table rather than take him to the cinema or out for a meal) roll a D6.

D6 Result

1-5 The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.

6 The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course...