

SCENARIO 3: HIT & RUN

Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The Hit and Run scenario represents a daring raid by a small group of fighters upon one of a rival gang's hideouts. The hit and run doesn't aim to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the area around the defenders' hideout. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

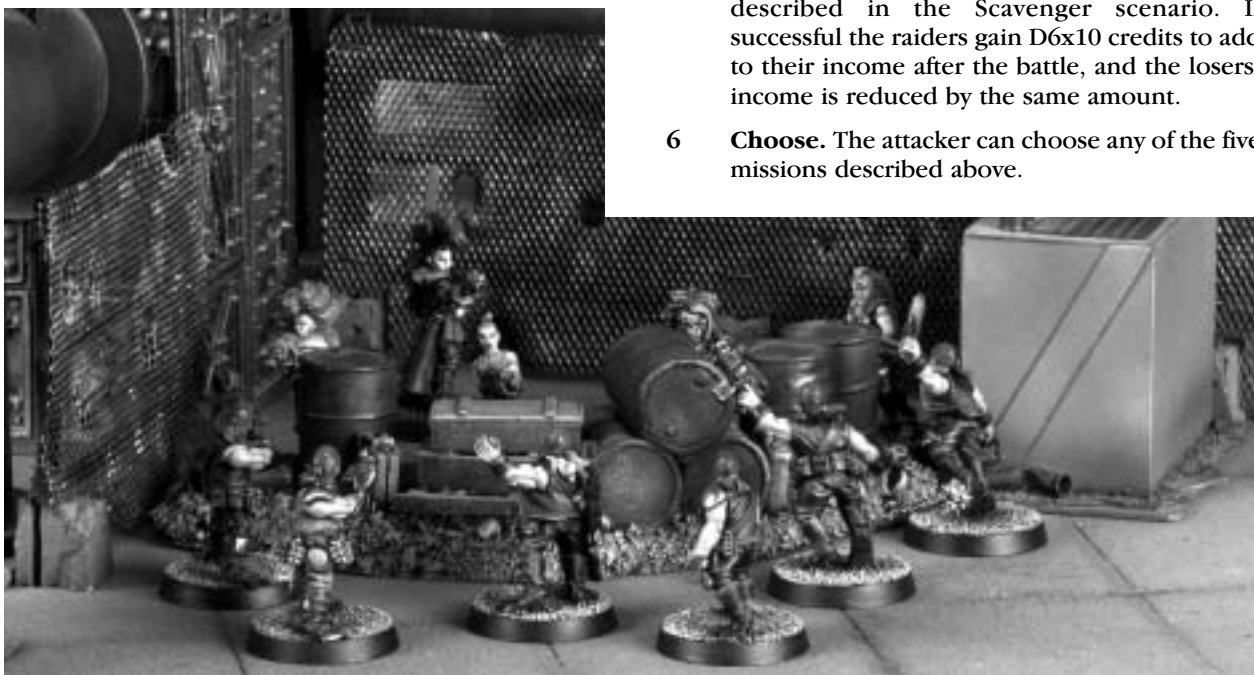
Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the Underhive atmosphere.

The defender can place the loot anywhere he likes on the tabletop, and he can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of special significance in the Blitz mission, whilst the loot is used in the Stick Up mission, as explained below.

THE MISSION

The Hit and Run scenario can be played with any of the mission objectives described below. The attacker rolls a D6 to determine which mission he undertakes once the scenery has been set up.

- 1 Blitz.** The attackers try to wreck the water still. They win if they cause any damage to the water still vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.
- 2 Bushwack.** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.
- 3 Scrag.** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.
- 4 Shoot Up.** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 4" of one table edge and exiting at least one model from the opposite edge.
- 5 Stick Up.** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.
- 6 Choose.** The attacker can choose any of the five missions described above.

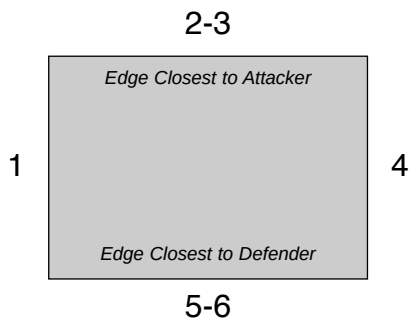


GANGS

The defender sets up first. He deploys up to D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy. Defenders may be placed anywhere on the table but must be placed at least 8" away from a table edge.

The attacker then deploys his gang anywhere on the table but not within 8" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 4" of one table edge as described above.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the hit and run.



STARTING THE GAME

The attacker takes the first turn of the game.

DEFENDER REINFORCEMENTS

At the start of each of his turns after his first the defender may bring further gang fighters onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The reinforcements all arrive on the same table edge. Determine which edge they arrive at by rolling a D6.

Defenders arriving at the start of the turn may move and fight normally that turn.



ENDING THE GAME

The game ends once the mission objective is met. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle tests until it has lost 50% of his fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the Hit and Run scenario earn Experience points as noted below.

- +D6 Survives.** If the 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 wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.
- +10 Winning Raider.** Each surviving raider earns an extra 10 Experience points if the attackers win the game.