

The Hoard

v1.1 by Anthony Case

The Underhive is home to numerous undiscovered enclaves of valuable materials. Over millennia pollutants can seep into pools and slowly transmute into new precious minerals and compounds. Rare flora and fauna flourish in gloomy corners growing and spawning until unearthed. Most precious of all is ancient archeotech, the vestige of Imperium's past technological opulence. But the most common finds are abandoned equipment caches, the result of the constant warring gangs or outlaws raiding holesteads, merchant caravans and slave trains. So the Underhive gangs regularly send small groups into neighbouring domes to search for such stashes, and when they do it's a race against time to secure and loot the hoard before rival gangs try to seize control.

This scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure and loot the hoard.

Any gang that is allowed to select the scenario can choose to play The Hoard scenario. The gang that chose the scenario is the attacker while the other gang is the defender.

Terrain

Before setting up the terrain, first place a loot counter in the centre of the board at ground level to represent the hoard. Starting with the defender, 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 the gangs start off a good distance apart and with the cover to move reasonably freely.

Deployment

The defender deploys D3+3 of his gang within 6" of the loot counter. The attacker then chooses a table edge and deploys all of his gang within 4" of that edge. Special deployment rules can be used in this scenario (e.g. through using the Vents territory or Infiltrate skill).

Starting The Game

The defender always gets the first turn in this scenario.

Reinforcements

After the first turn there is a chance the rest of the defender's gang will arrive. At the start of each of the defender's subsequent turns, roll a D6. On the first roll they arrive on a roll of 5+, 4+ on the second roll, 3+ on the third roll and on each turn after that a roll of 2+. If the roll is successful then the defender deploys the rest of his gang anywhere along the table edge opposite to the attacker's edge.

The Hoard

The hoard is represented by the loot counter in the centre of the table which cannot be picked up, destroyed or affected in any way. Gang members close to the gleaming and lucrative hoard are naturally emboldened and more willing to fight on. To represent this, any models within 6" of the hoard can re-roll any failed pinning, *nerve*, *fear* or *terror* tests. In addition, if the fighter whose Leadership characteristic is being used for any Bottle tests (usually the gang's leader) is within 6" of the hoard, then the gang can also re-roll any failed Bottle tests. Note these bonuses cannot be used to re-roll a re-roll.

Ending The Game

The Hoard scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle test, or one player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang wins gaining control of the hoard.

Experience

Fighters who take part in The Hoard scenario earn Experience points as noted below.

+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.

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

Special

The winning gang takes control of the valuable hoard worth 3D6x5 credits. The income generated is added to the income from the gang's territories. If you roll a triple then the hoard instead yields enough materials to set up a new territory. Make a roll on the Territory Table and add the resulting territory to your gang roster, which can be worked from this post game sequence onwards.



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