HAUNTERS OF THE DARK

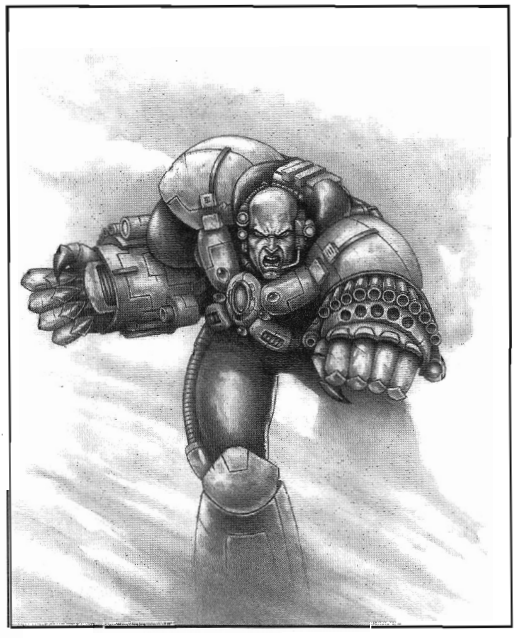
Spyrer scenarios by Jim Duerksen

Kai Ran Lo huddled in the darkness amongst the rusted girders above the ruined processing plant and prepared for her downtime. She knew that on her own she could never fall asleep in this cursed eternal night, but her suit always seemed to help her rest.

A warm blackness spread through her mind as the suit's synthetic sedatives worked their way through her veins. As she slipped into the numbing twilight of suit-sleep, she thought about how horribly it had all gone wrong.

One by one, she had watched her team-mates die. Her own cousin, Ghai Ro Lo, had taken so many heavy bolter rounds that even his massive frame couldn't stop. The lights on his suit had gone out an hour ago.

She was utterly alone. But she had to fulfil her vow...



ROGUE SPYRERS

Ever wonder what happens to a Spyrer when his or her team is destroyed? This happens a lot, especially with young Spyrer teams who run into more heavy weapons than they bargained for. A Spyrer may find him or herself suddenly quite alone.

Still, they can't go back until they have completed their vow. The Wall is covered with the names of those who have suffered the ultimate disgrace of 'losing their suit,' as the master-trainers say. Beginning hunters are taught that the ultimate shame is to fall before the gang-scum with their crude, pathetic weapons. However pathetic, heavy weapons can seriously pound a Spyrer and even a 'shotgun cowboy' can get lucky with a hotshot round.

The lonesome individuals from Spyrer hunts shot to hell are called 'Rogues'. They have been known to show up during gang-fights, ambushes, and the like, to claim some experience and to get one step closer to completing their vow. Lone Spyrers have even been known to attack small groups of gangers travelling in the zones between settlements in what seems to be a sort of desperation.

When a Hunt is wiped out, if the Arbitrator has any Hunter figures of his own, then he may declare the lone survivor to be a Rogue which he will control from now on. He should record the Rogue's stats and keep track of them. Most importantly, he should keep track of how close a Hunter is to completing its vow.

Rogues are usually desperate to complete their vows, but they are not stupid. They will usually jump into a battle after it has begun, most often the turn after the first shots have been fired, so as not to be singled out. A Rogue will attack the nearest model and, if successful, will move into cover or attack,

whichever is appropriate. Rogues will remain on the field, moving after the second player's turn, until they are either taken Out of Action or pinned for more than two turns. In addition, if a Rogue scores three or more wounding hits it will also retreat.

In a circumstance like this, the Spyrer gets 2D6xp for surviving and +5xp per wounding hit.

Rogue Spyrers lend themselves well to just about any situation and often become a situation in and of themselves. A few good jumping-off points for Rogue scenarios are:

1. Several gang members (two to three, chosen at random) who are feeling lucky have tracked down a lone Spyrer and decide to attempt to take it out. The Spyrer must either drive off the attackers (who start taking Bottle rolls after the first ganger goes O/A) or escape off of the attacker's board edge to win.

2. Two groups of trackers have not only come across the Rogue, but each other as well. There's obviously not going to be enough reward money for everybody...

3. A Rogue Spyrer would make a good substitute for the critter in 'Monster Hunt' or a substitute for the Genestealer! card.

4. Rogues could also be used as encounters in the 'Purge' scenario (in Outlanders). Rogues have a rating cost from 350-400, depending on the strength of gangs participating and the availability of models. To get the Spyrer's level of rating add its cost to its experience. To put together a random Spyrer, use the 350 to 400 and subtract the Spyrer's cost from it. Then, use the amount left over to roll up its advances.

Depending on the amount of experience given to and the type and number of boosts it receives a Rogue could be a very nasty individual indeed. In a Purge scenario, Spyrers are counted as Aces.

SPYRER SCENARIOS

This next section contains a couple of scenarios exclusively for standard Spyrer teams. These scenarios are designed for certain circumstances in which Spyrers may face challenges different from fighting the usual battles with the local gangs.

Scenario 1: Stiff Competition

Deep in the wastezones in areas seldom seen by men the demonic figures known as Spyrers make their camps. Only occasionally do a gang's trackers uncover the deadly lairs of these fearsome machine-men and then only at great peril.

It is even rarer that teams of Spyrers run across each other. Few have ever witnessed these savage battles in which no quarter is asked and no mercy given. In fact, so very few have ever seen these battles that most people refuse to believe that Spyrers hunt each other.

A battle between Spyrer teams is always a gang fight.

Any team leader worth his suit wants to be the first to prove his team's superiority in a face-to-face confrontation. The normal rules are in effect for the 'Gang Fight' scenario, but with the following exceptions:

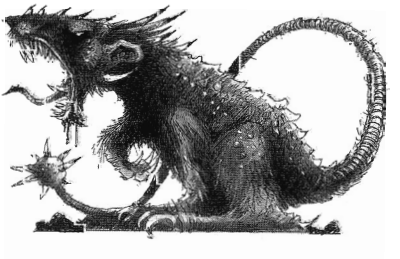
1. Models down may not be taken out by the *coup de grace*. They also may not be intentionally fired upon (oops, sorry about that, guy).

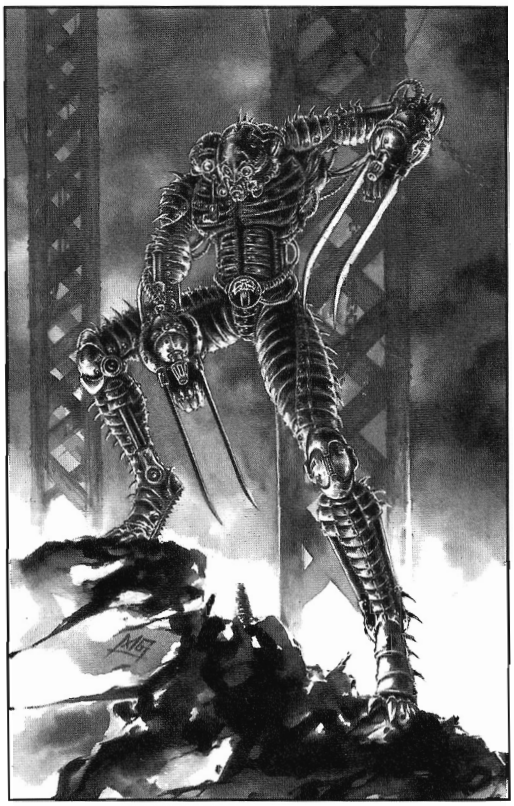
2. Because of the determination to prove who is superior, Bottle checks begin at 50% losses instead of the normal 25%.

3. Spyrers captured by other Spyrers are not necessarily killed out of hand. A captured Spyrer gets a free roll on the Serious Injuries table. This represents the enemy beating and humiliating him and then letting him go. If he dies from it, oh well. He could've got worse from the gangers.

Experience

+2D6	**Survives.** If a Spyrer survives the battle then 2D6 points are earned.
+10	**Winning Spyrer.** Per Spyrer on the winning team.
+5	**Per wounding hit.**





Scenario 2: What the * is That?**

Lately in (your campaign area), the number of deluded souls flocking to the banner of Chaos is starting to grow. The local Guild has subsequently outlawed certain small settlements and homesteads. The resulting purges have wiped out the suspected covens before the Inquisition could get wind of them.

However, these massacres have only prompted the remaining cult members to retreat further into the wastes, away from the Guilders' hired goons. Here, once again do they begin their worship of foul gods and their priests plot revenge on those who are attempting to eradicate their followers.

Some time later, far out in the Badzones, several priests have actually managed to gain contact with something via a small warpgate. The followers of Chaos were so enmeshed within the rituals that they never noticed anything was amiss until the first sentry's head came flying into the middle of their frenzied ritual. The armoured hunters of the Spyre stepped into the dome, guns blazing and dead cultists flying everywhere.

The Spyrers never gave a thought to the strangely dressed hivers as they butchered them. But, as the last few were being mopped up, the team leader saw something that caused his massive frame to pause. Something far more interesting than hive-scum was entering the dome. Even from the opposite end of the field, he could feel the heat of their rage and fury.

He grinned inside his thick metal armour and flexed his mechanical muscles. He and his team would teach these latecomers about rage and fury. These vermin were nothing but new prey.

This scenario is a battle of a team of Spyrers versus their equivalent in Chaos Space Marines. The Spryer have just wiped out the cultists and, to their surprise, have just met a group that refuses to run.

Terrain

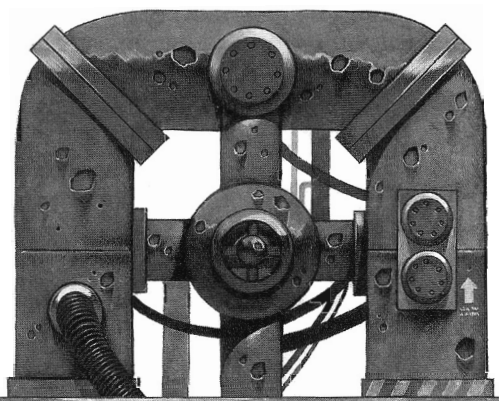
Terrain is set up in the usual manner as described for the scenarios in the Source book.

Set-up

The Spyrer player chooses which side of the field he will take and deploys within 4" of that edge. Infiltration skills may be used. Next, the second player, or an Arbitrator, matches the Spyrer force with its equivalent rating in Chaos Space Marines. Use the ratings from Outlanders and take a number equal to the Spyrer's overall rating. The Marines start within 4" of the opposite end of the table.

Starting the Game

Each side rolls 1D6. The highest scoring player takes the first turn.



Ending the Game

The game proceeds until either all of the Chaos Space Marines have been taken out of action or until the Spyrers retreat (or can no longer continue fighting). The Marines' only objective is to take and hold the field. They do not have to take Bottle rolls.

The Spyre Hunters, on the other hand, know that this is a rare chance to hunt down and kill an enemy their equal (or so they think). Because of this, the Spyrers only take Bottle tests beginning at 50% losses, after which they may bottle at any time.

Experience

This is for Spyrers only. The Chaos Space Marines are Arbitrator forces and do not gain xp.

+10 For taking out a Chaos Space Marine in hand-to-hand combat.

+5 **Per wounding hit.**

+D6 **Survives.** If the Spyrer survives the battle even if he was wounded.

A Final Thought

The above scenario is not really designed for regular use and should be considered a one-off with the Chaos Space Marines controlled by the Arbitrator.

The Marines in this scenario are the standard ones as stated before. Depending on the skill levels of your Hunters, an Arbitrator can use any type of Chaos Marine from the 40K Codexes. Be sure to give the Chaos Space Marines boosts in rating for any special abilities (weapons, disease, berserker fury, that sort of thing).

Spyrers

You can get your Spyrer team from the Mail Order back catalogue.

ORRUS 1
059902801 – £5.00

ORRUS 2 – £5.00

MALCADON 1
059902903 – £5.00

MALCADON 2
059902904 – £5.00

JAKARA 2
059903110 – £4.00

JAKARA 1
059903109 – £4.00

SPYRE HUNTER YELD – £5.00

Call Mail Order on 0115 91 40 000 (US on 1 800 394 GAME)
Or you can order online at: www.games-workshop.com