Lair of the Beast

v1.0 by Anthony Case

The creatures that stalk Hive Bottom are the spawn of irradiated pollution, slimy many-limbed monstrosities that haunt the nightmares of those that witness them. Reports are not uncommon of hungry mutated beasts crawling uphive to attack isolated holesteads before returning back down to their foul domain, but occasionally a creature will linger to build a lair and feed on the unwary hivers that stray too close. Settlement bosses and terrified locals are quick to slap a bounty on the monster's head and so gangs are forced to swallow their pride and work together to cleanse the beast from its grisly den. But when the bullets start flying neither side can resist shooting a few rounds into the backs of their short-lived allies and make off with the bounty for themselves.

This scenario represents two gangs having formed an uneasy alliance enter the lair of a savage beast in search of bounty.

Any gang that is allowed to choose the scenario can select to play the Lair of the Beast scenario.

Terrain

Each player 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.

Shadowy Den

The beasts often make their lairs in poorly lit domes similar to the conditions at Hive Bottom. To reflect this, roll a D6. On a roll of 1 the Pitch Darkness rules apply. On a roll of 2-3 the Grim Darkness rules apply. On a roll of 4-6 the fight takes place in a dimly-lit dome which has no effect on the game. Note this roll is in addition to any regular rolls on the Treacherous Conditions table.

Deployment

The players first split their gang into groups of between 2-3 gang members before rolling a D6 each. The player who rolls lowest chooses a group and deploys the gang fighters anywhere on the table, though each model must be deployed within 2" of each other. The opposing player then deploys a group from his gang in the same manner after which the two players alternatively deploy their groups one at a time following the same rule, however, each group cannot be deployed within 12" of another friendly group. Note models cannot start the game in base-to-base contact with an enemy gang member. The gangs are reluctant to spread their fighters too thinly or venture into gloomy crawlholes so all special deployment rules cannot be used in this scenario (e.g. through using the Vents territory or Infiltrate skill).

Starting The Game

To determine who starts the game both players roll a D6. The player who scores highest takes the first turn, however, the scenario will always start with the beast phase.



The Beast Phase

The beast phase takes place at the start of the game and each time the players have both finished their turn. The beast phase is the only period when beasts can act, except from the hand-to-hand phase of either player's turn. During the beast phase each beast will act in only one of the following ways.

1. If the beast is not currently on the table then each player must roll a D6. The player that rolls highest deploys the beast in base-to-base contact with an enemy gang member and the beast counts as charging. Note the gang fighter does not take a *fear* test as the beast has leapt out from a concealed vent or shadowy corner. If the roll is a draw then the beast remains lurking in the darkness and doesn't appear that turn.

2. If the beast is already on the table and in base-to-base contact with a gang member then a round of hand-to-hand combat is fought. If the beast takes the gang fighter out of action and there are any other models within 2" then the beast will follow up into base-to-base contact with the closest gang member, otherwise the beast will remain where it is.

3. If the beast is already on the table and not in base-to-base contact with a gang member and there is a model within 8" then the beast will charge the closest gang fighter.

4. If the beast is already on the table and not in base-to-base contact with a gang member and there are no models within 8" then the beast leaps back into the shadowy crawlholes. Remove the beast from the table.

Once all beasts have acted the beast phase ends and the players turn begins again. Note if a gang member is in base-to-base contact with the beast during their own hand-to-hand phase then the beast will act as described in section 2.

The Beast

The beast can be represented by any appropriate miniature, the more hideous and fearsome the better. The beast has the following characteristic profile and special rules.

M	WS	BS	S	T	W	I	A	Ld
8	5	-	4	3	?	5	?	8

The beast is immune from all pinning, *nerve* and *fear* tests. Unsurprisingly the beast causes *fear*.

The Wounds and Attacks characteristics of the beast depends on the combined gang rating of the two gangs. Each full 1000 points worth of combined gang rating equals +1 Wounds/Attacks. For example, if both gangs have a rating of 1200 then the beast's Wounds/Attacks is 2. The maximum amount of Wounds and Attacks a beast can have is 3. If the beast would go above that then the remaining gang rating is spent on an additional beast. For example, if both gangs have a rating of 2500 then they will face a beast with 3 Wounds/Attacks and a second beast with 2 Wounds/Attacks.

Death Of The Beast

If a beast is reduced to 0 Wounds then it is automatically killed (i.e. no injury roll is made). However, keep the beast miniature in play as the gang must now tear off the head of the beast as proof of its demise to later claim its bounty. If a gang member moves, not runs, into base-to-base contact with a dead beast and doesn't do anything else for the remainder of the turn then the fighter can decapitate the beast and stuff the head into a bag. If a gang fighter manages this then the beast miniature is removed from play and the gang member is given a loot counter to represent the head which follows all of the usual loot counter rules (refer to the Scavengers scenario for full details). Any gang fighter holding a loot counter can move off any table edge making the bounty safe, but he cannot return to the fight and counts as out of action for the purposes of any Bottle tests.



This scenario can blend into campaign storylines by switching the beast for a more suitable foe. Perhaps the gangs must fight off a zombie horde or hunt a huge mutant monstrosity.





Ending The Game

The goal of the Lair of the Beast scenario is for the gangs to kill all of the beasts and collect the bounty on their heads. The game ends once all beasts have been killed and all loot counters have been moved off a table edge or once both gangs have bottled out. If only one gang bottles then the remaining gang will fight on if there are any beasts left alive, otherwise the game ends and the gang automatically collects any loose loot counters left on the table. Note if a lone gang fights on against the beasts then the bottled opponent is always assumed to win the roll during section 1 of the beast phase (i.e. he will always get to deploy any beasts). The gang that ends the game with the most loot counters wins and the opposing gang loses. If both gangs end the game with the same amount of loot counters then the gang who has the combined highest credit value of loot counters is declared the winner and the opposing gang loses.

Experience

Fighters who take part in the Lair of the Beast 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.

+5 Beasthunter: A fighter that kills a beast receives an extra +5 Experience points.

+2 Per Loot Counter: If a fighter is carrying a loot counter at the end of the game then he receives +2 Experience points per loot counter.

Special

The gangs can collect the bounty on any beast heads they have collected, each loot counter will generate D6x5 credits plus an extra D6x5 credits for each Wounds/Attacks the beast had. For example, a beast with 2 Wounds/Attacks is worth 3D6x5 credits. The income generated is added to the income from the gang's territories.

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