

OUTLAW SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watchtower.

Once you have placed the terrain the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model, but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the Shooting phase, but neither model may shoot during the turn.

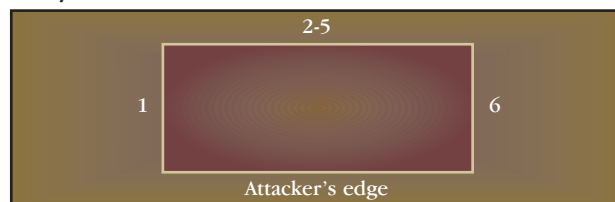
If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on

the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.



Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

If the attacker bottles out the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% 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 attackers don't get away with any loot the defending leader earns an extra 10 Experience Points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot the extra must be paid out of the gang's stash. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.