

LOSS OF GRACE

With the exception of House Helmawr, the Merchant Guild is the most powerful organization in Hive Primus. The outlying settlements of the Underhive rely on the Guild, not only for trade and commerce but for the protection the Guild supplies.

Guilders will often employ gangs to protect and police settlements especially if there is a vested interest for the Guild. If however, the settlement is no longer of use to the Guild or the settlements inhabitants have not paid their tithes then the Guilders will let it be known, in no uncertain terms, that the settlement has lost its good graces with the Guilders and is no longer under their protection.

This is the situation the outlying settlement of Prosper's Child is now in. Without the Guild's protection, gangs have started to circle like a flock of scavenger birds around a corpse. Suddenly one gang makes its move and all hell breaks loose.

TERRAIN

Arrange one side of the table as a ramshackle fortification with a gate in the centre (watch Mad Max 2/Road Warrior for the effect you're after). Set up the other terrain in the usual manner.

GANGS

Each gang starts on the opposite side of the settlement in the different corners about 8" in. You may play this as a 3-player scenario if you wish. The Third Gang would be loyal to *Prosper's Child* and be placed on and around the barricades in defending the Settlement.

STARTING THE GAME

The attacking gang with the highest gang rating goes first followed by the other attacking gang and then the defending gang if there is one.

THE GATE

To win, the attacking gangers must break down the main gate. The Gate has a Toughness of 6 and 3 Wounds.

ENDING THE GAME

The game ends when one of the attacking gangs manages to get two or more gangers through the gate. If you are playing with a defending gang then they win if the two attacking gangs bottle.

REWARD

The Gang that wins will get to loot that settlement, unless they are an outlaw gang, in which case they can choose to either loot the settlement or take it as their new territory. If the defending gang won then they can take the settlement as their own territory.

EXPERIENCE

- The leader who's gang doesn't bottle will receive 10 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.