

### **The fugitive:**

Guilder Leolardo the Portly has seen many rivals rise and fall and has made many enemies, he has made and lost fortunes at the click of his fingers. Now his luck has run out and this time he has cost the guild too much.

Declared outlaw Leolardo the Portly has gone rogue, pooled all his creds and is attempting to buy passage offworld. The guilders have contacted a number of gangs and told them of the price on Leolardo of 200 creds alive, 100 dead.

Leolardo the Portly has fled his manse with his bodyguards and has hired at great expense the strongest of the local gangs as protection he is hurrying to the final meeting with the trader who is to take him offworld.

This is the last chance for the locals to cash in.

This is a scenario for 3+ gangs and an arbitrator on a large rectangular (6x4?) playing area.

In this scenario the gang with the highest gang rating must protect Leolardo the Portly and his bodyguards from the ambushing players while attempting to move to a specific building on the other end of the table.

### **Terrain:**

the Arbitrator sets up the terrain ensuring that there is a "clear" path down the centre of the table with buildings on either side and one building is left on a short table edge as the defender's objective.

### **Gangs:**

Ambushers set up first. Roll a D6 to determine the order. Ambushers set up in hiding within 8" of a randomly determined table edge 1-2 to the left of the objective, 3-4 to the right of the objective, 5-6 at the objective. No two gangs may set up within 12" of each other. The defender sets up opposite the objective.

### **Starting the game:**

The Defender gets the first turn. Ambushers roll a D6 and add their leaders Initiative to determine order.

### **Characters:**

Ex-Guilder Leolardo the Portly has the stats of a Juve and is armed with a bolter, knife and carapace armour. Leolardo must stay within 4" of an unpinned model that is not down from the gang protecting him or he will instantly be pinned. This model is Leonardo's "escort" and will gain experience for taking him safely to the objective.

Leolardo the Portly's bodyguards have Ganger stats and are armed with Lasguns and knives. Leolardo's guards must stay within 8" of Leolardo.

### **Ending the game**

The game ends if the defenders can keep Leolardo alive to reach the building or an ambushing player can kill Leolardo or capture Leolardo by being the closest model to him and dragging him back to his deployment zone at half movement.

**Reward:**

If the defender wins he rolls on this table:

- 1 - Leolardo the Portly gives you his "pride and joy" roll a single time on the rare trade chart to find out what the gift is he also pays you 20 credits.
- 2 - Leolardo the Portly bails on you and taking the creds he promised with him.
- 3 - Leolardo the Portly pays you in counterfeit cred chits they are of high quality but are worth little. You palm them off to some idiot in a gambling den for D6x10 credits
- 4 - Leolardo the Portly pays you the agreed 200 credits fee
- 5 - Leolardo the Portly offers to pay you either the agreed 200 credits or 100 credits and provide you with a Guilder contact
- 6 - Leolardo the Portly puts you in touch with a Guilder contact, pays you 200+D6x10 credits and offers you a single rare item on a D6 roll of 5 or 6.

If an Ambusher wins he rolls on this table:

- 1 - You steal a single rare item off of Leolardo the Portly roll once on the rare trade table the Guilders claim you're turning in a body double however and pay you only 20 credits.
- 2 - The guilders screw you on some minor technicality and pay you nothing.
- 3 - The guilders pay you in brand new shiny credit chits... they must be fake. You palm them off to a drunken fence for D6x10 credits.
- 4 - The Guilders Pay you what you deserve 200 credits for Leolardo the Portly alive or 100 dead.
- 5 - The Guilders are impressed by your ability and offer you the bounty or a half bounty and a continued business arrangement (gain a guilder contact.)
- 6 - The Guilders love you like a son! They pay you the bounty +D6x10 credits, provide you with a Guilder contact and present you with one rare item.

**Experience:**

+D6 survives.

+5 per wounding hit.

+10 per winning leader.

+10 for capturing/killing Leolardo the Portly. (Ambusher)

+10 for escorting Leolardo the Portly to objective. (Defender)