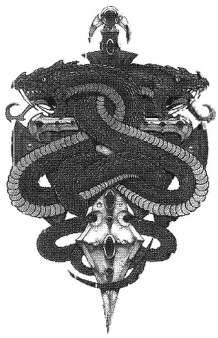
# MORE BATTLES IN THE UNDERHIVE

## Scenarios by Carsten Heinzmann

### SCENARIO 1: TUNNEL FIGHT

Not all encounters take place out in the open as normal gang fights tend to. Sometimes two gangs encounter each other in one of the many tunnels in the Underhive. This scenario represents such an encounter, two gangs stumbling across each other while travelling through the tunnels and neither is prepared to give way.



### TERRAIN

In order to play this scenario you need something to represent tunnels. You can either use the floorplans from Space Hulk, make something yourself or use strips of paper/card to represent the tunnels (in our campaign we used some templates I originally made to be used as road).

Then each player takes a bit of tunnel, or a structure (drums, boxes and barbed wire are recommended) and takes it in turn to place a piece of terrain. The tunnel can be as big as you want it and can also be used as a multiplayer scenario. You could also fit in some larger rooms or caves in your tunnel if desired.

At each end of the tunnel place a marker. This represents a gang's entry area.

### GANGS

Each player rolls a dice. Whoever rolls the highest chooses which entry point to set up at. Each player rolls a D6 to see how many gangers they start with: 1-2 = 2 gangers, 3-4 = 3 gangers and 5-6 = 4 gangers. The rest of the gang can be used as reinforcements.

### STARTING THE GAME

Each player rolls a D6. Whoever rolls the highest takes the first turn.

### ENDING THE GAME

The tunnel fight has no specific object other than to drive off the enemy gang. If a gang fails its Bottle roll or voluntarily bottles out, the fight ends.

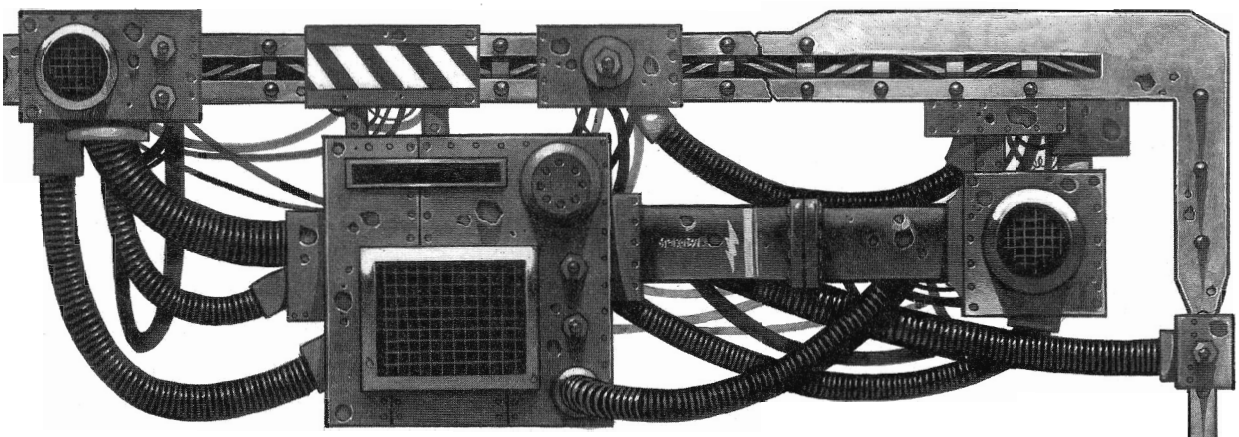
### SPECIAL RULES

**Reinforcements:** At the start of each round, including the first, roll a D6. On the score of a 4+ a ganger chosen at random has arrived at the gang's entry point and can move and fire normally.

**Heavy fire special:** If someone fires a heavy weapon (except heavy stubber and heavy bolter but including melta-guns and plasmaguns) or throws/shoots a krak or plasma grenade during the game and misses, roll the Scatter dice to see where it hits. Follow the arrow from the target person to the nearest wall. Place the 2" template where the wall is hit. Anybody fully under the template gets one Strength 3 hit, anyone partially under the template must roll equal to or under their Initiative in order to step out of the way.

### EXPERIENCE

| | |
|---|---|
| D6 | **Survives:** If the fighter survives the battle, even if he was down or taken out of action during the game. |
| +5 | **Per Wounding Hit.** |
| +10 | **Winning Gang Leader.** |



## SCENARIO 2: BODYGUARD

Sometimes a gang gets the job of being bodyguard for one of their associates in the Underhive. This person is so valuable to the house that they must be protected from enemies or rivals of the gang. This scenario represents such a person being escorted through the underhive by a gang. An enemy gang has got wind of this and will try to make a hit on the VIP The gang escorting the VIP seldom know who the person is or why the person is that important. All they know is that they will be well rewarded for his safety.

### TERRAIN

Each player takes it in turn to place a piece of terrain, either a building, structure or a walkway. Once all terrain has been placed, place the mine entrance or something similar in the middle of the table. This is where the VIP has to be taken to be safe.

### GANGS

The defending player rolls a dice in order determine how many gang members have been employed to fulfil the Bodyguard mission. Roll a D6: 1-2 = 2, 3-4 = 3, 5-6 = 4 fighters. The player selects which gang members he wishes to deploy for the mission. He then randomly selects a table edge, and places a dice as the entry point for his VIP and the bodyguard.

The attacking player rolls 2D6 in order to determine how many fighters he has taking part in the battle.

The attacker then deploys his gang on the opposite table edge within 8" of the edge. The VIP has the stats of a normal ganger and is armed with a knife and a laspistol.

A ganger must be within 4" of the person the gang is protecting at all times. If there isn't a fighter within this distance at the start of the gang's turn, the VIP will move (not running) its full distance in a random distance. Roll a Scatter dice in order to determine direction.

### STARTING THE GAME

The player rolls a D6, whoever rolls highest starts first. This represents the confusion when the escorting gang finds out that the enemy gang is getting close to the VIP.

### ENDING THE GAME

The game ends when the mission objective is met. For the defending gang this is when the VIP has entered the mine entrance or the attacking gang has bottled out, and for the attacking gang it is when the VIP has been taken Out of Action. The defending gang cannot Bottle out in this scenario because their honour (and possibly their future) is at stake. The attacking gang is very keen to get the VIP and therefore doesn't have to take Bottle tests until they have lost 50% rather than the usual 25%.

### EXPERIENCE

| | |
|---|---|
| D6 | **Survives:** If the fighter survives the battle, even if he was down or taken out of action during the game. |
| +5 | **Per Wounding Hit.** |
| +10 | **Winning Gang Leader.** |

### SPECIAL RULES

**Reinforcements:** At the start of each turn, including the first, the defender can get reinforcements. Roll a D6: 1-3 = 1 ganger, 4-6 = 2 gangers. The fighters all arrive at the same table edge, determined randomly. The reinforcements represent the rest of the gang who has been scouting ahead, and are now closing in on the delivery place.

**Reward:** Whoever wins the game, gets a bonus income of 2D6x10 credits as a bonus from either business associates or their clan leader. Furthermore the winning gang gets a free territory (roll a new territory on the Territory table). This territory represents some land that was a part of some business agreement the VIP was making.

Whoever loses the game has to halve their income from territories and cannot trade at all (nor roll on the Rare Trade chart or even buy a simple laspistol) for D3 games, to represent the disapointment of their business contacts.

## SCENARIO 3: A BRIDGE TOO FAR

Sometimes a gang takes control of a vital point in the Underhive, either a bridge, a tunnel or a narrow pass. They either do this in order to expand their territory or to monopolise their control of the access to an area. Normally they claim a toll from all who wish to pass through. Such toll-places are often the subject of bitter border disputes. This scenario represents such a situation where a greedy gang attempts to wrestle a lucrative money spinner from a rival.

### TERRAIN

A bridge or pass should be set up which represents the toll-place. After that, each player takes it in turn to place a piece of terrain, either a building, structure or walkway, but tries to make a road connecting the bridge to both ends of the table. Boats and rafts also count as a piece of structure.

### GANGS

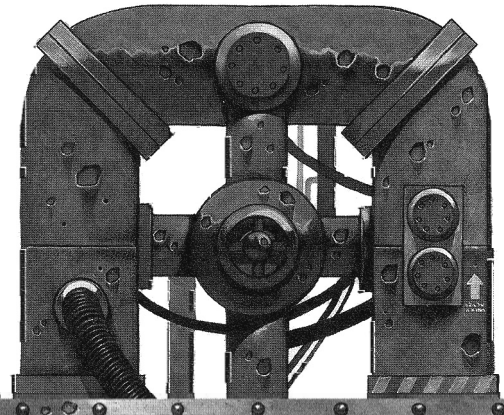
The defender deploys 1D6 fighters on or near the bridge. The player selects which fighters to deploy. The fighters must be within 6" of the bridge when deployed. The attacker then chooses one of the two table edges, where no river is present, to deploy his entire gang on – from now on this is called the 'attacker's edge'. The fighters must be within 4" of that table edge. The defender splits the rest of his gang up into groups of 2-3 models each. Roll a D6 for each group. If the dice roll equals or beats the number of fighters; the player can deploy the group, on the defenders edge. The group must be place at least 8" away from the bridge or any other fighter. The fighters in each of these groups must be within 4" of each other when deployed.

### STARTING THE GAME

The attacker takes the first turn of the game. This represents the fact that the defending gang thinks they are in control of the bridge and the approaching gang is going to pay in order to cross the bridge.

### ENDING THE GAME

The game ends if at least 50% of the surviving attackers leave the table edge on the defender's side of the table. The game also ends if all the attackers are down, or out, or if they bottle out. Because the attackers are so determined in their attack, they don't have to make any Bottle roll until they have suffered 50% losses, rather than the usual 25%. The defenders are protecting a vital possession and therefore doesn't have to make bottle test and cannot Bottle out voluntarily in this scenario.



## EXPERIENCE

**D6 Survives:** If the fighter survives the battle even if he was down or taken out of action during the game.

**+5 Per Wounding Hit.**

**+10 Winning Gang Leader.**

## SPECIAL RULES

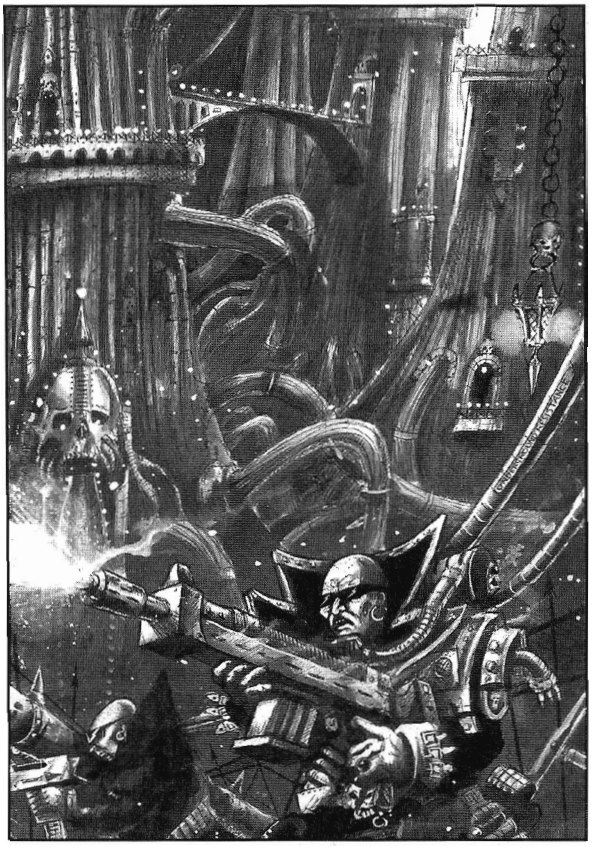
**Reinforcements:** Any groups not deployed to start with can be used as reinforcement. At the start of his turns, including the first, the defender nominates the group he wishes to deploy and rolls a D6. If the number equals or beats the number of fighters in that group, the defender then rolls a D6 in order to determine which edge the fighters appears on. A 1= left of the defender's edge, 2-5= at the defender's edge, 6= right of the defender's edge. The fighters mustn't be placed within 8" of an attacking fighter.The fighters are able to move and shoot in this turn unless they carry a weapon which cannot be moved and fired.

**Boats, rafts and the water:** If any boats or rafts have been placed on the river. They can be used to cross it. Make a Strength check for each person aboard. For each success the boat is moved 1" in the desired direction. If there aren't any successes at all, the boat is moved 2" in a random direction due to the flow of the stream. Should the boat hit an obstacle during its travels, all persons aboard must take an Initiative test. Any failed test means that the person has fallen overboard.

Any person who falls into the water, (this goes for fighters who fall off the bridge as well) takes one wound. If the model loses its last wound while in the water, it is automatically out of action. Otherwise models are able to swim at a movement rate due to their normal movement.

## OPTIONAL RULES

Just to make our games a little more interesting, we introduced these terrain features and made some rules to go with them. We also made some rules for some extra equipment.



## EXPLODING BARRELS

We use a lot of barrels on our battlefield as terrain features. During the game gangers tend to seek cover behind the nearest bit of terrain available. To make it a bit more fun some of these were painted yellow, red and green and the rest any dull colour. During the game your men can chose to shoot at the barrels instead of shooting at the man hiding behind it. It the shot hits home roll a D6, on the roll of 1-4 the barrel is a dud and during this battle it can only be used to take cover behind. On the roll of a 5 or 6 the barrel contained something dangerous and blows up. Place a marker of the appropriate kind and roll the Scatter and Artillery dice. The barrel flies half this range in the direction indicated, giving a S3 hit to any model in its path.

**Red – Plasma:** Place a 1" Blast template and use the rules for plasma grenades.

**Yellow – Gasoline:** Place a 2" Blast template and use the rules for flamers.

**Green – Toxic Waste:** Place a Tox bomb marker and follow the rules for these.

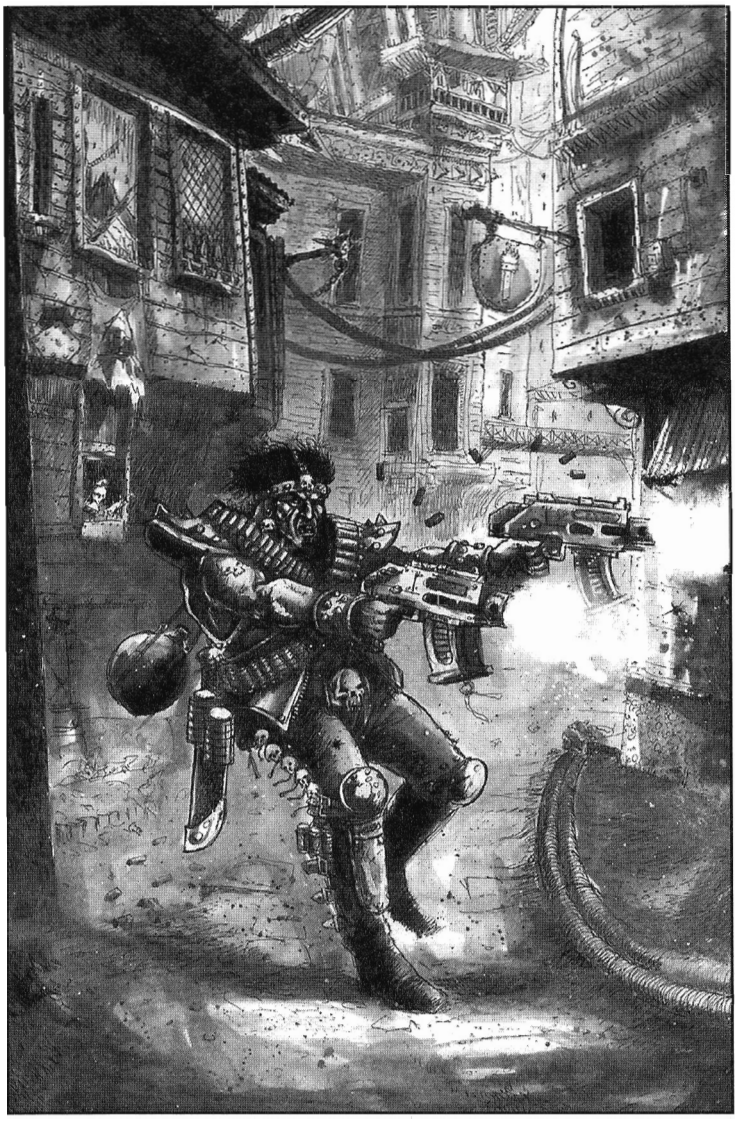
## BARBED WIRE

I made some barbed wire from the wire mesh we use to block access around the battlefield. During games we came up with the following rules for it:

In order to climb over barbed wire, the model must pass a successful Initiative test. If unsuccessful the model receives a S1 hit and is stuck. In each subsequent turn, whilst stuck, the model receives a S1 hit. The model may try to drag itself free of the wire. In order to do this the model must pass a Strength test in the Movement phase. This attempt takes up the model's movement for this turn.

## EXPLOSIVE MINES

My friend Daniel came up with this idea to be used by defenders. Mines are common items and can be bought for 50 + 2D6 credits in the trading sessions. Each batch of mines covers about 5"x 5", and the players can buy as many batches as they want. During play the defending player secretly places his mines on the battlefield, on the ground or on a walkway. This is done before the attacker sets up. Make a secret note regarding their location. If an attacking model steps into the area with mines roll a D6 for each inch the model moves (this way, you can find yourself in the middle of the field without knowing it). On 4+ the model has stepped on a mine and receives a S3 hit. Models which are down can also activate mines if they crawl over them. Should defending models choose, or be forced, to move into the minefield (sentries may well do this, so don't place them too close to the minefield), they activate the mines on the D6 roll of a 6 (after all, they know where the mines are supposed to be). Again, roll a D6 for every inch moved. After each game roll a D6. On 4+ the mines can be used again – this also goes for minefields where only some of the mines went off.



## ARMOUR PIERCING AMMO

Wanting to give our gangers the very best of weapons, and there being only a few models with bolters, I came up with the Armour Piercing-Ammo, or Ammo-X, to use in auto-pistols and auto-guns. It cost 20 credits and gives the auto-weapons the same figures as bolt-weapons. Ammo-X is a Common item.