

ON THE LAMB

Arant Defel was a young apprentice under the tutelage of Master Fenrif, an old and respected Archeotech Artificer, someone who catalogues and finds uses for the uncovered Archeotech. Fenrif was in the employ of the Merchant Guild and, in turn House Helmawr. Arant was young, impatient and greedy, he killed the old Artificer stealing a particularly valuable piece of Archeotech and fled into the Underhive.

The Guild was furious of this betrayal not only had they lost a valuable piece of Archeotech but the death of Fenrif had displeased senior members of House Helmawr. The Guilders placed a large bounty on Arant's head.

TERRAIN

Setup starts with whichever gang has the lowest gang rating then it proceeds to the next gang rating and so on. Each Player takes it in turns setting up a piece of terrain on the board.

GANGS

Each player chooses a side or corner of the table. Then each player takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of the table edge, or the corner of the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing figure.

ARANT DEFEL

The apprentice should be put in the very centre of the board. At the end of each player's turn he will panic and try to move 2" in a random direction, unless that would take him in base-to-base contact with any ganger, in which case he'll just stay still.

If taken down then the body can be picked up if a ganger ends their movement on where the body is. Any model carrying the body cannot use any weapons unless they drop the body. They will receive an automatic partial cover for carrying the body around though. The goods cannot be removed from the body in the middle of combat, the body must be removed from the board or the battle must be won. If the team holding the body bottles, the body stays where the model carrying the body was last positioned.

ENDING THE GAME

The game will end when only one gang remains or the apprentice leaves the table.

REWARD

The Gang that captures the body of Arant may either hand him in to the guilders to collect the bounty of 2D6 x 10 Creds or steal the Archeotech (roll three times on the Outlands trader chart, ignoring all rolls that aren't actual objects). If the Gang decides to steal the objects roll a D6, on a 4+ they are now counted as outlaws.

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.
- The gang that takes out the apprentice will receive d6 experience.
- Taking the apprentice's body off the map will receive 5 experience.