

Package Run

v1.0 by Anthony Case

The Underhive regions outside of the relatively civilised settlements are lawless deadzones where marauding outlaws and ambushing gangs terrorise those that dare venture through them. Merchants are especially vulnerable to raiders so they regularly pay the gangs to deliver their wares to hivers in nearby settlements. These contracts can be lucrative so gangs employ all manner of strategies to secretly and safely make delivery, but occasionally a rival can be tipped off about a planned package run. Ambushing gangs that steal merchant packages either ransack its contents or deliver it for themselves to receive the waiting fee and make a score against the other gangs.

This scenario represents a gang confronting package runners and attempting to steal the wares for themselves.

Any gang that is allowed to choose the scenario can select to play the Package Run scenario. The gang that chose the scenario is the attacker while the other gang is the defender.

Terrain

Starting with the attacker each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that with the cover gangs can move reasonably freely.

Deployment

The attacker chooses a table edge and deploys D6+1 of his gang within 24" of that edge and can start the game in hiding. The defender then deploys D3+2 of his gang within 8" of the opposite table edge. Special deployment rules can only be used by the attackers (e.g. Vents territory or Infiltrate skill).

Before starting the game the defending player must secretly write down which member of his gang carries the package. Any remaining defenders are assumed to carry decoys.

Starting The Game

To determine who starts the game both players roll a D6. The player who scores highest takes the first turn.

The Package

The package is well concealed so the attacking gang have no way of knowing which of the runners has it until they are searched. If the package has not been found then each time a member of the defending gang is taken out of action replace the body with a loot counter. As soon as an attacking gang member moves into base-to-base contact with a loot counter the defending player must immediately declare whether the counter is the real package or a decoy. Decoys are removed from the game when found while the real package follows all of the usual rules for loot counters (refer to the Scavengers scenario for details). It is possible, and encouraged, for the defending gang to play all sorts of tricks to confuse the attackers. For example, you could pretend for gangers to hand over the package to a runner who promptly makes a mad dash for the table edge only for the attacking player to later find it was all one big distraction.

Enforcers patrolling a settlement are tipped off about illegal goods being delivered by an escher gang.



Ending The Game

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins. The defenders do not start taking Bottle tests until at least 50% of the gang have gone down or out of action. If a gang member is currently in possession of the package then that gang does not take any Bottle tests.

Experience

Fighters who take part in the Package Run scenario earn Experience points as noted below.

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action 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 the fighter scores a hit and successfully wounds his target.

+10 Successful Delivery: If the defenders won then the fighter in possession of the package earns 10 Experience.

+5 Package Steal: If the attackers won then the fighter in possession of the package earns 5 Experience points.

Special

The winning gang can ransack or deliver the package earning D6x10 credits, which is added to any territory income.

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