

PREDATOR!

Gannt tapped on the arm of his wheelchair in irritation. He was one of, if not the, richest men on this Hive World and he wasn't used to being kept waiting. And a wheelchair for goodness sake. When his transporter arrived it would go for scrap where it belonged.

At last the receptionist spoke: "Doctor Vickers will see you now." The consulting room was sparsely furnished with the very best of modern off-world furniture and equipment. This man must be almost as rich as he was. How so? Few people could afford to be ill in this place, let alone pay for treatment.

"Well, what have you discovered?" The Doctor turned from the window. "It is not good I'm afraid. As I suspected you have a degenerative disease of your spinal column. It was probably precipitated by toxin exposure. There is no known treatment. I'm sorry."

"Sorry! I pay for what is supposedly the best medical attention in the world and that's what I get? Sorry? How long do I have!"

"It's difficult to say. Maybe six months...a year perhaps."

Gannt shook in fury. How could he, the most powerful man on the planet, succumb to disability like a common Underhiver? He summoned all of his remaining strength and pulled himself up against Vicker's desk, leaning forward so that he was just inches from his face.

"If I die, you go with me Vickers. And your family. You are a sham. I was told you were the best - that you could help me."

Vickers appeared unmoved. "I am not one of your lackeys, Gannt and threatening me will get you nowhere. Your whole spine is

affected. There is no...accepted treatment." Gannt picked up the inflection in Vicker's voice...

"And unaccepted treatments?"

"I don't know what you mean."

"Don't give me that, Vickers. I am the richest man on the planet. If you know something, give it to me! I'll pay whatever it costs."

"It will take a lot...and even then I might be unable to help you."

"Whatever it is, do it. I don't care what it costs."

Vickers ensured that Gannt had left the building and then opened a secure channel on his desktop comms unit. "Harvester? ... I have a job for you. It will be difficult I want to see you in half an hour in my office."

II was two weeks before Harvester could arrange his departure. He told everyone that he had been sent on an urgent errand off-planet. After laying low for a few days in a plush suite provided by Vickers, he made his way carefully Downhive, tagging along with the Guilder traffic and then moving alone and slipping into the darkness of the Underhive where it was safer to mind your own business. Here, asking questions of strangers was a foolhardy pastime so he relaxed a little. After three days he reached the derelict ventilation shaft. He paused to ensure that he was overlooked and then slipped inside. Deep within the bowels of the plant he paused, looked around, and pulled away some metal sheeting to reveal a trapdoor. The sophisticated locking mechanism of the entrance belied its place in the derelict building. He punched in the access code and slipped inside.

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Pugh heard the commotion outside and looked up from his stripped-down melta gun. That must be the boys back. Robby had gone off to work the spore mine and hadn't returned. If he'd blown the stash on a face full of Spur he was going to pay for it, big time. Silver entered, he was ashen-faced.

"Well? did ya find him?"

"We think so..."

"What do you mean you think so? Did you find the kid or not?"

"Well, we found something. We think it's Robby. But we ain't sure. "Pugh pushed Silver aside in irritation and went outside.

"Well where is he?" Hook indicated towards a sack with his heavy bolter: Pugh looked puzzled.

"There's no way anyone could fit in a sack that small!" rye, the scum, giggled and spat in the dirt, "Oh, I dunno boss... they could if they was bendy, REAL bendy!"

Harvester sat motionless on the girder. The young ganger had just emerged from the bar and he could see from his gait that he was high on spur. "Hmm," he wondered, "does Spur damage the nervous system? Nah, he would have had to have taken a lot to do that, and he was too young. And Vickers had wanted a young one." The ganger paused suddenly and turned slowly to look up at the building. Harvester sat perfectly still. The ganger looked straight at him but did not, could not, see him. He turned and walked on. Harvester followed effortlessly, high on the Underhive structures, waiting for the right moment. When the time came he dropped silently to the ground. The ganger turned a corner and came face to face with him.

The ventilation plant had not been far away and soon the predator and his prey were securely inside the lair. The ganger was still unconscious and Harvester quickly stripped of his Malcadon suit and stored it away. He had to work swiftly. Before leaving for the bunt he had prepared the operating site and the cryo container. Pausing only to top up the gangers anesthetic he dragged his quarry to the table and picked up the scalpel. Now then, a full spine, that was going to be tricky...

INTRODUCTION

Of the scenarios I have written this one, Predator, has produced most enthusiasm and feedback. Some people have said it is too difficult and the Predator always wins, and some that it is too difficult...and the Predator always loses! This probably means that the balance of the scenario is about right.

Arbitrator often use the Predator as a means of dealing with too many gangs that have developed very high gang ratings, Some introduce an element of role-play and don't use a miniature to represent the Predator until they are ready to reveal what is going on, just telling the players that 'something' is stalking their gang members.

Anyone who is a fan of the Predator films can't have failed to notice the similarity between the predatory alien and the Malcadon Spyrrer. This leads to an obvious scenario idea... take a maxed out Malcadon 'Predator', drop him in the Underhive, and watch him go!

PREDATOR!

MAKING THE PREDATOR: Either roll 19 times to max out a Malcadon to a Great Killer randomly, or choose the advances to produce a character as close as possible to the Predator of movie fame. I chose the latter. Here is my Predator creation:

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
8	4	3	4	4	2	4	3	7	4+

ADVANCES

Thickened Armor x1 (4+ save)

Motive Power x2 (incorporated into stats)

Weaving Spinners x2 (1.5 inches blast)

SKILLS: Leap, Catfall, Jump Back, Dive, Evade, Infiltration, Ambush, Step Aside, Killer Reputation (naturally), Nerves of Steel.

WARGEAR: No change from Malcadon in Oudanders book.

GAMEPLAY: The Predator could be used by one player against a gang, an or by an Arbitrator against several gangs.

Alternatively, a Predator could be added to any other scenario if played by an Arbitrator, for example, a gang fight. If the gang ratings in a campaign are getting too high the Arbitrator could always introduce the Predator to an existing scenario now and then to keep them in their place...

SETUP: If including the Predator in an existing scenario, follow the rules or setting up that scenario. The Predator infiltrates.

The gangs set up 8 inches within one edge of the table.

PREDATOR OBJECTIVE: Take gangers who are 'out of action' and remove the to a base as 'Trophies' or to harvest their organs! When

carrying a ganger, the Predator cannot double his movement unless he drops his Trophy. If attacked in hand to hand hand combat, he will drop the Trophy and fight. If shot upon, the hits must be randomly allocated between the trophy and the Predator and dealt with as normal. Blast weapons will hit both the Predator and the Trophy. The 'out of action' ganger is left at the Predator's base rather than taken out of the game. The Predator MUST take Trophies back to it's base and will only stop if attacked or engaged in hand to hand combat.

INTENSE FEAR: Seeing your gang members disappear before your very eyes is a terrifying experience. Any gang member within 8 inches of a member of the same gang, who is taken by the Predator, must take a Leadership Test. If this failed the gang member empties his/her weapon wildly into the Underhive in sheer terror. The weapon is now useless for the rest of the scenario Just as if it had failed an ammo roll. If the member has more than one weapon then choose one randomly (but It must be a ballistic weapon - not a knife, sword etcetera! Grenades may be expended if no ballistic weapon is available).

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NEAR INVISIBILITY: The Predator is a skilled and wily adversary who rarely shows himself to the gangers. If the Predator remains still in it's movement phase it gains a -2 to hit modifier when fired upon. When using the Predator for the first time an Arbitrator can increase the suspense by initially using a counter instead of a miniature to represent the Predator. When the first gang member is captured replace the counter with a Malcadon miniature to reveal to the gangs the true horror of the situation!

GANG OBJECTIVE: Avoid becoming a Trophy and take out the Predator! Gangers taken by Predator can be liberated by reaching them at the Predator base and remaining in base to base contact until the gang's next turn. Liberated gangers are still 'out of action' removed from play. Gangers taken from a Predator whilst in transit to it's base must be left on the board - the Predator can attempt to come back for its Trophy later, just like in the film.

FINISHING THE GAME: The game ends when the gang bottles out, the Predator is taken out of action or all the gang members become trophies. Because of the desperate situation, the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE

+2D6 For each ganger that survives
+10 for liberating a Trophy
For the ganger that takes the Predator out of action:
+10 experience points
150 credits (all that equipment to sell!)

If the Predator is played as part of another scenario the gangs should receive the experience and income from that scenario as normal in addition to any income or experience from the Predator scenario.

THE FATE OF TROPHIES

Liberated Trophies: These are dealt with as normal 'out-of-action' gang members.

Unliberated Trophies: Roll 3 times the serious injury table for each gang member taken as a trophy and not liberated by the end of the game. This represents the Predator harvesting bits and pieces (a hand here an eye there...!). Re-roll captured results.