

# Dome Rush

v1.1 by Anthony Case

Much of the Underhive is decrepit and ruinous so it's not uncommon for gang warfare or hive quakes to cause sudden catastrophic collapses. Entire domes and settlements can be demolished and subsequently forgotten for centuries, but through this devastation can emerge revitalisation. Industrial wastes collect and transmute into precious new minerals, flora and fauna flourish in the human-less environment and archeotech of forgotten technologies remain. So when rumours emerge of a newly recovered dome it spreads through the drinking dens like a wild fire that can create a rush of gangs eager for a slice of the lucrative find.

This scenario represents several gangs upon hearing rumour of a nearby newly discovered dome have raced to it and began to fight their rivals for the spoils.

Any gang that is allowed to select the scenario can choose to play the Dome Rush scenario. The selector must then choose further players who must agree to participate until there is four players. If the selector cannot find a further two willing players then a different scenario must be chosen.

## Terrain

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 the gangs start off a good distance apart and with the cover to move reasonably freely.

## Deployment

Each player rolls a D6. The lowest scoring player chooses a table edge and deploys all of his gang within 8" of that edge. The second lowest scoring player then chooses his own table edge and deploys as mentioned above, and so on until all players have deployed their gangs. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules can be used in this scenario (e.g. through using the Vents territory or Infiltrate skill).

## Starting The Game

Each player rolls a D6. The highest scoring player takes the first turn. The second highest scoring player takes the second turn, and so on until all players have established their turn order. In the case of a tie, the tied players have a roll-off to determine their order.

## Treacherous

Hivers reclaiming lost domes don't just have rival gangs to fear. During firefights the dilapidated buildings are prone to collapse while faulty lighting and air conditioning can leave vast areas shrouded in darkness or choking fog. Dangerous creatures disturbed by the gangs can also lurk in the shadows waiting to feaast on unsuspecting explorers. Due to these dangers a roll on the Treacherous Conditions chart must always be made when playing the Dome Rush scenario. In addition, the Monster Roll rules also apply (refer to the Scavengers scenario for full details).



## Ending The Game

The Dome Rush scenario has no specific objective other than to drive off the enemy gangs. Once three gangs have failed their Bottle tests, or have voluntarily bottled out, the game ends immediately. The gangs that bottle out lose and the one remaining gang automatically wins.

## Experience

Fighters who take part in the Dome Rush 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 Winning Gang Leader:** The gang leader of the winning side earns an extra 10 Experience points.

## Special

The winning gang takes control of the lucrative dome worth 3D6x10 credits, which is added to the income from the gang's territory. If you roll a double then instead the dome yields the materials to set up a new territory. Make a roll on the Territory Table and add the resulting territory to your gang roster. If you rolled a triple then roll twice on the Territory Table and choose the best result.

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