

// Archeotech Rush - new Scenario by Anthony Case

News of a previously secret archeotech hoard spreads through the town like wildfire as the gangs drop everything and make a mad dash to loot whatever they can find.

Usage - Any gang that is allowed to select the scenario can choose to play this scenario. You must then choose two further players who must agree to play making four gangs in total. If you cannot find two further players then you cannot choose this scenario.

Terrain - Usual rules. This scenario uses 2D6 loot counters. Each player takes it in turn to place a loot counter anywhere on the table but no closer than 12" to a table edge nor 4" to another counter.

Deployment - Each player splits their gang into groups comprised of between 1 and 5 fighters. The player who rolls highest chooses a table edge and deploys one of his random groups within 4" of the table edge. The other players then do the same.

Starting the Game - The players roll for it.

Treacherous - A roll on the Treacherous Conditions table must be made and the Scavengers Monster Roll rules also apply.

Reinforcements - Every turn, except the first, there is a chance reinforcements arrive. Randomly select one of your undeployed groups and roll a D6. If the score rolled beats the number of fighters in the group then they can be deployed at your table edge. If the score is less then no reinforcements arrive.

Ending the Game - A player is removed from the game if he voluntarily bottles, his gang bottles or all of his fighters have been taken out of action or have moved off his table edge. Gangs don't have to take bottle tests until 50%. A gang fighter in possession of a loot counter can move off his own table edge, thus making the loot safe but the fighter cannot come back on and counts as OOA for purposes of bottle test. The winning gang get any loose loot counters.

Experience - Usual Scavenger rules.

Special Rules - Each loot counter is worth D6x5cr. In addition, roll 2D6. If the number rolled is greater than the number of loot counters that was deployed then the winning gang get an Old Ruins territory. If you roll a double as well then you get an Archeotech Hoard instead.