

// Stash Stickup - new Scenario by Anthony Case

The idea behind this scenario is that if the enemy gang has a nice bit of loot in his stash then you have a risky chance of stealing some of it.

Usage - Any gang can choose to play this scenario, except Spyrers and Enforcers.

Terrain - Usual rules.

Deployment - The defender chooses a table edge and places the safe (a 2" box) in the centre of the table 12" from the table edge and at ground level. The side of the safe that faces the opposite table edge is the door. The defender deploys D6+1 sentries anywhere on the table but no closer than 8" to a table edge or the safe. The attacker deploys D3+1 fighters within 4" of the opposite table edge. Special deployment rules (e.g. Infiltrate, Tunnels, etc) cannot be used.

Starting the Game - The attacker always takes first turn. Usual sentry rules.

The Safe - The safe door can be attacked like any other structure and has a Toughness of 6 and 3 Wounds. Once the door has been reduced to 0 Wounds the safe has been cracked and a fighter can take a look inside to see what loot awaits. As soon as a fighter moves into btb contact with the opened door, roll a D6:

1: Booby Trap - There's no stash inside, in addition, roll a D6:

1: Trap Door - A hidden safe door slams shut trapping the fighter inside. The safe door must be cracked open again (T6, W3) in order for the fighter to escape. If the fighter is still inside by the end of the game then he is automatically captured.

2-3: Webbed - The fighter is hit by a web pistol attack.

4-6: Fragged - A frag grenade goes off positioned over the fighter's head.

2-3: The safe contains loot worth D6x10 credits.

4-5: The safe contains loot worth 2D6x10 credits.

6: The safe contains loot worth 3D6x10 credits.

If the safe contains loot then you must select items from the gang's stash that collectively cannot cost more than the amount rolled. Any credits unassigned to equipment can be spent on a sack full of credits, assuming the opposing gang has any in his stash. Any remaining unassigned credits are wasted. Any fighter that moves into btb contact with the safe and does nothing else for the remainder of the turn can steal up to D3 items (sack full of credits counts as 1 item). Note you cannot steal loot on the same turn that the safe was cracked. Any fighters that steal from the safe are given a loot counter that represents the swag and follows the usual loot counter rules.

Sounding the Alarm - Usual rules. In addition, roll a D6 at the start of every defender's turn. On a roll of 6 the alarm is automatically sounded.

Ending the Game - Neither gang can bottle. Once all of the attackers have either gone out of action or move off their own table edge the game will end. The only way for the attackers to win is for at least one fighter to move off their table edge with any loot.

Experience - Usual rules. An attacker that ends the game with any loot earns +D3xp. If the safe was not cracked open then the defender's gang leader earns +10xp.

Special - If the safe is cracked open then the attackers receive a -2 mod if reported to the Watchmen.