

24 HOURS TO save THE Underhive

Introduction

There is a large nuclear reactor in the area, affectionately called Mr. Nuke. It is run by a man who works better with machines than people called Isidor. Isidor has gone missing and Mr. Nuke is getting angry (well, starting to fail without the proper maintenance to keep it running smoothly). Isidor is the only one who can get it running right again and the people who can understand what's happening say there's only 24hrs to get it fixed. Of course, Isidor is the only one who can do it. No one knows where Isidor is, but his workshops were ransacked, so people believe he's on the run from someone. The local elders have put out a bounty to find him and bring him home.

Opening Moves

The local Elders dislike factions that bring their battles into the settlements and are unlikely to look favorably on either faction here. However, the safety of the Sector is at risk as a result the Elder representative is still prepared to discuss the Sector's crisis - but only with faction that ends the disruption (the winner). The losers will have to find out for themselves, and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

SUMMARY:

This is a variation on the shootout.

TERRAIN:

The terrain represents a small settlement. As usual the factions should agree on what field they play on, if it is an option. This time the field should be small enough that one base can be seen from the other. A field that has man made structures on it would be ideal, even a speedball court would be good.

THE FACTIONS:

Each faction rolls a D6 to see how many of their combatants are runners and move at the first signal: 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These players are randomly selected from the faction - ie you cannot choose the combatants that start. However, in order to reflect the fact that the faction's leader would probably want to send along a specific trusted fighter to represent the faction when dealing with the Elders, each player may replace one of the randomly selected fighters with a different one of their choice if they wish, though not the leader!

Everyone participating in the shootout part (the ones selected above) sets up at the field bases. The rest set up off field (as defined by the hosting company) anywhere they want. Special deployment rules cannot be used by

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either faction - eg Infiltration, Vents etc.

THE BUILD-UP

This scenario is very different than other scenarios. There is no shooting for the first D3 min of the game. A ref or arbiter secretly rolls a D6, divides by 2 and does not round (a roll of three becomes 1 min, 30 sec) before deployment. Upon the ref's first signal the prior selected combatants get to move. They can move as far or wide as they want to. Since there is no shooting at this point they truly move freely. While they can move anywhere, if anyone is within surrender distance (according to the company's rules) at the time of the ref's second signal, they are all automatically out. After the D3 minutes have passed the ref signals again and the game starts.

Note to refs: Not only is it important to know who won, it also important to know who drew first blood. Make sure people leave the field promptly when they are taken out & note which faction the first player came from. The other faction drew first blood. Note this.

REINFORCEMENTS:

Since contact with the Elders is a very big deal, the factions aren't leaving their contact force out by itself. The rest of the faction is nearby in case there is trouble. All the other players that are not participating in the shootout aspect of this scenario are reinforcements. They can start from any edge/tape line they want. They are even allowed to move outside the play area until the signal to start is given (this will be the third signal). After another D3 minutes (calculated as above) after build up start signal, the ref will signal for a third time, this is when reinforcements deploy. All players outside the game must enter at whatever point they are currently and join the fray. They are not allowed shoot from off field, but must be fully on before firing. If they fire from off field they are considered out of action and cannot participate further.

ENDING THE GAME:

If a team hits a decimation threshold, or a faction voluntarily retreats, the game ends immediately. The faction that reached their decimation threshold loses and the other faction automatically wins the fight. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed the shootout scenario.

SPECIAL:

As neither faction is expecting there to be any trouble right at the heart of the Elder's power base, no mercs may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any mercs in his gang at the end of this scenario.

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Search and Destroy

The search for Isidor has begun in earnest. The factions have been told/discovered the location of Isidor's workshop and run into each other while going to search it.

SUMMARY:

A variation on Scavengers.

TERRAIN:

The factions agree on a field to play on from the ones available, if the hosting company allows the choice. If the factions can't agree, it will be chosen for them by the ref or arbiter. This scenario works on any field of any type or size.

Once a field has been chosen, place six Loot sacks in the field to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops (can be anything easily transported, like backpacks). Note: The faction who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 35' from the edge of the table and at least 15' away from each other.

THE FACTIONS:

Both factions may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME:

How this scenario starts depends on the events Opening Moves. The faction who drew first blood sets up the loot counters. The faction that did not draw first blood may choose which side of the field/base they set up on. The faction who won Opening Moves will get to "jump the gun."

Jump the Gun: Upon the silent signal of the ref, this faction gets a 10-15 second head start. After the arbitrary amount of time passes the ref signals the start of the game to everyone.

SPECIAL:

The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Isidor's disappearance. One of the 6 loot counters contains a vital clue. Whenever a counter is encountered the fighter can choose to check for the clue. The counter is treated as normal even if it turns out to hold the clue. If the fighter carrying a counter taken out of action, they must drop the counter as per usual rules. Counters will yield the usual rewards regardless of whether they carry the clue or not.

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Note:

The clue is actually a hastily scribbled map and it cannot be memorized during the heat of battle. Therefore, regardless of who actually discovers the clue, only the faction whose fighter is holding that particular Loot Counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME:

The fight continues until one of the factions is driven off (reaches their decimation threshold) or until one faction has all of the loot in its possession as described below.

If a faction reaches a Decimation Threshold, or one faction volunteers to retreat, the game ends immediately. The faction that retreats first, loses and the winner is left in possession of the battlefield. Any loot carried at the time a decimation threshold is reached are carried off the field even if the combatant is in the losing faction.

If a faction succeeds in capturing all the Loot Counters, and the combatant(s) carrying them get them back to their starting base, then the game ends and that faction has won.

The winner of the scenario can claim Loot Counters which are loose on the field when the game ends. If the clue has not been found at this point, the winning faction is assumed to have found it among the remaining loot.

LOOT:

All six Loot counters are treated in exactly the same way as normal and each one is worth D6x5 credits.

PROPS

- 6 Loot Counters (easily carried bags with something in them to give some weight)
- Small map placed in one of the bags (it can be anything that is obviously a map)

Extraction

One faction now has the clue to Isidor's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Isidor has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the factions sets off to rescue the inventor and save the sector. For now, the rival faction can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Isidor has been discovered.

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Now, more than ever, both factions must work quickly. The fate of the Sector depends on it!

INTRODUCTION

In Extraction, the two factions will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Isidor is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN:

The teams agree on a field to play on from the ones available, if the hosting company allows the choice. If the teams can't agree, each rolls a D6 and the higher roll gets to choose. It is suggested that the field is a larger one so that the teams start off a reasonable distance apart.

It is ideal if the field has structures on it with one at the center (to represent Isidor's hideout). If no structure is available, Isidor has simply made a hide of some sort at the middle.

A player (ref or arbiter) needs to take on the role of Isidor and take up position at the center of the field, preferably at the top of the center structure.

Note: Infiltration, Tunnels, Vents or similar may not be used in this scenario.

THE FACTIONS:

All fighters may participate in this fight. Fighters may not use the Infiltration skill in this scenario.

STARTING THE GAME:

Each faction must deploy all their fighters within 35' of their starting base.

The faction who ended up with the map in Search and Destroy will obviously be at a huge advantage at the start of this scenario. In order to reflect this, they may choose which base to deploy from and will get a 30 sec - 1 min. (depending on field size) head start.

Isidor: It may be that, during the game, Isidor is shot at by one or other of the factions. This may happen by accident, or deliberately, (if a faction is prepared to suffer the consequences of shooting Isidor in order to prevent the opposing faction from winning). In either case, all the following rules will apply.

Hits: If a shield is available Isidor is equipped with it. If not only head shots will count. This is to represent that Isidor has an energy shield. No matter what Isidor is armed with a pistol or similar low level arm (no

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more than one hopper's worth of ammo (less than 250)). He won't shoot unless shot at.

As soon as Isidor is killed, the game ends.

Reaction: If Isidor is hit, but not killed, by a fighter from one faction, he will automatically accompany the first fighter from the opposing faction whom he comes across. Note: In this situation, a fighter from the faction who shot at Isidor may still subsequently try and convince him as normal.

Fighters in Contact With Isidor: Fighters in close proximity to Isidor may be shot at as normal.

SPECIAL: The object of this scenario is to reach Isidor before the other faction and then to bring him back with you to the Elders. Any fighter who is in close proximity to Isidor, may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Isidor to accompany him by telling him about the damage to the reactor. Because of the bounty he is reluctant to accompany anyone, so it will take a bit to get him going. Once the fighter has succeeded in convincing Isidor to accompany them, they may move as normal. Isidor will always remain within 10' of them until the fighter is within 20' of their starting base (in which case the game is won).

If any fighter accompanying Isidor goes down or out of action, Isidor will remain where he is until another fighter from either faction has moved into close contact with him and succeeded in convincing him as above.

If a fighter accompanying Isidor is hit, but the hit doesn't count (such as a paintball bounce), the fighter must attempt to convince Isidor all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT...

It has now been several hours since you began your hunt for Isidor, and 'Mr. Nuke' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of Extraction is limited to 15 min. If neither side has achieved the objective within that time, the game automatically ends and penalties will be applied to both factions (see below).

Note: The 15 minute limit is based on the assumption that field isn't too large and the central building is easily accessible. If either of these aren't true then the limit might need to be extended.

ENDING THE GAME:

If a player voluntarily retreats, the game ends immediately and the opposing

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faction is considered to have found and retrieved Isidor. However, as the fate of the Sector is at stake, both factions will be determined and so there are no decimation thresholds.

If a fighter ends his turn within 20' of his starting table edge and is accompanied by Isidor the game ends immediately.

If neither faction has succeeded in retrieving Isidor alive within 15min, the game ends and the sector blows up.

Post Campaign

POST-BATTLE SEQUENCE

The post battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any fighters left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the factions now that the campaign has been completed. These are listed below.

REWARDS

One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both factions have played their part in the crisis and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!

CAMPAIGN REWARDS

In addition to all standard rewards, the following benefits and penalties will apply, depending on the outcome of this campaign.

If Isidor was rescued: Any faction who returns Isidor to the Guilders will receive 200 credits reward. This is added to the faction's income from its territories, not to its profit. The Guilders will also entrust the protection of 'Mr. Nuke' to the victorious faction. It will become one of the faction's territories with the following rules.

Mr. Nuke: Power Generator 2D6x10 credits

In return for protecting the generator, the Guilders have given you a license to sell off some of the Sector's power for your own profit from time to time. This power will bring in 2D6x10 credits. However, if you roll a double when re-allocating power, you have caused a power surge which results in much of the Sector losing its power for a day and all proceeds from the deal are used up in trying to repair the damage. No income is collected.

Isidor will reward both factions personally by giving each of them an item from his workshops. If the field has multiple prizes and a method for distributing them, use that method and those prizes. If there are two prizes have each team vote an MPV and those players will get the prizes.

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Roll off in the case of a tie. If there is only one prize, the winning team's MVP gets it.

If Isidor was not rescued: KABOOM!!! Time has run out. 'Mr. Nuke' explodes quite spectacularly, destroying not only itself but also a substantial portion of the surrounding Sector. Both factions are forced to abandon some of their territories which were destroyed in the blast. Each faction should roll D3 and lose that many territories (faction's choice), though a faction will never be forced to give up its last territory.

Territories must be given up as soon as the campaign ends and income may not be collected from them first.

If Isidor was killed (taken out of action): The power generator explodes as above and with the same results. Also, the faction which was responsible for killing Isidor is automatically outlawed by the Guilders even if the inventor's death was an accident - and must now abide by all rules for Outlaws as stated in the

Order of Play

The schedule is based on one game an hour and an 8 hour day. Only the three campaign scenarios (marked in orange) are really necessary, but skipping the Faction Fight would also mean skipping the intro to this type of play. Scenarios can be inserted and removed between the campaign games as time permits, but the first one (2) should be played right after the intro, the second (5), around midday, and the third (8) should really be the last and close things out.

1. Faction Fight to introduce
2. Opening Moves: Campaign 1 Shoot Out
3. Hit and Run: The faction that lost Opening Moves are the attackers
4. Scavengers with a Bounty Hunter who deploys first acting as the "Monster" (this player can shoot anyone and can be taken out as normal)
5. Search & Destroy: Campaign 2 Scavengers
6. Package Run where the winners of Search & Destroy are trying to get the map out of the area (results of this may change the "winner" for Extraction)
7. Raid: The losers from Package Run make an attempt at getting the map from Search & Destroy to try and make up any disadvantage (it's too late already, but the players don't need to know that).
8. Extraction: Campaign 3

Available game types

- Faction Fight: straight up fight
- Scavengers: fight over loot
- Ambush: try to get through an area with enemies already deployed

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- Hit and Run: fulfil one of five objectives
- Hoard: protect your stash
- Package Run: get the package through
- Shoot Out: chaotic mess
- Raid: attack a defended position
- Rescue Mission: raid an opponent to get back comrades
- Settlement Raid: attempt to capture people