ARBITRATOR SCENARIO: TRIPLE CROSS

By Andy Chambers

Triple Cross is a three-sided battle cunningly disguised as a two-sided one. One gang (the dealers) has persuaded another gang (the raiders) that they know of some crystallised metals and slag that they can transport out of Underhive and get a good price for. They are cutting the raiders in for half the profit if they'll just get the loot and bring it to an arranged pick-up point. From there the dealers have the contacts to sell such valuable goods. Just as the raiders reach the pick-up point a third gang (the usurpers) shows up and tries to muscle in on the deal. The loot is worth a small fortune, but is anyone going to be alive to claim it?

ARBITRATOR HINTS

When you are telling the players about this battle, remember just to tell them what they would know. For example, tell the raiders' player that he is ambushed (nothing mentioned about the double-crossing dealers) and don't tell the dealers that the usurpers are going to turn up. The usurpers will probably know pretty much everything, though you might like to let them think the raiders and dealers could gang up on them. Of course, the players themselves may want to strike impromptu bargains too if they think about it!

GANGS

In this scenario the raiders gang should ideally have a lower gang rating than either of the other two. Outlaws may participate in this scenario in any role, but Ratskins and Scavvies may only play the raiders or usurpers. Spyrers or Redemptionists can only play the usurpers, each for their own unique reasons of course.

SETTING UP

The Arbitrator should set up the terrain as required. The raiders start out carrying six Loot counters, split between the gang as the player wishes (but note a model may not carry more than one counter). The raiders start 20" from any table edge and at least 24" away from the dealers' transports which are waiting to carry the booty out of the Underhive. There should be one or two transports for the dealers, depending on availability of models. These are placed 24" from the table edges. The dealer gang starts within 8" of their transports.

The raider gang starts within 4" of any one table edge. Roll to see which gang deploys first, second and third. Tunnels and Vents may not be used by any of the gangs (the dealers and raiders think the rendezvous is prety safe).

Roll to see which gangs get first, second and third turns. Play then proceeds as normal (well, pretty much...).

TRANSPORTS

These could be trucks, railway carriages, barges or whatever. You may like to improvise some rules for them moving around and their Toughness and Wounds in case they are shot at, but they are basically included for colour and to give the dealers some much-needed cover (the drivers flee as soon as the shooting starts).

LOOT

The loot in Triple Cross is much bulkier than normal (it's crated up, stuffed in sacks or generally just too big to sling in your pocket). For this reason, the rules for loot are different from those in other scenarios.

In this scenario a model may only carry one Loot counter at a time. If a model carrying a Loot counter is taken down or out they drop the counter where they fall. If a model takes out a fighter carrying a Loot counter in hand-to-hand combat they may take the counter as they scrag their opponent. A dropped Loot counter may be picked up by any model passing over it during the movement phase. A model carrying loot cannot fire a ranged weapon and must drop it to fight in hand-to-hand combat. If they are charging they must drop the loot at the start of their charge to give them time to ready their weapons.

Loot can be removed from any table edge by moving a model carrying it off the table. Models carrying off loot may not return, however. Gangs which bottle out drop their loot which is still on the table.

Each Loot counter is worth D6x10 credits and goes straight to the gang's stash rather than being added to their income (there are advantages to illicit dealing).

ENDING THE GAME

Gangs take Bottle rolls individually, after taking 25% casualties as usual (models that have moved off the table with loot do not count as casualties). Once the first gang has bottled out roll a D6 each gang turn. On a roll of 1-4 nothing happens; on a roll of a 5 the local militia (see below) turn up and on a 6 an Adeptus Arbites patrol team (see elsewhere for details of these) arrives on a random table edge. Once local troops have turned up, there is no need to continue rolling each turn. These are under the control of the Arbitrator and will shoot up the battling gangs with callous indifference (possibly targeting models who are trying to escape before others).

You may want to allow the first gang who bottled out to control some or all of the authority forces (snitching has its rewards). Once all gangs have bottled out (either voluntarily or through failed Bottle rolls) the game ends. If all the Loot counters are removed the game ends immediately. If one gang is left in possession of the table they automatically get any counters left behind.

Whatever the result of the battle, all the gangs involved may collect income from their territory as normal (or forage in the case of Outlaws and Outlanders). Roll for injuries as normal; captured gangers will be taken by a randomly determined enemy gang. If the local militia or Arbitrators showed up there is a chance that captured gangers will have been taken into custody (for example, roll a D6, on a 1-2 Gang 1 captures them, 3-4 they are held by Gang 2 on a 5 or 6 the Watchmen are holding them). You may like to fight a modified Rescue scenario against the Watchmen forces as a later Arbitrator scenario if this happens.

LOCAL MILITIA

The local militia squad will comprise ten men, usually armed with lasguns and wearing flak armour (Imperial Guard models are good for this). They have the profile given below and must take a Bottle test like a gang if they are reduced by 25% casualties. Militia squads do not have to make Ammo rolls, they are kept well supplied. Alternatively, the local militia may be the campaign Watchmen gang (if there is one) or at least some of their members.

	M	WS	BS	S	T	W	I	A	LD
Militia	4	3	3	3	3	1	3	1	7

THE WATCHMEN

The Guilders take a dim view of this type of illicit trading and anybody reported to their Watchmen for being involved in such an affair is likely to be given little mercy. There is a -1 modifier to the dice roll for any gang reported to the Watchmen for this battle. In addition, if a squad of Adeptus Arbites turns up, all the squads are automatically reported to the Watchmen (with the additional -1 modifier for taking part in a Triple Cross).

EXPERIENCE

During a Triple Cross gang fighters will gain Experience points as listed below.

+D6 Survives battle (even if wounded).

+10 For the gang leader whose gang gets the most loot.

+5 Per wounding hit (remember that wounds on fighters already down do not count, and this is for each hit, not each wound inflicted).

+5 For carrying a Loot counter off the table (If you have rules for moving transports, nobody gets experience for loot removed this way).