

BEAST HUNT

The den of a group of vicious mutated Underhive beasts has been located. Their hides will fetch a handsome bounty with the Guilders, as clearing the monstrosities out makes the area much safer. Or maybe some rogue xenobiologist would be interested in them instead...

BATTLEFIELD

This scenario uses a standard battlefield (Gang War 1, pg. 21) with the following exceptions.

The center of the battlefield is honeycombed with pipes and tunnels leading to the underground den of the elusive beasts. No large terrain should be placed within 6" of the center of the battlefield, but plenty of small scatter terrain should be used to represent the exposed surface of the den.

CREWS

All players use the Custom Selection method.

TACTICS CARDS

Each player can select two Tactics cards, and sets the rest of their deck aside. The Beast Lure card may not be selected.

DEPLOYMENT

This scenario uses the standard rules for deployment (Gang War 1, pg. 22) with the following exceptions.

Special deployment such as vents, tunnels, or the infiltrator skill may not be used.

LURING OUT THE BEASTS

Any model within the den may use the following action:

Beast Lure (Basic): Place the Beast's Lair marker within 3" of this fighter. Then, they can move up to D6". If they end the action within 6" of the lair, there is a chance they will be attacked as normal.

Once placed the Beast's Lair will act as normal (Underhive, pg. 65). If destroyed, replace it with a token representing a beast trophy. Beast trophies may be moved as if they were loot caskets.

At the start of the End Phase of each round, roll 1D6 and add the number of beast trophies that have been placed on the battlefield. On an 8+ no more beasts will emerge for the remainder of the battle.

BEAST TROPHIES

At the start of the End phase, if one of the beast trophies is within 1" of the edge of the battlefield and there is also an Active fighter within 1", it is claimed by that fighter's gang and removed from the battlefield. That fighter gains 1 XP.

If a gang bottles out, they may still try to claim beast trophies by getting them to the edge of the battlefield, but fleeing fighters will drop them.

OBJECTIVES

Each gang is trying to claim as many beast trophies as possible, while fending off rivals.

If a gang still has fighters remaining on the battlefield when the game ends (and they have not bottled out), any beast trophies within 1" of their Active fighters are considered claimed for the purposes of credit rewards, but not XP.

ENDING THE BATTLE

If only one gang has Active or Pinned fighters left on the board at the end of any round, the battle ends immediately.

VICTORY (SKIRMISH ONLY)

The Gang that claims the most beast trophies wins the battle.



REWARDS (CAMPAIGN ONLY)

CREDITS

Each claimed beast trophy is worth 1D6x10 credits if turned in to the local Guilders. Alternatively, a gang may send their leader or a champion to seek out a rogue xenobiologist as post-battle action. The fighter makes an Intelligence test: If passed the gang gains a Friendly Doc special territory as well as an additional 10 credits per beast trophy. If the test is failed they are swindled and gain nothing while losing all their beast trophies!

EXPERIENCE

Each fighter that took part in the battle earns 1 XP.

If at least two beast trophies were claimed by a gang, their Leader earns 1 XP (regardless of whether they took part in the battle or not).

Fighters that secure beast trophies earn 1 XP (see "Beast Trophies" above).

REPUTATION

The gang that claimed the most beast trophies gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against an opponent.

If either gang bottled out, they lose 1 Reputation.

Notes: This is an original scenario created because the Beast Lair never gets used. The beasts are difficult to hit, so it really takes some focused fire to bring one down, gangs should come prepared with high strength and damage weapons.