

Slaying the Beast

An Escher gang from a neighbouring dome has been wiped out in a turf war and their Khimerix has escaped and found its way here, it has become feral and has grown considerably stronger. The feral Khimerix has made a home in this small section of the underhive and feasts on those that venture into its domain. Any gang that can bring this beast down will ~~briefly~~ go down in the annals of history!

surely

Fighters

If the Khimerix hears a large group approaching it will retreat into the depths of its lair and remain hidden so only a small team of hunters can take on this beast.

Up to a maximum of 4 gangers can participate in this scenario with a maximum points value of 500 credits.

If players wish to work together to bring the beast down then the number of gangers and value is split evenly (i.e. 2 players would bring up to 2 gangers each with a maximum value of 250 credits). If there is an odd number of players a roll off will determine who will bring the extra ganger, unless a unanimous agreement can be made between the players involved.

Map Set Up

This scenario is designed to be played on zone mortalis, specifically the map from the introductory scenario (printed on the inside of the box set), but can be used without these provided it is a compact and reasonably open spaced area (approx. 12" x 17") and contains some scattered cover.

If using sector mechanicus (or similar) terrain ensure the area remains compact (approx. 12" x 17") and does not have more than 2 levels that can be occupied by models (i.e. the ground and the top of shipping containers would count as 2). The Khimerix also gains the Cat Fall, Clamber and Mighty Leap abilities when using this terrain.

Setting Up

The Khimerix is placed in the centre of the board (or as close to it as possible) the gang(s) will then set up within 1 inch of any board edge (i.e. you could surround the Khimerix).

If more than 1 player is participating roll off as normal to see who sets up the first ganger this player also gains the priority marker.

Special rules:

This is no ordinary Khimerix and so has the following profile:

FERAL KHIMERIX										ESCHER KHIMERIX			310 Credits	
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int	XP		
6"	3+	3+	4	5	3	3+	3	8+	7+	7+	8+	0		
Weapon				S	L	S	L	Str	D	Ap	Am	Traits		
Talons				-	E	-	-	S	2	-1	-	Melee,Pulverise		
Gaseous Eruption Breath				-	T	-	-	-	-	-	-	Gas,Template		
WARGEAR				Flak Armor,										
SKILLS				Crushing Blow, Fearsome, Hurl										

In addition the following rules apply to the Khimerix:

Cannot be pinned.

Cannot bottle out.

Toxin/Gas attacks do not ignore the wound characteristic on this model (Each successful toxin/gas attack removes a wound).

Immune to insanity and mind control.

This model can move over small obstacles (i.e. barricades) without the -2" cost to movement.

When rolling the injury dice flesh wound results this model receives are ignored.

When rolling the injury dice any out of action/serious injury results this model receives inflict a flesh wound.

This model can only be taken out of action by inflicting 5 flesh wounds.

Activates after each attacker (Multiple activation's per round).

When this model activates and is not engaged with any fighters roll the scatter die to determine the models facing then act as follows (alternating each activation):

- 1) Charge^ the nearest enemy that is within the models vision arc*
- 2) Shoot the nearest target within the models vision arc*

*If there are no targets available move D6" in the direction this model is facing, if this movement reaches impassable terrain (i.e. a wall) the movement ends, then make the Regeneration (Simple) action.

^If the charge fails move the full distance of the charge towards the targeted fighter and then make the Regeneration (Simple) action for free immediately.

If this model is engaged at the beginning of its activation it will attempt to make the Throw Opponent (Basic) action, if successful it will then move D3" in a random direction (determined by the scatter dice)

Special Rules cont.

Gangs do not need to make bottle or nerve tests but can choose to flee during the end phase of any round. If they do so any seriously injured fighters left on the board are removed from the campaign (they are eaten by the Khimerix) if a gang flees this scenario in a campaign they will lose 1 reputation.

If more than 1 player is taking part and 1 of them decides to flee whilst the others do not then the remaining gangers will each get to make a free shoot action (unless they are seriously injured) and must target the fleeing gangers.

At the end of the battle if more than 1 gang participated and 1 of the gangs fighters are all incapacitated (OOA or serious injury) any serious injuries are either available to be captured by the winning gang(s) or are left to feed the Khimerix (unless it is captured) and any OOA fighters are left to feed the Khimerix (unless it is captured).

Ending the battle

As soon as the toughness of the Khimerix is reduced to 0 (by inflicting 5 flesh wounds) or if all fighters are taken out of action/flee the battle ends.

Rewards (Campaign only)

Experience

Any fighter that took part in the battle gains 3XP. Any fighter that inflicted a flesh wound on the Khimerix earns 1XP.

Credits

No credits are awarded for this scenario directly, however each gang will receive a trophy (a broken claw or tooth) which can be either sold for 2D6 x 10 credits or given to a storyteller who will generate an additional 5 reputation.

Reputation

Each gang that survived the battle gains D3 reputation, the gang that dealt the final flesh wound gains 1 reputation. If a gang captures the Khimerix they gain 2 reputation.

If the Khimerix is defeated the winning gang can attempt to capture it. If more than 1 gang participated and has surviving members then a roll off will determine which gang gets to attempt to capture the Khimerix first, however each player has a -1 to their roll for each other player with a surviving ganger (i.e. 3 players took part and all gangers survived each player would have -2 to their capture roll)

Capturing the Khimerix: Roll a D6 and add the number gang members from your gang that are still on the table and are not seriously injured if the result is 6 or more then the Khimerix is captured.