

Traffic Jam - Freight Elevator

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. First, if only one of the players has a Guild Alliance, that player is the defender. Otherwise, the player whose team controls the territory is the defender. If neither of these conditions are met, then roll off to determine attacker and defender.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection(10) method, while the defender uses the Random Selection (D3+5) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender nominates one of the short table edges as the Destination, and places the caravan in the center of the board, facing the chosen table edge. The defender goes through the fighters in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that fighter on the caravan or within 6" of it. On a 6, the fighter is set aside. The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" away from the caravan and at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them.

After the attackers have set up, the defender sets up any of their fighters who were previously set aside. These fighters can be set up

anywhere on the battlefield, as long as they are not Engaged with enemies.

OBJECTIVES

The attacker wants to steal the Guilders' loot. The defender is determined to drive off the attacker.

SPECIAL RULE: THE CARAVAN

The target of the attacker's heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan is represented by the Goliath Truck. At the start of each round after the first, before rolling for Priority, the defender moves the caravan up to 5". While the caravan must avoid structures and impassable terrain and remain on ground level, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any obstacles that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight (even under it) and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches).

- A fighter may climb onto, or off, the caravan by performing an Embark/Disembark (Simple) action.
- Attackers that are Standing and Active and are within 1" of the caravan may loot it by performing a Loot Caravan (Simple) action. Each time a fighter takes this action, their player should place a Loot marker on the fighter's card – the number of Loot markers will determine how successful the heist has been.

If an attacking fighter goes Out of Action, any Loot markers they have are discarded.

SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario. They may, however, voluntarily bottle out and flee the battlefield to prevent catastrophic losses. If they choose to do this, and have a Guild Ally, it will Test their alliance.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the game. Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this round instead of two.

ENDING THE BATTLE

The battle ends when either the caravan reaches the far table edge, or if either gang has no fighters left on the battlefield at the end of any round.

VICTORY

The attacker wins if they can gather five Loot markers without voluntarily bottling out and fleeing; otherwise the defender is the winner.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they may place 1 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the battle.

REWARDS

CREDITS

- At the end of the battle the attacker counts up the number of Loot markers they have, discarding those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each Loot counter, add D6x10 credits to the gang's Stash to a maximum of 5D6x10 credits.
- The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than three Loot counters.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that gathered a Loot marker and did not go Out of Action gains 2 XP.
- Any defending fighter that took an enemy fighter carrying one or more Loot markers Out of Action gains 2 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If the attacker took five or more Loot counters, they gains D3+1 Reputation.
- If the defender moved the caravan off the far battlefield edge before the attacker could gather five Loot counters, then their gang gains D3+1 Reputation.

Trap and Smash - Ductways

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. First, if only one of the players has a Guild Alliance, that player is the defender. Otherwise, the player whose team controls the territory is the defender. If neither of these conditions are met, then roll off to determine attacker and defender.

BATTLEFIELD

Set up like a cross.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draw two cards at random. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of the central tile, then sets up the rest of the fighters in that group within 2" of the first. Then the defender places 5 crates in their deployment zones, and nominates in secret 2 of them to be empty, 2 of them to contain ammo, and 1 of them to contain a frag trap. Then the attacker sets up their entire crew. Fighters can be deployed within 6" of the edge of the battlefield, on any of the outer tiles, however they wish.

Finally, the defender sets up the rest of their crew. First they nominate a group, then roll a D6.

On a 1-5, the fighters in that group must be set up within 2" of the fighters already deployed in the central tile. On a roll of 6, they may be set up anywhere on the battlefield that is not within 2" of an enemy fighter.

SURPRISE ATTACK

The defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action in this round, instead of two.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible while securing the crates; the defenders are trying to fend them off. Both gangs score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter that is taken Out of Action. The attacker scores 3 points for each of the nominated crates that contain ammo that they open, and the defender scores 3 points for each unopened ammo crate.

SPECIAL RULE: LOOT CASKET

The defender cannot open any loot caskets, they will not be paid for any that are tampered with. If the attacker opens a loot casket, do not roll to see what the contents are. Instead, ask the defender to reveal the note corresponding to the casket. This determines if the crate contains ammo, a trap, or nothing. If the trap is revealed, it triggers immediately and you remove the loot casket.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

FLEEING THE BATTLEFIELDS

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

REWARDS

CREDITS

- The gang that scored the most points receives 2D6X10 Credits.
- The attacker gains D6X10 credits for each loot casket they open that contains ammo.
- The defender gains D6X10 credits for each loot casket which contained ammo that was not opened.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 2 XP. (whether they took part in the battle or not)
- Each fighter that either opened the crate gains 3XP.
- Each fighter within 1" of an unopened crate at the end of the game earns 2XP.

REPUTATION

- The gang that the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.
- If no crates which contained ammo were opened, the defender gains 2 Reputation.
- The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.

Dig Site Dare - Salvage Zone

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack Rules. In this scenario, one gang is the attacker and the other is the defender. First, the player who's team controls the territory is the defender. Otherwise, if only one of the players has a Guild Alliance, that player is the defender. If neither of these conditions are met, then roll off to determine attacker and defender.

BATTLEFIELD

The drill pod attached to the drilling platform in the center of the table is the attacker's target.

CREWS

The attacker uses the Custom Selection (10) method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare up to 5 fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements Deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield. The attacker chooses a short edge of the battlefield, and sets up their gang within 2" of that edge.

OBJECTIVES

The attackers are attempting to destroy the drill pod. The defenders are trying to stop this at all costs!

THE DRILL POD

The Drill Pod has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the drill pod suffers 4 Wounds, it is destroyed.

Any attacking fighter who wounds the drill pod gains 1 XP for each Wound they cause, plus 1 if they destroy it.

After the alarm has been raised, any fighter from the defender's crew that is within 1" of one of the control panels on the drill platform can attempt to activate the drilling as a non-repeatable (basic) action by taking an Int test. If the test is passed, the fighter gains 1xp and place an ignition counter next to the drill pod. At the start of any round in which the drill pod has at least one ignition counter, before priority tests are rolled, roll a D6 and add 1 for each ignition counter it has.

On a roll of a 7+, the drill pod is released and tunnels underground out of reach of the attackers. Place a large blast marker centered underneath the drill pod's tip. Each fighter who is under the blast marker must make an Initiative test. If they fail, they are taken out of action. Leave the blast marker in place, and treat it as a pitfall for the remainder of the game.

TAKING FLIGHT

Once the attackers have destroyed the drill pod, they can disappear back into the shadows. Any attacking fighter that is within 1" of any edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 of the defender's Reinforcements arrive until the entire gang has arrived.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have destroyed the drill pod and fewer than half of their crew have been taken Out of Action. If they have not destroyed the drill pod, the defender wins. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

- If the attackers destroyed the drill pod, they gain 3D6x10 credits. If they do not, the defender gains 3D6x10 credits.
- The gang that took the most fighters out of action (not counting models that took flight) gains 1D6x10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 2 XP.
- If the drill pod was destroyed, the attackers Leader earns 1 XP (regardless of whether they took part in the battle or not).
- If the drill pod is released, the defender's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the attackers destroyed the drill pod, their Reputation increases by 3 and the defender's Reputation decreases by 1.
- If the defender released the drill pod, their Reputation increases by 3 and the attacker's Reputation decreases by 1.
- If either gang bottled out, they lose 1 Reputation.

Extermination - Ambull Preserve

CREWS

This scenario uses the standard rules for choosing a crew. Players use Random Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

SPECIAL RULE: DREADED AMBULL!

The gangs are trying to bag a massive Ambull (as well as scrag each other), though first they must flush the creature out. The Ambull and its young are attracted to wounded prey. The first two times a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Borewyrms Infestation within D6" of their fighter. The Borewyrms Infestations have the following profile:

M WS BS S T W I A Ld CI Will Int

4" 4+ 6+ 3 4 2 3+ 3 5+ 7+ 9+ 11+

Borewyrms Infestations have a 4+ save, the Evade and Clamber skills, cannot be Pinned, cannot be attacked from more than 18" away, and their attacks are Strength 3 and inflict 1 Damage with a save modifier of -1. At the start of the End phase of each round, if it is not seriously injured, the Borewyrms Infestations fight any fighters in base contact, or if there are no fighters in base contact, they move, or charges (if in range) toward the nearest fighter.

Evade: If an enemy target this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

Clamber: When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Once both Borewyrms Infestations have been destroyed, the Ambull will emerge. Replace the final destroyed Infestation with the Dreaded Ambull. The Ambull has the following profile:

M WS BS S T W I A Ld CI Will Int

6" 3+ 6+ 6 6 7 4+ 4 6+ 2+ 6+ 12+

The Ambull has a 3+ save, the Regenerate skill, cannot be Pinned, and its attacks are Strength 6 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the ambull. At the start of the End phase of each round, if it is not seriously injured, the Ambull fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

Regenerate: Before making a Recovery test for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the result is 4 or more, roll one additional dice for their Recovery check and discard the most severe result.

ENDING THE BATTLE

The battle ends when either the Ambull is killed or one gang has no fighters left on the board.

VICTORY

If the gang that killed the Ambull is the winner. If neither gang killed the Ambull, then the gang with the most fighters on the board at the end of the game is the winner.

REWARDS

CREDITS

- The gang that slew the Ambull can claim the bounty and add 4D6x10 credits to its Stash.
- If neither gang slew the Ambull, the gang with the most fighters on the board at the end of the game earns 2D6x10 credits for flushing it out.
- Fighters gain an additional D3 Experience if they destroyed a Borewyrms infestation.
- The fighter that deals the killing blow to the Ambull gains D6 Experience.

EXPERIENCE

- Each fighter that took part in the battle gains 2 Experience.
- Fighters gain an additional D3 Experience if they destroyed a Borewyrms infestation.
- The fighter that deals the killing blow to the Ambull gains D6+1 Experience.

REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang that killed the Ambull earns D6+1 Reputation.

Upper Decker- The Valley

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the random (D3+3) method. After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

Each player may select two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible, and ruin their outhouse. They score 3 points for an enemy Leader, 2 points for an enemy Champion, and 1 point for any other enemy fighter that goes out of action or flees. Ruining an enemy's outhouse is worth 5 points.

RUINING AN OUTHOUSE

If an enemy fighter is inside an enemy's outhouse, they can take a Dump (Double) action to ruin it. A fighter who ruins an outhouse gains D3 xp.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many reinforcements at random. These are deployed one at a time within 6" of your own table edge, starting with the player that has the priority marker and alternating until all reinforcements are deployed.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately. Otherwise, roll a D6 at the end of each round after at least one outhouse has been Ruined. On a 5+, the battle ends immediately.

VICTORY

If only one gang has fighters on the battlefield at the end of the battle, they are victorious. Otherwise, the gang that scored the most points is victorious.

REWARDS

CREDITS

- The gang that scored the most points receives 3D6X10 credits.
- If a gang's outhouse was not Ruined, it gains D6x10 credits

EXPERIENCE

- Each fighter that took part in the battle earns 2 XP.
- The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- The gang that scored the most points gains 3 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.
- If one gang's outhouse was ruined and the other was not, the gang with the ruined outhouse loses 2 reputation and the other gang gains 2 reputation.

Reclaimers - the Sump

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may select two Gang Tactics cards. If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment, except that fighters cannot be deployed on ground level.

Sump Sea

The ground level is Sump Sea and fighters must remain on the upper levels, or if at ground level, must remain on pieces of terrain. If a fighter falls into the Sump Sea, place them where they have fallen - falling into the Sump Sea doesn't cause any damage.

Fighters in the Sump Sea may take no actions when activated. When a fighter in the Sump Sea activities, make a strength check for them (roll a D6 and roll equal to or below their strength). If they fail, they go Out of Action. If they pass, they can swim up to their Movement characteristic. If they reach a ladder or terrain piece, they may climb to safety. Place them on the edge closest to where they left the sump sea. A fighter that climbs to safety this way gains 1XP.

TOWER HATCHES

The tower in the center has a locked door near water-level that is locked. It can be opened with either an Access Door Teriman (Basic) action by making an Int test with a -2 modifier, or a Force Door (Basic) action by rolling a D6 and adding the fighter's strength plus 2 for each friendly fighter in base contact with the door needing a 9+. In either case, the door is marked with an "open" counter. Any fighter within 1" of the open door can take an Ascend (Simple) action to be placed within 1" of the hatch at the top of the tower (even if this would put you in base contact with an enemy fighter). The area in front of the door is considered dry land.

OBJECTIVES

After each player has deployed, the player with priority rolls a D6 to determine what the objective of the battle will be.

1-2 Secure the Bridge: Reach the control tower to gain control of the bridge and its defense systems. At the start of the end phase, if only one gang has at least one fighter at the top of the control power, that gang scores 1 point and the defense systems activate. Each time the defense systems activate, the door closes, and its 4 Dilapidated Heavy Bolter Turrets shoot at the closest visible (to the turret) enemy models, or reload if they are out of ammo. Each time the tower's defense systems take an enemy out of action, a fighter at the top of the tower earns 1XP. The turrets have a BS of 5+ and the Dilapidated Heavy Bolter has the following profile.

Range	Accuracy	Str	AP	D	Ammo	Traits
18" 36"	+1 -	5	-2	2	6+	Rapid Fire (1)

3-4 Escape the Sump: Reach the Blast Door and get out of there before it's too late. Any fighter that is within 1" of the door terminal can attempt the Access Door Terminal (Basic) action by performing an intelligence check with a -2 modifier, adding 1 to their roll for each other friendly fighter within 1". If the check is passed, the Blast Door opens and fighters can now escape via the Exit Room. Any fighter that is inside the Exit Room at the start of the End phase can escape if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. Each fighter that escapes is worth 1 point. Fighters that flee don't count as having escaped.

5-6 Scrag 'Em: Take out as many of the enemy as possible. You score 3 points for an enemy Leader, 2 points for an enemy Champion, and 1 point for any other enemy fighter that goes out of action or flees.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The gang with the most points at the end of the battle is the winner. If the score is tied, the gang with models left on the board is the winner.

REWARDS

CREDITS

- The gang that scored the most points receives 3D6X10 Credits.
- If a gang still has models on the table at the end of the game, they receive 1D6x10 credits

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not).
- Each fighter that escaped via the Exit Room earns 1XP.

REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Any gang that still has models left on the board at the end of the game gains 1 Reputation.
- Any gang that has at least one model at the top of the control tower at the end of the game gains an additional 1 Reputation.
- If a gang's leader went out of action in the sump sea, they lose 1 Reputation.