

SCENARIO 2: THROUGH THE FANS

Large fans protrude from the ground in this area, and you are intend on disabling a pair them in order to find your way into the underground of the area you are investigating. The fans are operated by an acolyte of the Adeptus Mechanicus, and you will have to convince or force him to turn the fans down; something he is not easily willing to do, as the fans supply countless of underground havens with fresh air.

Terrain

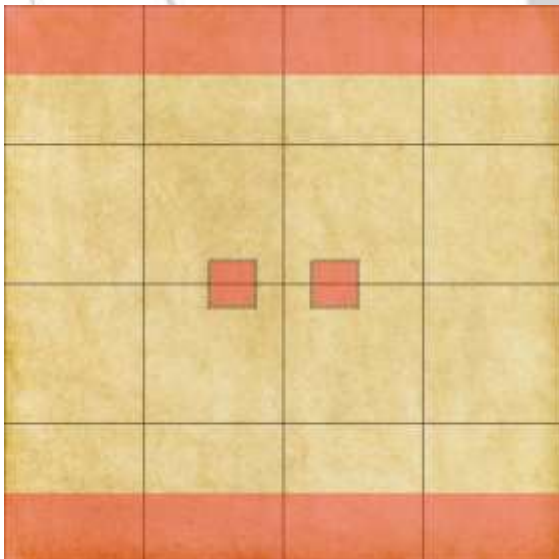
Each player takes it in turn to place a piece of terrain, either a (ruined) building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the warbands start off a reasonable distance apart.

On the centre line of the table two fans are placed. We recommend these structures to be roughly 4' x 4' in size.

Warbands

Each player roll a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his warbands fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Place an Adeptus Mechanicus in base contact with the fans.



Starting the Game

Both players roll a D6. The highest scoring player takes the first turn.

Turning Down the Fans

The fans can be powered down by persuading the acolyte of the Adeptus Mechanicus. There are two ways of doing this:

- One way is by making a leadership test when in base contact with the acolyte. If you succeed you have convinced him of the necessity of turning down the fans.
- The other way is forcing the acolyte to power down the fans. Make a strength test with a model in base contact. When the strength test is passed, the acolyte directly turns down the fans.

Once the fans are powered down your warbands' members can pass through the fans into the lower areas. Once model comes in to base contact with a fan the can enter.

Ending the Game

The fight continues until one of the warbands has all its members escaping through the fans.

If a warband fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The warband that bottles out loses and the other warband automatically wins.

Experience

Fighter who take part in *Through The Fans* earn Experience points as noted below

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the warband roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens, not points per wound.

+10 Convincing the Acolyte. The model that convinces the Adeptus Mechanicus acolyte to power down the fans gains 10 points.

+10 Winning Warband Leader. The gang leader of the winning side earns and extra 10 Experience points.

Special

The Adeptus Mechanicus looks after its own and does not tolerate aggression easily. If you have forced the acolyte to power down the fans you may not hire Adeptus Mechanicus Hired Swords until you have a better relation with the Adeptus Mechanicus.

