

## SCENARIO: GANG FIGHT

*Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights, with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends and family in the wastes, or simply maintain the respect of its trading contracts and rivals.*

The *Gang Fight* scenario represents one such encounter. Two gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight.

### **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.

### **Warbands**

Each player rolls 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.

### **Starting the Game**

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

### **Ending the Game**

The *Gang Fight* has no specific objective other than to drive off the enemy gang.

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**

Fighters who take part in *Gang Fight* 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 Winning Warband Leader.** The gang leader of the winning side earns an extra 10 Experience points.

### **Special**

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then they can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.