

## SCENARIO: SCAVENGERS

*The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and those isolated places can be home to ferocious mutant creatures.*

In this scenario two warbands encounter each other while scavenging and each tries to drive of the other and grab the loot for itself.

### **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.

Once you have placed the terrain you must place a number of Loot counters on the table to represent items of value. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

### **Warbands**

Once all the Loot counters have been placed 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.

### **The Monster Roll**

Each player may, if he wishes, roll a D6 at the start of the opposing player's turn. On a roll of 1 – 5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a

member of the rival warband. The fighter who is attacked is always the one furthest away from any other model (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1. The Fighter manages to beat of the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads off ammo to drive of the attack.
- 2-5. The Fighter manages to beat of the creature. The fighter may not do anything else this turn.
6. There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter vanishes, never to be seen again.

### **Picking up Loot**

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot and fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat the automatically captures any loot the model is carrying.

### ***Ending the Game***

The fight continues until one of the gangs is driven off or until one gang has all of the loot counters in its possession as described below.

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.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends.

### ***Experience***

Fighters who take part in *The Heretek* 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.

**+1 Per Loot counter.** If a fighter is carrying loot at the end of the game he receives +1 point per counter.

**+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.

