

## SCENARIO: THE SAFE HOUSE

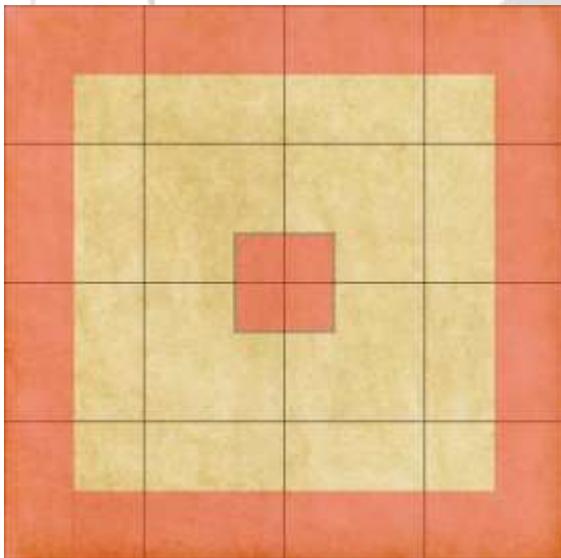
*Life is dangerous in the 41st millennium, and many organisations maintain safe houses for their agents. These can be ornate mansions, fit for imperial dignitaries, or little more than slums hidden away in some dark neighbourhood. Most safe houses are guarded secrets, for what is a safe house which is known to your enemies?*

In this scenario one warband has found out the location of a safe house of another warband. A force is mustered, and the warband sets off to attack and raid the safe house.

### **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 large building in the middle of the table to represent the safe house.



### **Warbands**

The attacking player sets up first, anywhere within 8" of the table edge.

The defender sets up his entire warband in the safe house.

### **Starting the Game**

The attacking player has first turn.

### **The Safe House**

The safe house is a building with 4 entrances/doors at ground level. The safe house should also have enough openings to fire from and through. If your safe house has multiple floors, it should have at least 2 extra entrances per floor which can be accessed with ladders, walkways or other means.

### **Ending the Game**

The fight continues until the attacking warband has models worth more points in the safe house than the defender.

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 *The Safe House* 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.

### ***Special Rules***

***Safe House Doors.*** The doors of the safe house are closed in the beginning of the game. The doors are T4 and can be opened by models in base contact. To open a door a

model has to make a strength test. Each extra model in base contact with the door adds +1S to the test.

Defenders can also try to barricade doors. For each defender in base contact with the door the attackers get -1 on their Strength test when trying to opening a door.

Doors can also be destroyed by shooting at them. Blast weapons will also affect models that are in base contact with doors when you shoot at them.

