



**BATTLES IN  
THE UNDERHIVE**

*T*alk is the lifeblood of the downhive. Guilders spread the word of lucky finds, new tunnels and ore strikes out in the badzones. In the drinking holes of Dust Falls, Two Tunnels and a dozen other settlements, the latest rumours and discoveries dominate the conversation.

*When new news is thin the talk turns to old news. In the Underhive a man's fame lasts as long as there are men who tell his story and others who'll gather to listen and drink. The old stories, the really old stories, are part of the legend of Underhive. Told and retold countless times, it's hard to say where fact and fable meet, which tales are true and which are merely stories.*

*One story concerns a family of Delaque settlers called Valois who lived in the White Wastes by Glory Hole. There were three of them, a tall man, his grown son and a daughter of some fifteen or sixteen years. Together they dug out a small shelter in the soft hive dust, built a water still beside it, and made a big slime pit which was soon brimming with a mass of bubbling green stuff.*

*For some months there was no word of the Valois until one day a lone juve staggered into Glory Hole from the White Waste. He was cut to ribbons and had lost a lot of blood. The youngster was delirious with thirst and there was no sense to be had of his ravings. The only words he would say were, 'The Devil Valois... the Devil Valois,' which he would repeat over and over again like a ward against an evil spell.*

*For days the juve lay in haunted fever, sometimes calling upon imaginary companions or raving at some illusionary enemy. Once his screaming became particularly agitated, so that it rang out into the street 'The Devil Valois... Valois.'*

*Passersby heard the screaming and some recognised the name of the settler family. One man seemed particularly affected by these cries. He had the pale almost white skin and hairless scalp of House Delaque. The man knelt beside the youth, a pallid figure in black, and whispered to him in such a way that none could hear his words. The juve calmed at once and soon lapsed into deep sleep.*

*The juve's mysterious behaviour set people wondering what had become of the Delaque settlers called Valois. Surprisingly, no-one had heard anything of them since their departure. They hadn't returned to Glory Hole nor had any Guilder passed that way to trade. One of the Guilders, a man called Azzlo, said he was taking a slave train through the wastes the next day, and offered to call in on the Valois hole if anyone cared to accompany him. Of course, Azzlo was just angling for cheap protection, because he didn't want to go anywhere near the Valois place alone.*

*By dawn the next day Glory Hole was in uproar. The juve had suddenly woken, sat upright with an unnatural jolt, cried out one final time and inexplicably died. The stranger who had spoken to him the day before was nowhere to be found. The guards at the gate reported that a Delaque had passed through the previous evening. With him was a hunchback who no-one recalled seeing before and the Ratskin woman called Hotis who sat in Hagen's Hole and told fortunes for a few trader tokens.*

*A deputation of Guilders led as many as half a dozen gangs to the Valois hole. The wastes were quiet all around, and the white ash itself seemed oddly still. The entrance to the hole was locked and solid, fastened from the inside, designed to keep out the fierce ash storms and predatory renegades. The gangers broke through using a thermal mine. One of the leaders, a Goliath called Brak, went down the crude ladder into the hole.*

*The shaft was lit, and in the hole there were the usual signs of occupation. A meal of slime cobs lay waiting upon the burner. Outdoor clothes and boots sat in the entrance way. There was nothing out of the ordinary in the hole except for one room, a room stacked high with weapons and ammunition, with water bottles and belts, bands and bracelets, rings and countless small pieces of bric-a-brac. And here and there, amongst the glittering pile, it was possible to recognise a familiar weapon or a charm, the possession of some gang fighter known in Glory Hole.*

*Of the Valois themselves the searchers found nothing. There was no sign of a struggle nor any indication as to what might have happened to the family. But outside the hole upon a sloping hill beyond the creaking catch-sheets of the water still, were three graves freshly dug in the yielding white ash. And whoever made those graves had left no names upon the head markers, but had tied about simple pieces of white cloth bearing the image of a snake pierced by a sword.*

*The hole of Valois was abandoned, its contents left where they were. No-one wanted to touch anything from that hole, not even the Guilder Azzlo. He knelt beside the bubbling crop in the slime pit and instinctively ran his finger into the sticky green mass. At least a crop such as this had to be worth something after all! His tongue licked at the thick sticky stuff. He spat and grimaced. It tasted of blood.*

## PLAYING A CAMPAIGN GAME

When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other pre-battle details. Secondly, after the game is over, you must roll for income, injuries and other post-battle details.

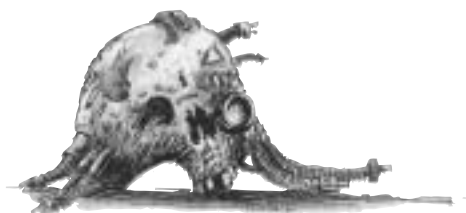
### PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following sequence.

1. The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.

SCENARIO TABLE	
2D6	Result
2	The player whose gang has the highest gang rating may choose which scenario is played. The battle is fought in an old dome which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a D6 roll of 4, 5 or 6. Roll each time such a weapon is used. If the roof caves in then the game ends immediately in a draw and all models must roll under their Initiative to escape without further harm. Any fighters who fail this test sustain a S4 hit with a -1 armour save modifier.
3	The player whose gang has the highest gang rating may choose which scenario is played.
4-6	Play the Gang Fight scenario.
7-11	The player with the lower gang rating may choose which scenario is played.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a real 'grudge match', so both sides earn double Experience points for the battle.

2. Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
3. Set up the terrain and gangs according to the rules for the scenario you are playing.



### POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

1. Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.
2. Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.
3. Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.
4. Collect income from territory as described in the Territory section.
5. Recruit new fighters and buy new equipment as described in the Trading Post section.
6. Update your total gang rating and you are ready to fight again.

### DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point.

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.

### BUYING NEW EQUIPMENT BETWEEN GAMES

As explained in the Trading Post section fighters may be bought new equipment using credits from the gang's stash. Fighters may trade in old equipment they no longer want. Gang fighters can also swap equipment between themselves. Alternatively, old equipment can be hoarded and re-used at a later date.

Weapons purchased, swapped or taken from storage must be of an appropriate type for the fighter as indicated in the recruitment lists. You can't give a ganger a heavy weapon, for example.

Record any changes to a gang fighter's equipment on the gang roster. Bear in mind that models must always carry the appropriate weaponry. A fighter who changes his weaponry must be represented by a new model, or the existing model may be converted so that he carries the appropriate weapons.

## SCENARIO 1: 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 or family in the wastes, or simply to maintain the respect of its trading contacts 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 gangs start off a reasonable distance apart.

### GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang 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 gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

### EXPERIENCE

Fighters who take part in the *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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.
- +10 Winning Gang 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 it 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.



## SCENARIO 2: 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 these isolated places can be home to ferocious mutant creatures.*

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off 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 gangs 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.



### GANGS

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 gang 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 and 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 gang. The fighter who is attacked is always the one furthest from any other models (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 off 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 of ammo to drive off the attack.
- 2-5 The fighter manages to beat off 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 or 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 he 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 in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

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 Scavenger scenario earn Experience points as noted below.

- +D6 Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

#### LOOT

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

## SCENARIO 3: HIT & RUN

*Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.*

The Hit and Run scenario represents a daring raid by a small group of fighters upon one of a rival gang's hideouts. The hit and run doesn't aim to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

### TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the area around the defenders' hideout. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the Underhive atmosphere.

The defender can place the loot anywhere he likes on the tabletop, and he can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of special significance in the Blitz mission, whilst the loot is used in the Stick Up mission, as explained below.



### THE MISSION

The Hit and Run scenario can be played with any of the mission objectives described below. The attacker rolls a D6 to determine which mission he undertakes once the scenery has been set up.

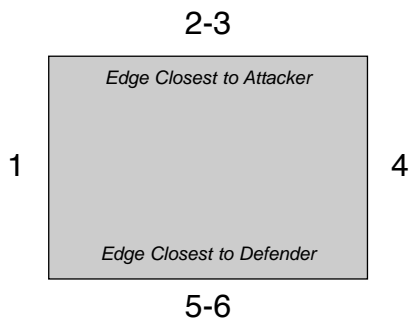
- 1 **Blitz.** The attackers try to wreck the water still. They win if they cause any damage to the water still vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.
- 2 **Bushwack.** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.
- 3 **Scrag.** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.
- 4 **Shoot Up.** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 4" of one table edge and exiting at least one model from the opposite edge.
- 5 **Stick Up.** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.
- 6 **Choose.** The attacker can choose any of the five missions described above.

**GANGS**

The defender sets up first. He deploys up to D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy. Defenders may be placed anywhere on the table but must be placed at least 8" away from a table edge.

The attacker then deploys his gang anywhere on the table but not within 8" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 4" of one table edge as described above.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the hit and run.



**STARTING THE GAME**

The attacker takes the first turn of the game.

**DEFENDER REINFORCEMENTS**

At the start of each of his turns after his first the defender may bring further gang fighters onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The reinforcements all arrive on the same table edge. Determine which edge they arrive at by rolling a D6.

Defenders arriving at the start of the turn may move and fight normally that turn.



**ENDING THE GAME**

The game ends once the mission objective is met. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle tests until it has lost 50% of his fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

**EXPERIENCE**

Fighters who take part in the Hit and Run scenario earn Experience points as noted below.

- +D6 **Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.
- +10 **Winning Raider.** Each surviving raider earns an extra 10 Experience points if the attackers win the game.

## SCENARIO 4: AMBUSH

*The ruins and enclosed tunnels of the Underhive afford ample opportunity for gangs to ambush their rivals.*

In the Ambush scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

### TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, 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 roughly 4' x 4'

### GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The attacker then sets up his entire gang. All the attacking gang fighters must set up behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise they may be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of 6 the group may be placed anywhere on the table – this enables them

to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

### STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

### ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

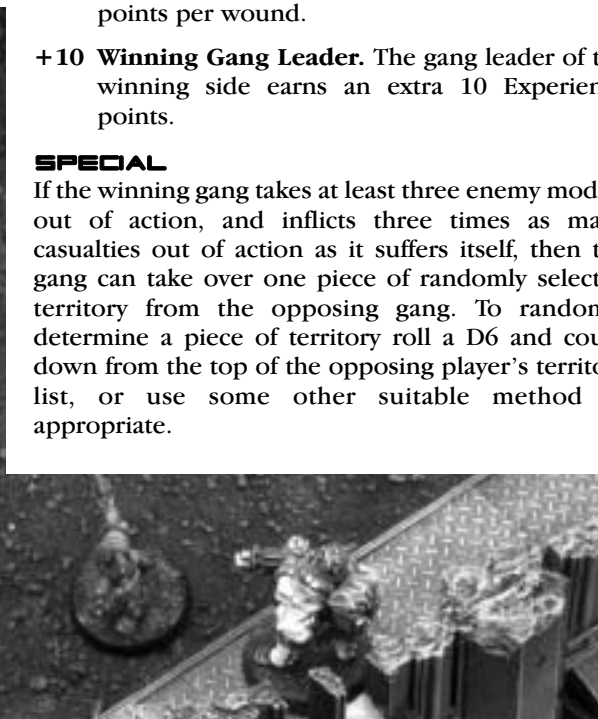
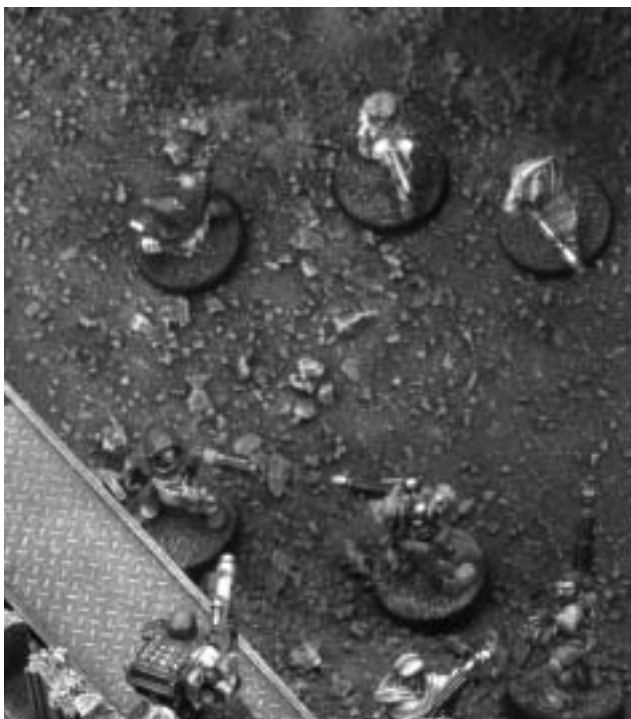
### EXPERIENCE

Fighters who take part in the Ambush earn Experience points as noted below.

- +D6 Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.
- +10 Winning Gang 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 the gang 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.



## SCENARIO 5: THE RAID

*Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food, shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.*

In the Raid scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and is worth leaving aside until you have a firm grasp of the game rules.

### TERRAIN

In this game the player who picked the scenario is the attacker and the other player is the defender.

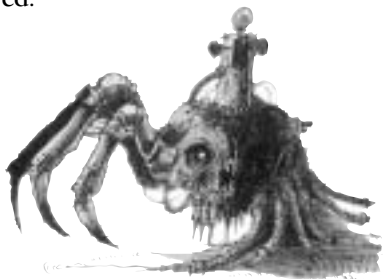
Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. If the defender has several territories of equally high value then the attacker may raid whichever he likes. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

### RAID OBJECTIVE

After the terrain is set up the defender places the Gateway piece anywhere he likes on the table. This represents the entrance way to the mine, hole, tunnels etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds before it is destroyed.



### GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries may be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge. The attacker has 2D6 of his gang fighters for the raid; the remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker may choose which of his fighters he will commit to the raid.

### STARTING THE GAME

The attacker takes the first turn of the game.

### SENTRIES

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2" in any direction.

After moving each sentry, roll the Scatter dice, and turn the model to face the direction indicated.

### SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above. In addition their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements as described below.

The alarm can be sounded in a number of different ways:

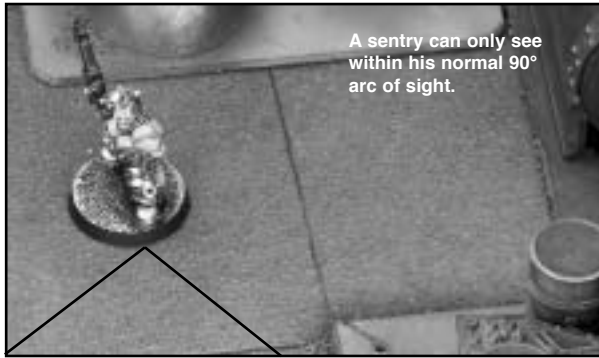
**Spotting.** Roll 2D6 at the end of the defender's turn. Sentries can try to spot any raiders that are within the distance rolled so long as they could normally be seen – ie they are within his arc of vision.

Raiders in the open will be spotted on the D6 roll of 2 or more.

Raiders in partial cover will be spotted on the D6 roll of 4 or more.

Raiders in cover or hiding will be spotted on the D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches on the D6 roll of a 2 regardless of cover or hiding. For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2.



If a sentry spots a raider he sounds the alarm.

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required. Remember, sentries can only see within their normal arc of vision as described above.

A sentry can only give the alarm if he survives the raiders' turn. If he is taken out of action then he cannot give the alarm.

**Shooting.** If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

**Fighting.** A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. Remember that the sentry's Weapon Skill is halved until the alarm is sounded. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

#### REINFORCEMENTS

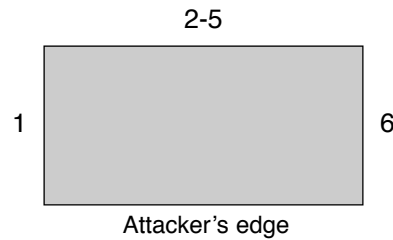
At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter as shown on the diagram below. Reinforcements cannot be placed within 8" of a raider model. Reinforcements may move and fire normally the turn they are placed.

#### ENDING THE GAME

The game ends and the raiders win if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up.



The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. In this case the defenders win. The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

#### EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below.

**+D6 Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.

**+5 Destroy Gateway.** A raider earns 5 points if he inflicts a hit which destroys the Gateway.

**+10 Successful Defence.** If the defender wins the game then his gang leader earns 10 Experience points.

#### SPECIAL

If the Gateway is destroyed during the game then roll a D6. On a score of 6 the territory is lost. The defender strikes out the territory from his gang roster and may not collect income from it. On the score of 1-5 the territory is damaged or a trading contact is disrupted. The player may not collect income from the territory after the battle, but he keeps the territory and can collect income from it in the future.

## SCENARIO 6: RESCUE MISSION

*Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.*

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be attempted when a gang fighter has been captured. The player who has lost his fighter may decide to attempt a rescue rather than pay the ransom. This is an exception to the normal rules for selecting a scenario. Except where noted otherwise below the rules are the same as for the Raid scenario already described.

### THE PRISONER

When he sets up his gang the defending player places his captive anywhere he likes on the table. The prisoner may not move until he is freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Once freed the prisoner may move and attack normally. Note that the captive has no weapons or other equipment, but is assumed to be given a knife by his liberator.

### ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge. The game also ends if all the raiders are down or taken out of action or if the attacker bottles out. The defender is defending his gang's hideout and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

### EXPERIENCE

Fighters who take part in the scenario earn Experience points as noted below.

- +D6 **Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.
- +5 **Free Captive.** A raider earns 5 points if he cuts the captive free.
- +10 **Successful Defence.** If the captive is not freed then the defending gang leader earns 10 Experience points.



## SCENARIO 7: SHOOT OUT

*Settlements of any significant size are regarded as neutral territory by gang fighters and other Underbivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underbivers and robbing drinking holes.*

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is not to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.



### TERRAIN

The terrain represents a small wastezone settlement. 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 thereabouts.

### THE GANGS

Each player rolls a D6 to see how many of his gang are present for the shoot-out: 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang – the player cannot choose which of his fighters are involved in the shoot-out.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first. Each gang must set up in a small group with no model more than 1" away from any other model.

All fighters are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

### THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shoot-out a special series of turns called the build-up is used.

Each turn of build-up has its own sequence of play. First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters may move up to 1" per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one gang fighter, starting with the player that has the most.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

**IMPORTANT:** A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his gun first. If both players have exactly the same score, then they both go for their guns at the same moment!

Assuming that one player drew first, then each of the opposing gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then each ganger belonging to the player with the lower score would get 3 Experience points.

**THE FAST DRAW**

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the fast draw. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.



**ENDING THE GAME**

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the other side loses.

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

**EXPERIENCE**

Fighters who take part in the shoot-out earn Experience points as noted below.

**+? Held Nerve.** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see The Build Up rules above).

**+D6 Survives.** If the 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 points for each wounding hit he inflicts during the battle. Make a note on the gang 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 5 points per wound.

**+D6 Winning Side.** Each surviving fighter on the winning side earns an extra D6 points.