

BUSHWHACK

A BOUNTY HUNTER SCENARIO

by Dan Ebeck

For months a Chaos coven; the Cannibals, have been terrorising a portion of the Hive. Led by Balok the Deadly, they have raided deep into the Tech zones bringing fear and death and taking victims for their heretic rituals.

The Adeptus Arbites have led a purge of the Cannibals, but for reasons unknown, the Cultists learnt of the attack and slaughtered the Imperial peacekeepers. Recovery teams have found the butchered corpses of their comrades, and determined that the attack was a success, except that three escaped. One was Balok.

This is a Bounty Hunter scenario. It has been designed for multiple players (at least four), each taking control of a mercenary and his companion. That being said, there is no reason it cannot be played between gangs, and some guidelines for doing this are at the end of the article.



THE BOARD

This game should be played on at least a 3' square board. You will need plenty of cover, and at least one LARGE scenery piece or building. This is a secret archeotech board, and can be placed anywhere, but I suggest you put it in the middle of a board edge. Leave 8" in one corner of the board fairly open, with good lines of sight.

THE CHARACTERS

KAL JERICHO AND SCABBS

Kal was overjoyed when he learnt of the 3,000 creds bounty on Balok. That should just about cover his tabs! After tracking the fugitive down, Kal has arranged delivery to the Arbites in a disused dome. But he thinks he may have been followed.

Use the rules published in NecroMag 3. Either Kal or Scabbs MUST stay in base contact with Balok, or he will try to run away.

BALOK THE DEADLY (CHAOS COVEN LEADER)

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M	WS	BS	S	T	W	I	A	LD
4	2	2	2	4	1	2	1	7

Evade

No weapons, tied & hobbled. Cannot climb. Will fall on a roll of 4+ if running.

Balok is bruised and bloodied, but still capable of attempting an escape.

If his escort is in close combat or pinned, Balok will try to make a break for it. Otherwise he must stay in base contact with either Kal or Scabbs. Balok will always head for the nearest board edge to escape.



If he has to run, he will stumble on a 4+. Roll a D6 to see how far he gets before he falls. He can get up on his next turn for no penalty if he is accompanied, or for 2" if he is alone. He can be subdued by a wound from close combat. If he is shot and goes out of action, he must be carried at half his rate. If he dies from his injury, he will only be worth 1,000 creds, as the Arbites want him alive.

MEAN GENE & CATSEYE (BOUNTY HUNTERS)

MEAN GENE

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	4	2	4	1	8

Crack Shot, Marksman

Boltgun, Bolt pistol, Laspistol, Respirator

CATSEYE

M	WS	BS	S	T	W	I	A	LD
4	4	2	3	4	1	3	1	6

Stub gun, Knife

Kal isn't the only one with a large tab, Gene needs the cash too! He will try to take Balok to the Arbites and collect the bounty. But he wants the full 3k, so he needs Balok alive. And he's not gonna share it with Jericho.

THE RATBOYS (RATSKINS)

LAUGHING BRAVE

M	WS	BS	S	T	W	I	A	LD
4	5	5	3	4	2	4	1	8

Autopistol, Plasma pistol

GROWLING RAT

M	WS	BS	S	T	W	I	A	LD
4	3	4	3	3	1	3	1	7

Sprint

Shotgun, Maul, Blindsnake Pouch

Laughing Brave and Growling Rat are guarding the ancient archoetech. They will not suffer this invasion of their sacred territory and will try to take down as many





of the Hivers as possible, especially anyone who goes near the hoard.

THE STEEL LORDS

'IRON' MIKE CRELLINTH

M	WS	BS	S	T	W	I	A	LD
4	4	5	3	3	2	4	1	9

Crack Shot, Blind Left Eye

Chainsword, LasPistol, Meltagun

'SHARP' RIKK

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	4	1	3	1	6

Rapid Fire (Laspistol), Berserk Charge

Laspistol

'Iron' Mike and Rikk are the last undigested members of the Steel Lords; a gang that ran foul of the Cannibals. Mike lost an eye in the fight, and was dragged off by Rikk. Back on his feet, Mike has decided the score needs settling and is after Balok.

Their mission is to take Balok OOA in close combat, to make sure the job gets done up-close and personal!

THE CANNIBALS

MARLEK THE SILENT

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	2	5	1	8

Nerves of Steel, Crack Shot, Bolt Pistol, Infrared Sight, One in a Million

Needle Rifle

L'IL PHIL

M	WS	BS	S	T	W	I	A	LD
4	2	4	3	3	1	3	1	6

Rapid Fire (Autopistol)

Autopistol

Marlek was the Cannibals' top sniper. He and Phil are trying to rescue Balok. And they don't care who gets hurt - Especially Arbites.

THE ARBITES

PROCTOR

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

TROOPER

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

For the Bounty Hunter scenario, use three troopers and a Proctor.

Weapons: Bolt pistol, Arbites combat shotgun

Armour: Carapace (4+). The helmet includes respirator, photo visor and infra goggles. Arbites do not suffer from the usual Initiative penalties for carapace armour, as they are fully trained in its use.

Skills: Nerves of Steel, True Grit and Iron Will. Additionally, they cause *fear* in Gangers, and *terror* in Juvies.

Wargear: The whole squad can be equipped with Scare, Frag or Krak grenades at the discretion of the Arbitrator.

Special: The whole squad must deploy within 2" of each other. Arbites never have to take Ammo rolls (their equipment is much better than the Gang's). The squad is under the control of the Arbitrator. This can just be an extra player if you are not running a campaign. The squad deploys in the open corner of the board that was described earlier. They are waiting for Balok to be delivered to them. They will not attack the other players, unless they see something illegal. This includes shots towards them (aimed or not), use of Wyrds, aliens or Chaos entities and any aggression towards whoever is escorting the prisoner.

The winner is whoever manages to complete their mission. To take control of Balok, you must move into base contact and subdue him with a wound in close combat. Of course, to do that you must have defeated his escort, or caught up with him if he is running. Any shots towards Balok and his escort are randomised between them. Marlek and Phil only need to keep others away from Balok, and he will try to get to the board edge.

USING GANGS.

You can use this scenario as an encounter between any number of gangs (I suggest a maximum of four, plus the Arbites). The Defending gang has control of Balok, and starts in the opposite corner to the Arbites. The deployment area is a 12" square in the corner. They may not use Tunnels or Vents, as they are not expecting opposition. The Attacking gangs set up last and must be in cover. They must be at least 12" from the closest enemy. The Arbites gain a fifth man, armed with a grenade launcher. This is loaded with Frag, Krak and Scare grenades.

Whoever delivers Balok will receive either 5D6x10 credits added straight to their stash, or 3D6x10 credits and D6 extra rolls on the Rare Trade chart. If there are two or more attackers, this goes up to 7D6x10 credits or 5D6x10 credits and D6+D3 rolls. After the scenario, if the winning gang is Outlaw, they have a 50% chance of having their Outlaw status revoked for no charge. Any gang that fights against the Arbites has a 50% chance of being outlawed.

