

THE RAT SHOOT

By Nick Jakos

To the occupants of the Underhive, rat-shooting is sport. Standing high above the dome floors, they practice their aim and hone their skills, shooting the giant rats that scurry frantically beneath. Not just target practice, rat-shooting is something to bet on, with gangs employing their best shots to shark their rivals for profit. In *The Rat Shoot* scenario, gangs enter such a contest for personal elan and, perhaps more importantly, profit.

TERRAIN

The terrain is set up in the usual fashion, though take care to ensure there is a large, mostly open space on the lowest level of the table, and several walkways above it, anywhere from 6" to 12" off the table floor and as well interconnected as possible.

RATS – THE FODDER

The number of giant rats (though any similar creature will work just as well) is determined by rolling a D6 for each fighter taking part in the competition and adding the results together. The rats are deployed on the lowest level of the table, within 4" of at least one other rat, and at least 12" from any table edge.

GANGS

This scenario is open to as many gangs (or even individuals) as can possibly be convinced to participate. The players agree how many fighters to use, and may choose those taking part from the Gang roster. If many players are participating, it's probably best for each player to just use their best shooter.

The gangs deploy after the rats have been placed on the table. Each fighter must be within 4" of at least one other gang member (unless they are a lone participant of course) and each gang should set up no more than 12" away from another gang.

Rapid fire and template weapons are not allowed in the Rat-shoot.

BEGINNING THE GAME

To begin the game, each fighter rolls a D6 and adds their Initiative, just like in the

Shoot Out scenario from the main book (note that the skill Quickdraw is effective here). The fighter with the highest score goes first, and so on down the line.

MOVING RATS

Once all the shooters have taken their turn, the rats move their normal movement in random directions (use a Games Workshop scatter dice, or spin a pencil). They will generally not climb onto structures unless otherwise presented with a dead end, but they will attack as normal if the players get within charge range.

ENDING THE GAME

The players should agree between themselves on a number of pelts. Once any one fighter has collected the requisite number of pelts, he (and his gang) wins the game. Rats are automatically killed if wounded.

EXPERIENCE

The following experience is given after the game:

- +D6 Surviving
- +D6 Each rat taken out
- +5 Per wounding hit not on a rat
- +5 For the shooter with the most pelts
- +5 For the winning gang leader

SPECIAL INCOME

The fighters can collect the pelts of the rats they kill and sell them for D6x5 creds per rat. The winning fighter doubles his total due to the contests purse, gambling share, and so on.

SPECIAL VARIATIONS

A number of things can happen in this scenario. There is nothing preventing the gangs from attacking each other, though any gang who attacks another will not gain any special income from the game (even if it was attacked first).

