

BOUNTY HUNTER SCENARIOS

By Nick Jakos

You may remember that some issues ago we ran the first part of an article on Bounty Hunters by Nick Jakos. Of course, what with the editorship changing hands shortly thereafter it seems we forgot to print part 2. So, here it is at last...

SCENARIO 1: THE ASSASSINATION

"Patience, boys, he'll be here. This is the only way he can come. Stay still. If he sees us this whole thing'll be for nothin'. Okay, here he comes. Remember boys, shoot to kill."

In The Assassination, a gang or group of bounty hunters is attempting to eliminate one of their targets as quickly as possible. The target is not aware of the attack, and must escape before it's too late.



GANGS

This scenario is played with two groups, the bounty hunters and one being the arbitrator. If not played as part of the Bounty Hunters campaign, it can be fought between two gangs, attacker and defender, in which case the target of the assassination is the defending gang leader.

TERRAIN

Terrain is set-up in the normal fashion, with care taken to ensure there is some sort of route through which the target is passing, either across the long or short side of the table. The route must be a straight line about 12" wide running through the centre of the table.

DEPLOYMENT

The attacking gang deploys first, anywhere on the table, but no less than 8" from the edges of the 12" wide route. After the attackers are deployed, the defenders set up on a random side of the route, within 4" of the table edge.

BEGINNING THE GAME

The defending gang always gets the first turn.

ENDING THE GAME

The game is over when one of the following happens. a) The target (or defending gang leader) is taken out of action, b) the attacking gang bottles out or c) the defenders get off the opposite side of the board.

BOTTLE TESTS

Like all bounty scenarios, there are special rules for bottling out. The Defenders are desperate to escape and will never bottle out. The attackers are also desperate to take the target down and will only test once 50% of the group are down.

EXPERIENCE

The following experience is gained after the fight has ended.

- +D6 Surviving
- +5 Per wounding hit
- +10 Winning gang leader
- +5 Each defender getting off board (in non-arbitrator fights only)
- +5 Each hit on a target (arbitrator scenarios only)

SCENARIO 2: THE CLOSING IN

"He's in there. I know he's in there. Let's go nice and quiet and we'll have him cornered. He won't get away from us this time."

In the scenario, Closing In, one gang or group of bounty hunters have cornered their enemy. Now the prey must fight its way out if he hopes to survive.

GANGS

The scenario is designed to be played by two players (one gang and an arbitrator), though it can be played with two or more regular gangs just as easily.

TERRAIN

Terrain should be set-up in the usual fashion, with care taken to make sure there is some sort of structure or cluster of structures in the centre. This represents some place where the defenders would be hiding at the beginning of the game, maybe the closely bunched buildings of a tradeport, ruins or the stacks of a processing plant.

DEPLOYMENT

The attacking gang deploys first, within 6" of a randomly determining corner of the board. Once the attackers are deployed, the defenders set up anywhere on the board, no less than 12" from any of the attackers. The defending player may place any of his models into hiding upon deployment if they fit the conditions.

BEGINNING THE GAME

The attacker always takes the first turn.

ENDING THE GAME

The game is over once one of the following happens: a) the attackers have taken all defenders out of action, b) the defenders or target reach one of the table edges adjoining the corner on which the attackers deployed or c) the attackers bottle out.

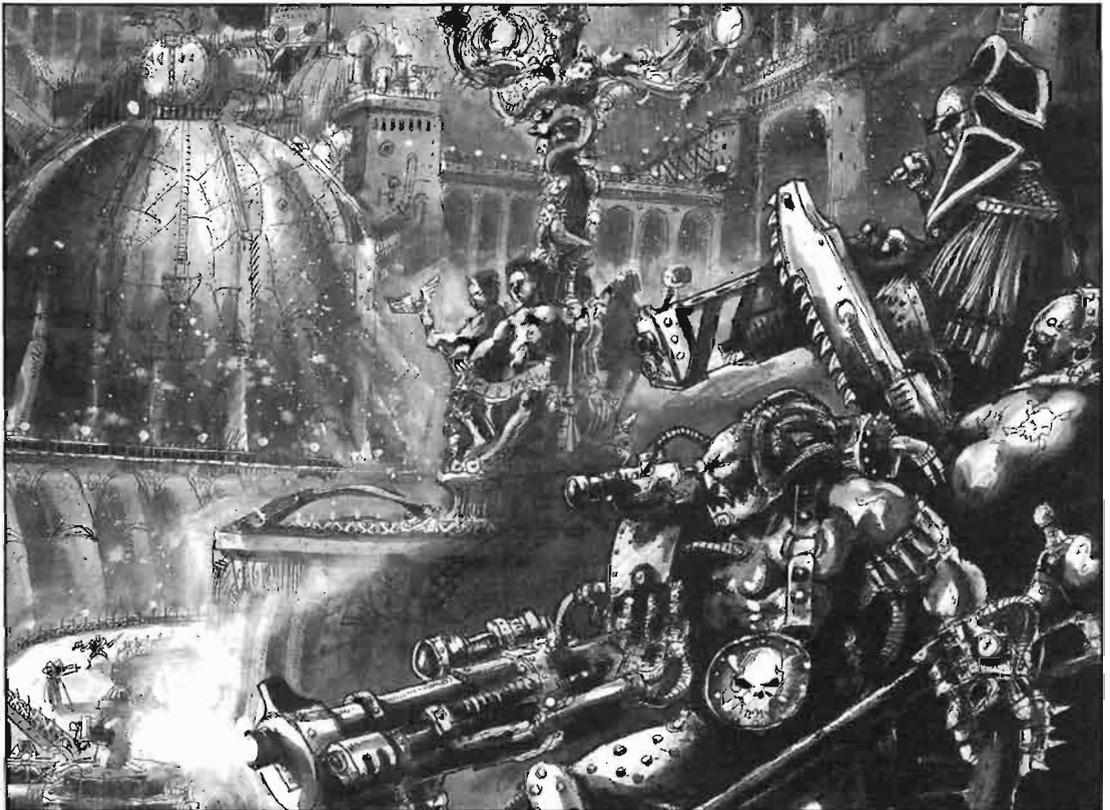
BOTTLE TESTS

This scenario represents a dangerous and important fight for everyone involved and there are some changes needed for bottle tests. The defenders may never bottle out. They must get off the board, or be taken down. The attackers are desperate to finish off their prey while they have it cornered and will only test once they have lost 50% of their manpower.

EXPERIENCE

The following experience is given at the end of the game.

- +D6 Survives
- +5 Per Wounding Hit
- +10 Winning Gang Leader
- +5 Defender making it off table
- +5 Taking down the target (only when playing against arbitrator)



SCENARIO 3: THE HUNT

"He's somewhere around here, trying to pass himself off as one of the locals. If he gets back in the wastes, we'll never find him. We need to move now. You have his picture, you know his face. Just take it easy and find him. Oh, and try not to take out too many bystanders."

In The Hunt a gang or group of bounty hunters is closing in on a criminal who has disguised himself as a normal citizen. Armed with the criminal's photograph, the hunters must find the disguised criminal before he can escape back into the shadows.

GANGS

The scenario is played between two groups. The attackers, who are looking for the criminal and the defenders (including the criminal and the crowds of bystanders). Of course, any other number of players may participate.

The attacking player is given 1 mugshot (per gang or group) of the criminal. This is given to one model of the player's choice and is explained in more detail later.

The defending player, has D6+4 underhivers for the game. These underhivers are all armed with knives and thrown debris (see below) and up to D6 of them may have frag grenades (see below). In addition, if there are more than 8 underhivers rolled for the defender, D3 of them may carry a stub gun. The armed underhivers must be marked. Also, one underhiver must be noted down secretly as the criminal. He has all his usual equipment though he will not use any of these items until he is discovered.

TERRAIN

Terrain should be set up in the normal fashion, with care taken to make sure there is some sort of structure or cluster of structures to represent the area of the settlement where the defender is hiding, preferably near the centre of the board.

DEPLOYMENT

The criminal and citizens deploy first. The citizens must deploy within 4" of each other and the criminal is deployed right along with them. They should all be deployed within 12" of the centre of the table. After the defenders deploy, the attackers may deploy anywhere on the table but no less than 12" from any underhiver or the centre of the table.

BEGINNING THE GAME

The attackers take the first turn. When it comes to the defender's turn, he may move the crowd of underhivers (with target) up to their standard movement in a random direction, though the underhivers will all stay within 4" of another. In other words, they will all move in the same direction.





ENDING THE GAME

The game ends when one of the following happens: a) the target is taken out of action, b) the attacking gang bottles out or c) the discovered target gets off a table edge. Note: this can only be done once the target has been discovered.

DISCOVERING THE TARGET

In order to take the target out, the attackers must first find him. To do this, the attackers must move into base to base contact with an underhiver model. This does not need to be done with a declared charge. During the hand-to-hand phase, an attacker in base to base contact with an underhiver will roll a D6. On the roll of a 6, the identity is discovered. If the model is not the target, it will help the attackers by pointing out another model that is not the target. The defender may decide who eliminated from suspicion in this manner.

There are some modifiers to this discovery roll:

- 1 For each underhiver hit or wounded by the attackers
- +1 For the attacker who carries the mugshot of the criminal

Once an underhiver has been interrogated by the attackers, it will become aggressive and will be able to attack the attackers with any weapon available. Underhivers will also attack if another underhiver within 4" is hit or wounded by the attackers.

If a model in base to base contact with an attacker is the target and a 6 is rolled on the discovery roll, the target is spotted. The target will immediately jump out of base contact 1" and fire as though in his own shooting phase. He may not use any psychic powers at this time, however. After being spotted, the target must try to get off the board on any side.

Once the target has been spotted, fighting breaks out and the underhivers may attack the nearest attacking model as though they were normal fighters. In their movement phase, they will move to the nearest cover available.

EXPERIENCE

Fighters gain the following experience after the fight.

- +D6 Surviving
- +5 Per wounding hit
- +5 Taking down target (in addition to 5 for wound)
- +5 Discovering target

SPECIAL RULES

Underhivers

Underhivers have the profile shown below. Rules for their special equipment are also below.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2 | 2 | 3 | 3 | 1 | 3 | 1 | 6 |

Thrown Debris

All over the floors of the Underhive are bits and pieces of junk that some fighters find useful in a pinch. Most gang fighters are too proud of themselves to ever consider fighting with trash, the average underhiver will do use anything he can get his hands on. Though thrown debris is little more than an annoyance, when large groups of citizens start lobbing debris, a real danger exists.

| Str. | Dmg. | Save Mod | Area |
|------|------|----------|------|
| 2 | 1 | None | None |

SCENARIO 4: THE CHASE

"I SEE HIM BOYS, RUN!"

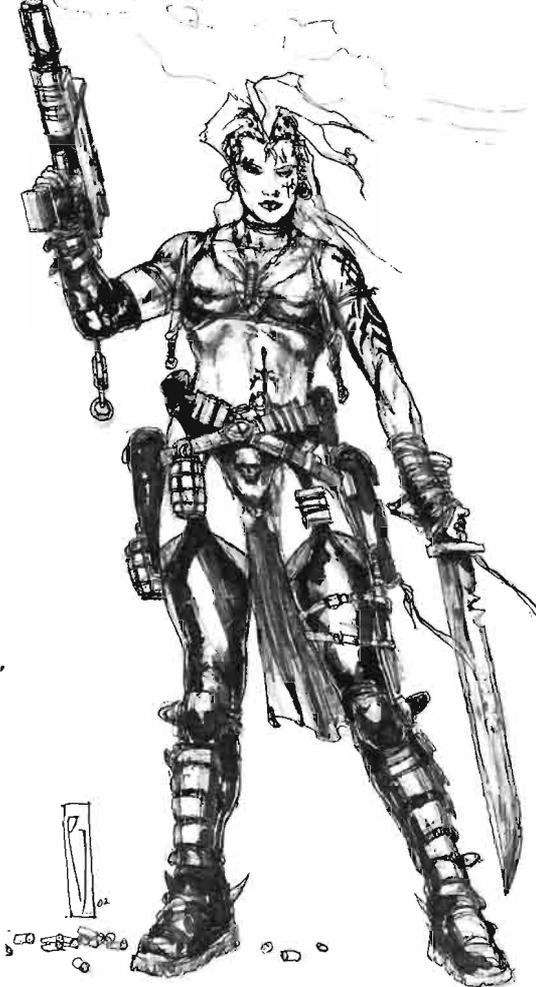
In the Chase one gang or group has spotted the enemy and move to engage them as fast as they can. What results is a fast paced footrace as one group tries desperately to get away from the other before becoming entangled in gunfire.

GANGS

The scenario is played between two gangs, or one group of bounty hunters against the arbitrator and the bounty. If two gangs are playing, the game will move faster if you vary the number of players allowed in the game. If you limit the number, then the defenders may have D3 randomly chosen models and the attackers may have D6. You can also edit this further, perhaps with one defender running from an entire gang.

TERRAIN

Terrain is set up in the standard way, though special care must be taken to designate a dramatic escape point for the defender. This can be either an edge of the table or, if the players agree, something more dramatic. A high rise with a chain from which to swing to safety from, a causeway high above the rest of the dome, or an ventilation access, for example.



DEPLOYMENT

The defending gang deploys first, at a randomly selected edge of the table (the opposite edge would be the escape point if one is not already designated). They must deploy within 8 inches of the table edge. Once they are deployed, the attackers deploy, on the same table edge, but within 2 inches of the edge.



BEGINNING THE GAME

The defenders always have the first turn.

ENDING THE GAME

The game is over once one of the following happens: a) The attackers have taken all defenders out of action, b) the defenders all make it to the escape point or off the board or c) the attackers bottle out.

BOTTLE TESTS

Once again, the defenders cannot bottle out, and the attackers will only bottle out once they have lost 50% of their force.

SPECIAL, FOOTRACE

Because of the fast-paced nature of the chase, a few special rules apply to movement.

The defenders are trying as hard as they can to avoid the guns of the enemy, and as such they may make a leap in addition to their normal movement. This will be an additional movement of D6 inches made either before or after their regular movement, though the entire distance indicated by the roll must be moved. The defenders though, are shaken throughout the game and always suffer from a -1 to hit modifier when shooting.

The attackers are doing their very best to stop the defenders. As a result, the attackers may fire when they run, though they will suffer from a -2 to hit modifier. This applies only to weapons that can logically work while in hot pursuit. Web guns, sniper rifles, heavy weapons, flamers and grenades are not affected by this rule.

EXPERIENCE

The following experience will be earned after the battle.

- +D6 Surviving
- +5 Per Wounding Hit
- +5 Each Defender getting off the table