

ARCHEOTECH RUSH

by Muskie Mckay

This is a multi-player game, best played with as many players as you can gather. each player only gets a random number of his gangers in a mad scramble to grab as much Archeotech as you can. You'll have to be a bit clever with the deployment zones, but we think you'll agree it sounds like great fun.

A previously undiscovered archeotech horde has turned up in a newly discovered dome just below the Delta Quadrant. Gangers and prospectors clash for control of the horde

RULES

This scenario is designed to be a multi player free for all. There should be ample terrain on the table which should be large enough to accommodate several gangs.

It should be either square, circular, or octagonal. I use an Octagon shaped Poker table thus having eight deployment zones.

Deployment zones will be 12 inches on to the table and be the length of a single side of a poker table. If you are not using an Octagon table you should develop new deployment zones to suit your table.

All the loot counters should be scattered in hard to reach places around the battlefield. These represent valuable piece of Archeotech.

They are worth 10 credits each and can be carried without hindrance by any gang member. If a gang member carries a loot counter off the board on any side he gets an additional d6 experience points but may not return to the battle.

Difficult conditions should be rolled as this is a freshly discovered and therefore wild and dangerous new dome. The Arbitrator can either play some independent underhive scum or his personal gang.

Any gangs may participate in this scenario, Outlaws need money as much as the next underhiver. Stryers would not miss a chance to

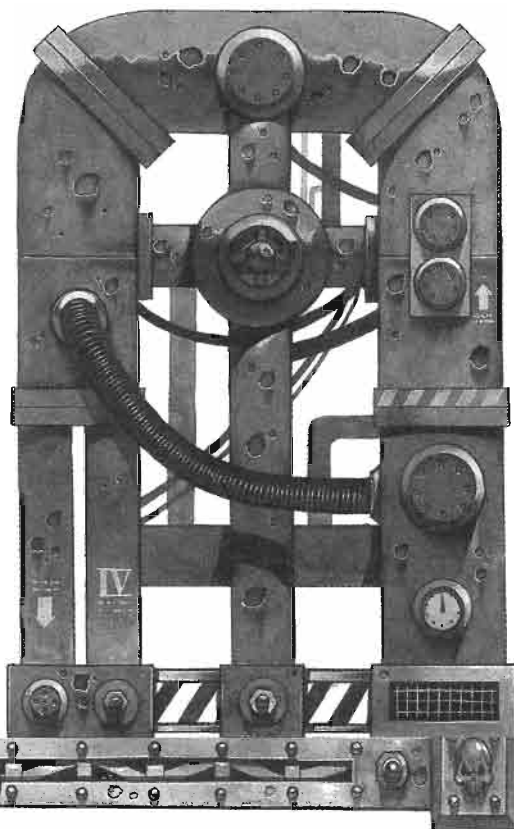
kill so many gangers in one place etc.

SETTING UP MODELS

Due to the frantic, chaotic nature of the rush to find/capture/steal/take by force the Archeotech gang members arrive randomly to the battle. This is represented by rules for setting up before the start of the battle the other for additional models arriving during the battle.

BEFORE

Before the start of the battle but after both terrain and loot counters are in place you must



determine the order of Set Up.

As this battle can be played with any amount of different gangs I suggest each player rolls 2D6's with the highest player setting up first. And the next highest and so on, re-rolling any ties.

The person setting up first gets to also choose which deployment zone they want.

They may set up to 4-6 randomly chosen gang members. Roll a d6 on 1-2 they get 4, 3-4 they get 5, 5-6 they get 6 random gang members on the battlefield at the start.

Due to the sudden rush and the newly revealed location of the Horde infiltration skill cannot be used. Neither are the special abilities of Tunnels and Vents.

The reason gang members are chosen randomly is to represent the hectic scramble that occurs as rumours of the new find get around. Some gang members happened to be in the area whilst others were not.

Once all players have set up their 4-6 random gang members roll to see who goes first. Highest roll on 2D6, re-rolling any ties, goes first, with next highest going second, and so on.

A note on Spryers as they only have 4-6 models a keen observer should note that most if not all their gang will be on the table at the start. This is all right as they still will be out numbered due to the large number of other gangs present. I'm not saying everyone should gang up on them at the start but, I'm not banning it either.

REINFORCEMENTS

On every players turn after his first you may roll to see if and how many additional random gang members show up. Roll a D6 and subtract 2. This is the number of additional random gang members that show up of that players. Negative numbers mean no gang members show up this turn.

Since this is such an impromptu battle and gang members were spread all over the settlement working territory: drinking, looting, foraging etc.

Reinforcements arrive in a random deployment zone. To keep confusion to a minimum I suggest you number all deployment zones and roll and appropriately sided die.

Reinforcements can be placed up to 4 inches onto a table from the edge. They are placed before movement and still get to move as normal. However they cannot be placed within 8 inches of and opposing gang member. They also must start out on ground level.



BOTTLING OUT

Since Archeotech is rare and valuable it is worth fighting extra hard for it. To represent this no gang has to take a bottle test, until it is reduced to 25% of it's current strength.

Since it is also possible your leader hasn't arrived yet or is out of action use the LEADERSHIP of the gang member with the highest leadership who is on the battle field and not out of action.

BRAWLS (or hand to hand involving gang members from more than two gangs).

If this situation occurs use the following rules. Whoever's turn it is declares his primary target in a three or more way fight. If the three or more way fight does not involve any models from the current players turn it is still fought however the role of attacking player goes to the model of the player whose turn it was most recently.

Note: If he charged into hand to hand the model he charged is automatically his primary target. These two models fight it out as normal.

Every additional model from the primary target's gang that is also in base to base contact with the attacking player's model. Gives the primary target an extra attack dice and plus adds one to their WS.

This also applies to any other attacking players models in base to base contact with the primary target.

Now where it really gets complicated is with models that are neither in the gang of the attacking player or that of the primary target but are in this hand to hand combat. They have three options.

1. Add an attack dice and a plus 1 to WS of the attacking player.
2. Add an attack dice and a plus 1 to WS of the defending player.
3. "Look out for number One" ie protecting themselves. If a model chooses to protect him/herself they don't affect this combat at all however once the combat is resolved but before any follow up moves are made they may choose to engage any models in base to base with them in hand to hand combat.

Note this may result in another three way fight but with a different attacking player and primary target. Resolve this combat before allowing the winner of the previous hand to hand fight to follow up.

Again note if a model has already been either a primary target or an attacking model or aided on either side this Hand to hand phase they may still choose option number three "Look out for number one" in a three or more ways hand to

hand fight but they may not start another new hand to hand battle. This is represent the fact they have already acted during the hand to hand phase. However this still allows them to aid either side thus continuing the Brawl.

Phew!

WINNING AND EXPERIENCE

The winner is the gang which is the last on the field of battle. They get control of the territory and control of any loot counters left on the board. They also get + 10 experience per model still standing at the end of the battle and +5 experience for any models still on the field. All models -from the winning side that were not seriously injured may loot the archeotech horde for 1 D6* 10 credits. This is in addition to money earned from working territories at the end of the battle. Money earned from looting goes straight into the stash. They winning gang also gains control of the now looted archeotech horde which counts as an old ruins territory. All models that participated i.e. got on the battle field gain 2d6 experience points. Models which successful get a loot counter off the battle get an additional +5 experience points. Any model that inflicts a wounding hit gets +5 experience points. Note wounding hits have been better defined as any hit that gets a roll on the wound chart. Not just hits that take a model out of action as had been played by my gaming group.

