



DUNGER HUNT

"Filthy stinkin beasties that plague the land, eatin' an' defecatin, like there ain't no tomorrow. Got no brains and like to fight. But enough about me mates, there be Dungers to hunt!"

SETUP

Players place out terrain in a mutually agreeable manner. The board should be as large as possible. In a two player game players deploy at opposite ends of the board.

SCENARIO OBJECTIVES

The gangs are attempting to out hunt thier adversaries. Roll on the following table to see what kind of critter is hunted.

1-6 Dungers

After the gangs have setup their models, generate D10 Dungers for each player. These should be distributed evenly amongst the players and then must be placed by those players onto the table. Each marker must be placed closer to an opposing player's model than to one of their own. When a character injured a Dunger, that player removes it from the board and keeps it as a dead Dunger. The player who manages to kill the most Dungers off the table is declared the winner.

7-8 Wild Dunderdon

After the gangs have setup their models place the Dunderdon in the place on the table furthest from any player controlled models. Roll a D10. This is how many lives the Dunderdon has. When the Dunderdon is injured, roll a D10. If the player rolls an 8, 9 or 10 then the Dunderdon loses a life. The gang that removes the final life kills the Dunderdon and wins the game.

9-10 Zombie Outbreak

The board is overrun with zombies. Once the gangs are setup, players should place out zombies as for the rules on placing Dungers. The number of zombies on the table can be set at any number. Ten per player is a good start, but tougher gangs may need more zombies. When a zombie is inured it becomes a meat shield. When a meat shield is injured it is removes from the board and kept by the player who slayed it.

At the end of each turn, players should note down how many zombies they killed. The zombie models are then replaced on the table as if setting up at the beginning of the game. The game continues until only one player has any characters uninjured.

SPECIAL RULES

Fair Play

When the hunt is up, enemy gangs will put aside rivalry. This is through feelings of sportsmanship or for survival. During a hunt game, players are not allowed to target other player's characters for combat, shooting or rams. If the player insists on such scullduggery, then they automatically loose the game and forfeit all loot tokens for playing.

Dungers

Dungers move in an unpredictable manner. To determine thier move, roll a D10 for each Dunger at the end of the turn. The Dunger will move this many centimeters in the direction that the dice points in. Use the top point on the dice as a pointer.

Dungers have the following profile, which should be used as shown. The Aptitude is already included in the Combat and Dodge.

NAME	Dunger	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2	8	0	8	2	2	1	35

Dunderdon

Dunderdons are huge and aggressive. They will move towards the nearest model on the board and charge it when able. Move the Dunderdon at the end of every turn.

Dunderdons have the following profile, which should be used as shown. The Aptitude is already included in the Combat and Dodge.

NAME	Dunderdon	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2	15	0	9	2	2	1	45

Zombies

Zombies want brains. They will always walk towards the nearest character and charge when able. They also want to band into shambling hordes, so if possible during a move they will group into a unit with other zombies they encounter. Zombie units should be moved "en mass". Zombies move at the end of the turn.

Zombies are known as shambling half dead and have the following profile.shown.

NAME	Shambling Half Dead	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		1	6	0	6	1	1	1	8

When injured, a shambling half dead becomes a meat shield, with the following profile:

NAME	Meat Shield	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS	COST
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		1	4	0	6	1	1	1	-

Players can agree to give some or all zombies upgrades from the zombie section of the rules. This is advisable when players are using very tough gangs.

AND SOMETIMES THE WASTE HUNTS YOU...

"The wastelands are a dangerous place, and when man sets about to fight man, the wastes won't always leave them to settle it alone."

This scenario plays out like a standard Gang War scenario, with the exception that both gangs are being hunted by denizens of the wastes. The game is won when there is only one gang left.

Before the game roll on the encounter table below to see what is hunting the gangs.

1-2	EVERYTHING IS WORSE WITH BEARS
3-4	TREMORS
5-6	GIT OOT ME YARD!
7-8	IT CAME FROM THE CHEMICAL SPILL
9-10	ROBOT DEATH SQUAD

EVERYTHING IS WORSE WITH BEARS

Bears, being the natural survivors they are, thrive in certain areas of the wastes and even some abandoned boneyards. Large and foul tempered, the arrival of a pack means everyone is about to have a very bad day.

After the terrain has been set up, but before the first turn begins, each player rolls a D5 in secret. This is how many bear tokens that player may place. They may then place a number of decoy tokens (noises in the woods) so that the total number of tokens (both bear and decoy) is 5 per player. Each token must be placed in a piece of terrain, with players taking it in turns to place tokens.

When a model on foot or not in an enclosed crew space moves into or through terrain with one or more tokens on it, reveal weather all the tokens in the terrain. Immediately place as many bears as there were bear tokens in close combat with the model. Once the combat is won or lost, remove the bear model, but not the tokens.

Any model in a piece of terrain containing tokens may to attempt to flush out and scare off the bears. They must spend full action points and take an aptitude test at difficulty 11. If they are successful then remove all tokens from the terrain.

NAME	Bear	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOLDIER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GOON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3	12	0	12	3	3	4

Bears are really hard to keep down, each bear has the "Extra Life" and "Towering Leviathan" physical traits.

TREMORS

Slag Dragons are fearsome subterranean beasts that track prey by the vibrations of their footfalls. Naturally, nothing draws them out like a good old fashioned scrap.

Every time a character takes an action on ground level may attract the attentions of a Slag Dragon. Any terrain such as on top of rocks, raised walkways or above ground floor in a ruined building does not count as ground level. Players should agree before the game what is "ground level".

Once the character has taken all of their actions for a turn, consult the noise chart below. Then roll a D10 and add the amount of noise points they have generated that turn. If the result is 12 or more a slag dragon bursts out of the ground. If the character is still on the ground level, the slag dragon will appear in combat with them or the vehicle they are in. If they have got safely above ground level by the end of the turn and there are another models on ground level within 20cm the slag dragon will appear in combat with the closest applicable model instead.

Noise chart-

+1	walking
+3	running
+2	charging an enemy
+2	fighting in close combat
+2	per shot - shooting an unsilenced weapon
+1	per shot - shooting a silenced weapon
+	vehicle's weight class - driving or being on board a vehicle moving at cruise speed
+2	(in addition to the above) - driving or being on board a vehicle moving at top end
-2	having the sneaky skill

Slag dragons will dissappear back underground if there is no one in combat with them.

NAME	Slag Dragon	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS
HERO	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SOLDIER	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
GOON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4	15	0	15	5	5	5

Slag dragons have the Tin Opener special rule.

GIT OOT ME YARD!

Not all foes have the common decency to stand and fight like honest folk. There's many a lone nutcase or cannibal clan out there that would rather fight with booby traps and carefully prepared killzones, watched over from a hidden lookout point.

Whenever a character moves into or through a piece of terrain they must make an aptitude test at 10 or be injured.

At the end of each full turn, after both players have used all of their models each player rolls off. The winner may allocate 1 shot from a hidden marksman. This shot may be allocated to any model not inside an Armoured Crew Space. This shot is at with a Ranged Bonus of 13.

IT CAME FROM THE CHEMICAL SPILL

Every guard hired to protect any township in the wastes knows and fears the great chemspill beasts. Massive gelatinous horrors, they can ooze through small gaps and their corrosive bodies digest any flesh they contact. Even when seemingly killed, they simply split and both halves continue to forage for food.

After the terrain has been set up but before the first turn begins place 1 chemspill beast the same distance from every player's deployment point, in a mutually agreeable location. At the beginning of each turn before anyone rolls for domination all of the players rolls off against each other for each chemspill beast on the board. The winner controls that chemspill beast for this turn and takes it's actions immediately.

If a chemspill beast should be injured or become a "smear of juices" do not place the model on its side or remove it. Instead place an new chemspill beast in base contact with the first. If the chemspill beast was in close combat, remove cm 1cm from combat before adding the extra beast.

Chemspill Beasts never take Aptitude tests for moving over terrain. Chemspill beasts may attack characters in enclosed crew spaces as if they were not in one.

NAME	Chem Beast	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS				
HERO	<input type="checkbox"/>	SOLDIER	<input type="checkbox"/>	GOON	<input checked="" type="checkbox"/>	1	14	0	8	3	2	3

ROBOT DEATH SQUAD

No one knows who made them, maybe a mad rogue technomancer, or perhaps they are relics of the war that laid mankind low. Whatever their origins, they continue to roam the wastes, operating on outdated orders and killing all who get in their way.

There is of killbot death squad in the area. After the terrain has been set up, but before the first turn begins place one killbot per player the same distance from every player's deployment point, in mutually agreeable locations.

At the end of each full turn, after both players have used all of their models, roll twice on the programing chart for each killbot still on the board. Its best to resolve the first result before rolling the second one.

The killbot's programs take 1 action point to carry out, regardless of the actions performed in it. Killbots remove shock tokens normally before rolling on the programing table.

Programing table-

1-3	Does Nothing
4-6	Moves D10+5 cm towards
1-6	most expensive model on board
7-9	nearest model
10	cheapest model on board
7-9	Targets and Shoots at
1-6	most expensive visible model
7-9	nearest visible model
10	cheapest visible model
	with
1-3	rail cannon
4-7	assault rifle
8-10	missile launcher
10	Activates it's personal force shield.
	Please see the Techno Tridlins equipment (p82, entry 4) for details. If this is the first roll this turn, do not roll a second time on this chart. The force shield it automatically deactivated when the Killbot rolls again on this chart next turn.

NAME	Killbot	DAMAGE RESISTANCE	WEIGHT CLASS	CAPACITY	CRUISE SPEED	TOP END	SWERVE + APTITUDE	SWERVE DICE	RAM + SWERVE + WEIGHT CLASS	RAM DICE				
TRUCK	<input checked="" type="checkbox"/>	BUGGY	<input type="checkbox"/>	BIKE	<input type="checkbox"/>	13	2	1	30	0	16	1	18	1

Killbots are vehicles with the following upgrades-
Legs and Tank

360 Mounted Assault Rifle fitted with a Custom Ammo Feed and an Auto Loader

360 Mounted Missile Launcher firing Grenades

360 Mounted Rail Cannon fitted with a Targetting Device and a Thermal imager.

It also includes a Robot in a Armoured Crew Space with the following profile-

NAME	Killbot	APTITUDE	COMBAT	RANGED	DODGE	STRIKE DICE	DODGE DICE	ACTION POINTS				
HERO	<input type="checkbox"/>	SOLDIER	<input type="checkbox"/>	GOON	<input checked="" type="checkbox"/>	3	6	9	0	1	0	3
		Rail Cannon		20								
		Assault Rifle		13		Fires 7 Shots						
		Missile Launcher		14								