

AN AFFAIR OF HONOR

Two fighters meet to settle a question of honor.

ATTACKER AND DEFENDER

Determine Duelists first as detailed under the Crew section. The gang with the lower rated Duelist is the defender. The other is the attacker. If tied, roll randomly.

BATTLEFIELD (ZM 3 tiles total)

The defender places the first tile, which marks the center of the battlefield. Then, starting with the attacker, each player places one more tile, adjacent to the first. The third tile must be placed on the edge opposite the second tile.

CREWS

- Duelists: Each crew random (1)
- Seconds: Each crew custom (1)
- Reinforcements: Only after treachery

Abilities that allow a crew to bring additional fighters at the start are ignored.

TACTICS CARDS

The attacker and defender each draw 1 card.

DEPLOYMENT

The defender places their Second on the first tile, anywhere within 6" of the center of the tile. The attacker places their Second within 3" and reciprocal LoS of the defending Second.

The defender deploys their Duelist on one edge of the center tile. The attacker places their Duelist anywhere on the opposite edge.

THE DUEL

Any Duelist hit by an attack or psychic power from another Duelist, if not taken Out of Action,

must make a Cool check or break. If a broken Duelist fails to Rally during the End Phase, remove it from the battlefield.

Seconds may not activate until additional models enter the battlefield, unless they are treacherous. On the round after treachery occurs, Seconds gain ready markers as normal.

HONOR OR TREACHERY

During the Activation Phase, after both Duelists have activated, the players have the choice to honor the duel or treacherously interfere.

The player with priority may declare treachery, giving their Second a Ready marker, allowing it to perform an activation.

If the player with priority elects to honor the duel, then the same option passes to the player without priority. If both players honor the duel, advance to the end phase.

If any player commits treachery, then starting in the end phase of the following round, both players gain reinforcements (representing spectating gangers joining the fray).

OBJECTIVES

Each gang wants to remove the opposing Duelist from the battlefield.

ENDING THE BATTLE

If both gangs remained honorable, the game ends after a Duelist leaves the battlefield. If treachery has occurred, the game ends when at least one gang has neither a Second or Duelist on the battlefield.

VICTORY

If neither gang was Treacherous, then the gang with the last Duelist left on the battlefield is the winner. Otherwise, it is a draw.

If one gang was Honorable and the other was Treacherous, the Honorable gang wins if its Duelist is the last on the battlefield, or if its Duelist and Second can escape by taking an **Escape** (Double) action while within 1" of any board edge, removing itself from the battlefield.

A Treacherous gang defeats an Honorable gang by removing the opposing Duelist and Second from the battlefield (not counting escapes).

If neither gang achieves their win conditions, the game is a draw.

REWARDS

CREDITS

- D6x10 to the winner. If the winner was the defender, any roll of less than 3 counts as 3 (from beating the odds with the bookies).

EXPERIENCE

- +1D3 for each Duelist.
- +1 to the Seconds.
- +1 to any model who removes an enemy Duelist from the battlefield. If a Duelist bottles, then the opposing Duelist receives this bonus xp.
- +1 to any model that Escapes.

REPUTATION

- +1 for removing an opposing Duelist from the battlefield.
- Reference the following chart:

(W/L)	Honorable
Honorable vs	+D3 / +1
Treacherous vs	-D3 / -D6

THE AIMLESS COGITATOR

Gangs scour the Underhive for a valuable but damaged Archeo-Cogitator.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (ZM 6 tiles total)

The defender places the first tile. Then, starting with the attacker, each player places additional tiles until six tiles have been placed.

Once all tiles have been placed, starting with the defender, players alternate placing Uplink Terminals until each player has placed two. No tile may have more than one Uplink Terminal, and no terminal may be placed on the first tile.

Uplink terminals may not be placed such that no enemy model could be legally within 1" of it.

CREWS

- Attacker: Random (D3+3)
- Defender: Custom (D3+1), must be the fighters with the highest Int score.
- Both sides may receive reinforcements

TACTICS CARDS

The attacker and defender each draw 2 cards. At least one card for each player must come from the Zone Mortalis deck (either the house specific ZM card, or from the general ZM deck).

DEPLOYMENT

The defender deploys their fighters on the first tile, not within 3" of the Cogitator. The attacker deploys anywhere not within 3" of the first tile.

THE COGITATOR

At the start of deployment, place the Cogitator in the center of the first tile.

The Cogitator has Toughness 4, 3 Wounds and a 4+ save. If reduced to 0 wounds, it is destroyed. It cannot suffer Flesh Wounds and is immune to Toxin, Poison and Insanity. It can take hits from Blaze, but otherwise ignores the condition. In Pitch Black, it is always revealed.

Any Standing and Active fighter within 1" of the Cogitator may take the following actions:

Direct (Double): Move the Cogitator up to 6" in any direction.

Copy Logs (Basic): The fighter takes an Int test, and on a success gains a data log. If the fighter rolls a double, whether succeeding or failing, the Cogitator suffers 1 wound.

During the End Phase, the Cogitator moves in a random direction 1D6", then in another random direction another 1D6".

When the Cogitator moves for any reason, any model in its path must make an Initiative test or become Pinned and suffer a S4, AP-, D1 hit. Whether the model succeeds or fails, move it the shortest distance necessary to clear the Cogitator's path.

Closed doors automatically open for the Cogitator.

OBJECTIVES

Each gang seeks to upload data logs. A fighter may only carry a single data log. If a fighter with a data log is removed from the battlefield, the model's controller places that log anywhere within 1" of the fighter's last position.

Any fighter within 1" of a fallen log may pick it up as a Simple action.

A fighter with a log within 1" of an Uplink Terminal may take the following action:

Upload (Double): Upload the data log. The fighter no longer counts as having a data log.

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield. If there is only one gang left on the battlefield and the Cogitator is still in play, that gang gains 1D3 uploaded data logs.

VICTORY

If at the end of the battle a gang has uploaded at least three data logs, and more data logs than every other opponent, it has won. Otherwise, the battle is a draw.

REWARDS

CREDITS

- D3x10 per uploaded data log.

EXPERIENCE

- +1 to the winning leader.
- +1 to a fighter for each data log they upload.
- +1D3 to a fighter that destroys the Cogitator.

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other.
- -1D3 to any gang that destroys the Cogitator.

STALKING THE STALKER

A vicious entity, The Stalker, threatens the Underhive.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (ZM 5 tiles total)

The defender places the first tile. Starting with the attacker, each player places additional tiles until five tiles have been placed.

Then, starting with the defender, the players alternate placing a Stalker Sighting marker anywhere on a tile without a sighting, but not within 6" of another Stalker Sighting, until one has been placed on each tile.

CREWS

- Attacker: Random D3+4
- Defender: Custom 6
- Both sides may receive reinforcements

TACTICS CARDS

The attacker and defender each draw 1 card.

DEPLOYMENT

The defender chooses a Stalker Sighting and deploys half their fighters within 6" of it. Then, the defender chooses another Stalker Sighting on a tile not adjacent to the first selected sighting, deploying the remainder of their crew within 6" of that sighting.

Then the attacker repeats the same process, each time selecting from among the unselected Stalker Sightings.

HORRORS IN THE DARK

When a fighter is activated and not within 8" of any other fighters, roll 1D6:

D6	Result
1	Suffer a S6, AP-, D2 hit. If seriously injured, go Out of Action.
2-3	Cannot take any actions this turn
4-5	Can only take one action this turn
6	Activate normally

THE STALKER

At the start of the game, generate the Stalker based on the highest rated gang.

Whenever the Stalker enters the battlefield, it receives a Ready marker and will act in the next available Activation, ignoring Priority and interrupting any Chain Activation (which, following the Stalker's activation, may continue as normal). The Stalker's actions are controlled by the player who does not have the closest fighter to it (if tied, roll randomly).

If, at the end of any model's Activation (including the Stalker), no player's model has LoS to the Stalker, remove the Stalker from the battlefield.

During the End Phase, if the Stalker is not on the battlefield and hasn't been killed, it discards all Flesh Wounds, automatically reloads all weapons (even Scarce or Limited), and heals 1 wound. If there are no Stalker Sightings on the battlefield, starting with the player with priority, each player places one anywhere on any tile, not within 6" of another sighting.

Then, the Stalker randomly selects a single model, placing a Stalker Sighting marker in base contact with it. The player opposing the selected model may choose any of the Stalker's weapons and make a single attack against the target.

If the Stalker is not currently on the battlefield and hasn't been killed, any Standing and Active fighter within 1" of a Stalker Sighting marker may take the following Action:

Inspect (Basic): Roll 1D6 and remove the Stalker Sighting. If the roll is less than the number of Stalker Sightings on the board, nothing happens. Otherwise, the opposing player may place the Stalker anywhere within 6" of this fighter, including into base contact.

OBJECTIVES

Each gang wants to secure the Stalker trophy. If the Stalker is taken Out of Action, it drops a trophy marker. Any model may move the Trophy as though it were a loot crate. During the End Phase, if a model is within 1" of a board edge and the trophy, and not within 1" of an enemy model, they have secured the trophy.

ENDING THE BATTLE

The battle ends when the trophy has been secured, or when only one gang has fighters left on the battlefield.

VICTORY

If a gang secures the trophy, they win. Otherwise, the game is a draw.

REWARDS

CREDITS

- D6x10 for securing the trophy.
- D3x10 for each participating gang.

EXPERIENCE

- +1D3 to a fighter who takes the Stalker Out of Action.
- +1D3 to a fighter that secures the trophy (if multiple fighters qualify, determine randomly).
- +1 to each participating fighter.

REPUTATION

- +1D3 to the winning gang.
- +1 to the gang that took the Stalker Out

of Action.

- +1 to each gang if it was their first match against the other.
- -1 to any gang that bottles
- -1D6 to both gangs if the Stalker is still alive at the end of the game.

STALKER SELECTION

Highest Rated Gang < 1501

Hyksos Utan, Terror of Block L-7

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	2+	3	3	3	4+	2	9+	5+	6+	8+

Skills: Fearsome, Dodge, Hip Shooting

Wargear: Mesh Armor (5+), Mastercrafted Boltgun, Power Knife, Bolt Pistol

Highest Rated Gang = 1501 - 1751

Belchy, Sump Horror

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	4+	6+	6	6	5	4+	3	9+	3+	6+	12+

Skills: Nerves of Steel

Wargear: Scaly Skin (5+ invulnerable), Tentacles (S6, D1, AP -3 Knockback, Pulverize, Versatile 3"), Vomit (Template, S3, D1, AP-, Rad-Phage)

Highest Rated Gang = 2001+

Cousin Violet, Purestrain Genestealer

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	2+	6+	6	4	4	2+	4	7+	5+	3+	9+

Skills: Clamber, Spring Up, Step Aside

Wargear: Carapace (4+), Claws (S6, D2, AP -2, Backstab, Parry, Rending)

TWO TRAPS!

Two gangs have planned ambushes against each other.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (ZM 5 tiles total)

The defender places the first tile. Then, starting with the attacker, each player places additional tiles until five tiles have been placed. Each tile must be adjacent to the first tile.

CREWS

- Attacker:
 - Group A: Custom (3)
 - Group B: Random (3)
- Defender:
 - Group A: Random (3)
 - Group B: Custom (3)
- Both sides may receive reinforcements

Attacker and Defender determine their random group members before selecting fighters for the custom group.

TACTICS CARDS

The attacker and defender each draw 2 cards.

DEPLOYMENT

The defender picks a tile other than the first tile, and places their Group A within 1" of a board edge on that tile. Then, the attacker places their Group A anywhere within 3" of the center of that same tile.

Then, the attacker picks a tile not adjacent to the tile the defender selected, and deploys Group B within 1" of a board edge on the tile. The defender places their Group B anywhere within 3" of the center of that tile.

OBJECTIVES

The attackers want to eliminate their ambush targets, the defender's Group A. The defenders want to eliminate their ambush target, the attacker's Group B.

Gangs score points based on forcing ambush targets Out of Action:

- 1 point per ambushed fighter, +1 for a champion and +2 for a leader.

Any model that leaves the battlefield as a result of Bottle checks counts as having gone Out of Action for scoring points and credit rewards.

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield.

VICTORY

If a gang has scored the most points, it wins. Otherwise, the game is a draw.

REWARDS

CREDITS

- D3x10 for each ambush target OoA.

EXPERIENCE

- +1 to the winning leader.
- +1 to each participating fighter.
- +1 to any ambush target that ends the game on the battlefield.

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other.
- -1 to any gang that bottles

THESE STREETS ARE OURS!

Gangs clash for control of the Zone.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (ZM 7 tiles total)

The defender places the first tile. Then, starting with the attacker, each player places additional tiles until seven tiles have been placed.

CREWS

- Attacker: Custom (8)
- Defender: Custom (8)
- Both sides may receive reinforcements

Both sides may deploy up to one Hanger On (if their gang has one) in addition to the numbers listed above, even if they are not defending their own territory.

TACTICS CARDS

The attacker and defender each draw 3 cards. At least one card for each player must come from the Zone Mortalis deck (either the house specific ZM card, or from the general ZM deck).

DEPLOYMENT

The defender picks a tile other than the first tile, and places a Gang Relic anywhere on the tile. Then, they deploy their gang anywhere within 6" of the relic.

The attacker picks a tile not adjacent to the tile the defender selected, and deploys a Gang Relic anywhere on the tile. Then, they deploy their gang anywhere within 6" of the relic.

OBJECTIVES

Each side seeks to defile the other gang's relic.

GANG RELIC

Models within 6" of a friendly undefiled relic gain +2 to any Cool and Leadership tests.

Any Standing and Active fighter within 1" of an undefiled enemy relic may **Defile** it as a Double action.

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield.

VICTORY

If only one relic is undefiled at the end of the game, its owner is the winner. If a gang leaves the battlefield before the enemy relic has been defiled, their relic is automatically defiled.

Otherwise, the battle is a draw.

REWARDS

CREDITS

- 1D6x10 for the winning gang.
- 1D3x10 for the losing gang.

EXPERIENCE

- +1 to the winning leader.
- +1 to each participating fighter.
- +1D3 to a fighter who defiles an enemy Gang Relic.

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other
- -1D3 to any gang whose relic is defiled
- -1 to any gang that bottles

HEARTS AND MINDS

Vie for the loyalty of hive dwellers.

ATTACKER AND DEFENDER

The gang with the highest total rating is the defender.

BATTLEFIELD (SM)

Standard.

CREWS

- Attacker: Custom (8)
- Defender: Custom (8)
- No reinforcements

TACTICS CARDS

The attacker and defender each draw 3 cards.

DEPLOYMENT

Starting with the defender, take turns placing D6+6 Hive Dwellers anywhere on the battlefield, not within 6" of a board edge or another Hive Dweller.

The Defender places their crew within 12" of the center of the board. The attacker then deploys their models within 1" of board edges.

OBJECTIVES

Each side seeks to earn Hive Dwellers' loyalty, and to eliminate any who remain devoted to the other side.

At the end of the game, each gang gets 1 point for each Hive Dweller loyal to their crew, whether on the battlefield or having Escaped.

HIVE DWELLERS

Hive Dwellers are either Loyal to Attackers,

Neutral, or Loyal to Defenders. Any reference to a step change in loyalty can move the Hive Dweller's loyalty one level, either by making an enemy loyal turn neutral, or a neutral turn friendly loyal.

A Hive Dweller loyal to a gang counts as a friendly model for any effect, and neutral or enemy loyalty Hive Dwellers count as enemy models.

Any Standing and Active gang fighter within 3" can take the following actions:

Sway (Basic): This model targets a Hive Dweller within 3" and LoS, then makes a Ld test. Success alters the Hive Dweller's loyalty one step in any direction.

Threaten (Basic): This model targets a Hive Dweller within 3" and LoS. The targeted Hive Dweller must make a Cl check. If it fails, it becomes loyal to the acting model's gang. If it succeeds, it becomes loyal to a gang opposing the acting model.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Wargear: Stub Pistol

Dwellers do not activate normally and instead react to actions of nearby fighters. They are triggered by the following actions:

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A blast is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After resolving the action that triggered the Hive Dweller, roll 1D6 and apply the result:

D6	Result
1-2	Dweller takes a single Shoot action at the nearest fighter (even if they weren't the model triggering the reaction and even if otherwise loyal)
3-4	Dweller moves 1D6" in a random direction
5-6	Dweller breaks and reverts to Neutral loyalty (may rally in the end phase)

During the End Phase, players alternate moving Hive Dwellers. A player may control the movement of a loyal Hive Dweller. Neutral Hive Dwellers are moved a random direction 1D6".

A Hive Dweller loyal to the attacker that starts the End Phase within 1" of the edge is removed from play (Escaped).

A Hive Dweller loyal to the defender that starts the End Phase within 1" of the center of the battlefield is removed from play (Escaped).

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield. Roll 1D6 for any remaining neutral Hive Dwellers. On a 3+, the Hive Dweller becomes loyal to the gang holding the battlefield.

VICTORY

The gang with the most points is the winner.

Otherwise, the battle is a draw.

REWARDS

CREDITS

- 1D6x10 for the winning gang.
- 1D3x10 for the losing gang.

EXPERIENCE

- +1 to each participating fighter.
- +1 to any fighter who forces an enemy loyal Hive Dweller Out of Action

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other
- -1 to the losing gang
- -1 to any gang that bottles
- -1D3 to the gang that forced the most Hive Dwellers Out of Action

THE INFORMANT

An informant must be escorted through enemy territory.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (SM)

Standard.

CREWS

- Attacker: Custom (D3+3)
- Defender: Random (7) + Informant
- Attackers receive reinforcements

TACTICS CARDS

The attacker and defender each draw 1 card.

DEPLOYMENT

The defender picks a board edge and deploys within 3" of it. The attacker may deploy anywhere within 18" of the opposite edge.

OBJECTIVES

The defender seeks to escort the Informant across the battlefield, to the edge opposite their deployment zone (the attacker's edge).

The attacker's goal is to force the Informant Out of Action.

THE INFORMANT

The Informant is considered to be part of defender's crew.

If the Informant is within 1" of the attacker's edge, it may take the Escape action:

Escape (Double): Remove this model from the battlefield.

The Informant

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

Wargear: Mesh armor, Displacer Field, Las pistol

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield or when the Informant has been removed from the battlefield by any means.

VICTORY

The defender wins if the Informant has been extracted. If the defender is the last remaining gang on the battlefield and the Informant is still on the battlefield, then the Informant automatically escapes.

Otherwise, the attacker wins.

REWARDS

CREDITS

- 1D3x10 for each gang.
- 1D3x10 to the winning gang.

EXPERIENCE

- +1 to each participating fighter.
- +1D3 to any enemy fighter who forces the Informant Out of Action

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other
- -1D3 to the losing gang
- -1 to any gang that bottles

THE FABULOUS RICHES OF CAPTAIN EL'ADIR

Rumors of treasure prompts a frenzied search.

ATTACKER AND DEFENDER

The gang with the highest total rating is the defender

BATTLEFIELD (SM)

Standard.

CREWS

- Attacker: Random (D3+4)
- Defender: Random (D3+4)
- Both sides may receive reinforcements

TACTICS CARDS

The attacker and defender each draw 2 cards.

DEPLOYMENT

The defender deploys within 12" of a board edge. The attacker deploys within 12" of the opposite edge.

Starting with the defender, players alternate placing D6+6 Volatile Promethium barrels anywhere not within 6" of a model, another barrel, or the edge of the board.

OBJECTIVES

Each side is attempting to secure as much treasure as possible. Small scores are worth 1 point. Large scores worth 1D3.

EL'ADIR'S TREASURE

El'Adir was a Rogue Trader active in M37. During his adventures he amassed a spectacular fortune, which, in his paranoia, he hid in barrels of highly volatile promethium.

Any Standing and Active gang fighter within 1" of a barrel may take the **Search** (Basic) action: The fighter rolls 1D6 and applies the result:

D6	RESULT
1	In their haste, the fighter has disturbed the volatile substance! Center a 5" blast marker over the barrel. Any model touched suffers a S3 D1 AP-Blaze, Rad Phage hit and is pinned.
2-3	No treasure, but the fighter has been exposed to radioactive materials. On a 4+, they suffer a flesh wound from Rad Phage.
4-5	The fighter has found a small score, but has been exposed to radioactive materials. On a 4+, they suffer a flesh wound from Rad Phage.
6	The fighter has found a large score, and their careful efforts keep them safe from Rad Phage.

Any fighter who finds a score (and survives any Rad Phage Flesh Wound) must make a CI check, with a -1 if it is a large score. On a failure, they are immediately removed from the battlefield, as they rush off to enjoy the proceeds of their bountiful find.

If a fighter is removed from the battlefield in this way, do not add any points to the gang's total, but the fighter does qualify for any appropriate bonus xp award.

After generating a result, remove the barrel and keep a running total of points scored, if any.

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield. The remaining gang may roll for any unsearched barrels,

ignoring any hits or Rad Phages, and without needing any CI checks for scores.

VICTORY

The gang with the most points is the winner. Otherwise, the battle is a draw.

REWARDS

CREDITS

- 1D3x10 per point secured by either gang.

EXPERIENCE

- +1 to the winning leader.
- +1 to any fighter who finds a small score
- +2 to any fighter who finds a large score

REPUTATION

- +1D3 to the winning gang.
- +1 to the last remaining gang on the battlefield
- -1 to any gang that bottles

THE LONG HAUL

A gang must secure a vital supply shipment.

ATTACKER AND DEFENDER

The gang with the lowest total rating may pick whether they will attack or defend. This scenario uses Sneak Attack¹ rules.

BATTLEFIELD (SM)

Standard.

CREWS

- Attacker: Custom (D3+4)
- Defender: Random (8)
- Attackers may receive reinforcements

TACTICS CARDS

The attacker and defender each draw 2 cards.

DEPLOYMENT

Place a Tractor and Supply Container in the center of the battlefield. The defender deploys their models as sentries anywhere within 18" of the center of the battlefield.

The attacker may deploy within 3" of any board edge.

OBJECTIVES

The defender seeks to secure their supply container, either by pulling it with the tractor to safety, or driving off the attackers.

The attacker's goal is to force the defenders off the battlefield.

TRACTOR AND SUPPLY CAR

The Tractor has Toughness 6, 4 Wounds and a 5+ save. If reduced to 0 wounds, it is destroyed. It cannot suffer Flesh Wounds and is immune to Toxin, Poison and Insanity. It can take hits from Blaze, but otherwise ignores the condition. In Pitch Black, it is always revealed.

Attached to the Tractor is a Supply Container. When the Tractor moves, so does the Supply Container. If the Tractor is destroyed, the Supply Container becomes permanently immobile. The Supply Container itself cannot be destroyed.

Any Standing and Active fighter within 1" of the Tractor may take the following actions:

Drive (Double): This fighter makes an Initiative test. If successful, turn the Tractor up to 90°, if desired, then move the Tractor up to 6" straight ahead **or** up to 3" straight back. If failed, the opposing player may turn the Tractor up to 90°, if desired, then moves the Tractor up to 6" **or** up to 3" straight back. Then, place this acting fighter anywhere within 1" of the Tractor.

When the Tractor moves for any reason, any model in its path, or the path of the attached Supply Container, ***other than a model taking the Drive action (who is ignored while moving the tractor and container)***, must make an Initiative test or become Pinned and suffer a S4, AP-, D1 hit. Whether the model succeeds or fails, move it the shortest distance necessary to clear the Tractor's path.

¹ HRB 119

Any model on top of the Supply Container when the container moves must take an Initiative check or fall off.

If, at the end of any defending model's Activation, the Tractor is not destroyed and within 1" of any board edge, the Supply Crate has been secured by the defenders (and specifically by that model).

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield.

VICTORY

The defender wins if the supply container has been secured. If the defender is the last remaining gang on the battlefield, then the container is automatically secure.

Otherwise, the attacker wins.

REWARDS

CREDITS

- 1D6x10 to the winning gang.
- 1D3x10 to the losing gang.

EXPERIENCE

- +1 to the winning gang leader
- +1 to each participating fighter.
- +1D3 to any defending model who secures the Supply Container
- +1D3 to any attacking model who destroys the Tractor

REPUTATION

- +1D3 to the winning gang.
- +1 to each gang if it was their first match against the other
- -1D3 to the losing gang

CHILDREN OF A LESSER GOD

The fate of an abhuman community hangs in the balance.

ATTACKER AND DEFENDER

Determine randomly.

BATTLEFIELD (SM)

Standard.

CREWS

- Attacker: Random (8)
- Defender: Random (8)
- Both sides may receive reinforcements

TACTICS CARDS

The attacker and defender each draw 2 cards.

DEPLOYMENT

D6+6 Abhumans are placed within 5" of the center of the battlefield.

The defenders choose one corner of the battlefield and deploy within 12" of that corner. Then, the attackers deploy within 12" of the opposite corner.

OBJECTIVES

Before the start of the game, the players secretly elect to either protect the innocent abhuman community, or to purge the vile mutants. It is possible for multiple gangs to have the same objective.

Protectors seek to secure the safe Escape of the Abhumans, scoring one point for each liberated model. Protecting models count as friendly to Abhumans (and vice versa) for any effects.

If a Protector gang inflicts a hit on an Abhuman for any reason (including blast scatter, templates and stray shots), the gang leader, or if no leader is present, the model with the highest Ld stat must make an Ld check (though they may choose to automatically fail).

If they pass, they remain Protectors. If they fail, they automatically change to Purgers, representing the fact that the Abhumans no longer trust them. Any Protector points already scored **do not** carry over for resolving victory.

Purgers intend to kill as many Abhumans as possible, scoring one point for each wicked abomination forced Out of Action. Purging models count as enemies to Abhumans (and vice versa) for any effects.

ABHUMANS

Abhuman is a collective term for any number of peoples with ancestors who were originally fully human but, over millennia, mutated. While not as clearly obscene as a Xenos race, many believe the Emperor's Grace does not extend to the genetically variant.

Abhumans

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	4	1	5+	1	8+	8+	6+	7+

Wargear: None

Any Standing and Active fighter within 3" of an Abhuman model may take the following action:

Guide (Simple): Move the Abhuman up to 5".

During the End Phase, any Abhumans within 1" of a board edge and not within 1" of a Purging

model has Escaped and is removed from the battlefield. The Protecting gang with the closest fighter to the escaping Abhuman scores one point.

Then, any Abhumans not within 1" of a board edge and not engaged by a Purging model moves 5" using the Run for Cover priority².

ENDING THE BATTLE

The battle ends when only one gang has fighters left on the battlefield or when the last Abhuman has been removed from the battlefield by any means.

If there is only one gang on the battlefield at the end, roll 1D6 for each remaining Abhuman. On a 3+, that gang scores a point for it.

VICTORY

The gang with the most points is the winner. Otherwise, the game is a draw.

REWARDS

When calculating rewards, only the gang's final Protector or Purge state matters.

CREDITS

- 15 credits for each Abhuman forced Out of Action.
- 1D3x10 to a winning Protector gang

EXPERIENCE

- +1 to the winning leader
- +1 to each participating Protector fighter
- +1 to any fighter who forces an Abhuman Out of Action

REPUTATION

- +1D3 to a winning Purging gang.
- +1 to each gang if it was their first match against the other
- -1D3 to a winning Protector gang
- -1 to a losing gang

² HRB 60