# The Great Escape

A campaign finale scenario by Charles I.

*Nobody quite knows why it happened - some say the machine spirits of the ancient machinery of the hive's sewage network sputtered and changed the width of a channel; some say the Water Guild redirected the flow of sewage to flood an underhive settlement that did not pay its dues for clean water; a few even say that after a particularly lavish banquet at the house of Lord Helmawr, a giant fatberg clogged the main artery down from the upper hive.*

*All that is known for certain is that the level of The Pipeline's rancid sewer water has dropped significantly, and that its flow has calmed such that navigating the waterway is a feasible proposition - if one had a suitable craft. This presents a unique opportunity for the gangs looking to reach the Sump Sea, as they could ride the currents the rest of the way down instead of needing to face the terrors of the underhive. Unfortunately, not many such vessels are present in The Tangle, a community not exactly known for its maritime heritage…*

*However, there is one vessel in The Tangle that every resident would recognize - The Floating Craps gambling den. It looms large while crossing Ironlung Bridge, and many gangers have spent time in the hull of the old barge to lose a few credits and drink away their cares. Nobody has attempted to cast the old ship off from its mooring in generations, but until now no occasion has presented enough of a potential reward. Now, with the prospect of a one-way express ticket to the Great Sump Sea, many of the settlement's gangers suddenly feel confident that the sailing life is for them.*

*The Delaque who have controlled the boat since arriving in town meet with the local band of Ogryn, to try to broker a deal in which brains would be matched with brawn to get the boat running. However, other gangs catch wind of the deal, and some hasty alliances are formed as their opponents descend on the waterway.*

**Crew Selection**

The gangs are split into two teams - the boaters and the ambushers. The defending boaters are the two highest rated gangs. All other gangs are ambushers.

The boaters use custom selection, with their chosen fighters adding up to no more than 2,000 credits each. The ambushers use custom selection, with their chosen fighters adding up to no more than 1,000 credits each. These numbers can be exceeded via rules that allow for additional fighters to be selected (e.g Cawdor, tactics cards). All gangers come out of recovery before crew selection (they are given stimms and told to walk it off), and all crews must include the gang's leader or at least one champion.

**Scenario Rules**

There are no hired guns, infiltration, underdog bonuses, or battle-specific Territory-provided booms (i.e. toll bridge, needleways, gambling den) in this battle - time is of the essence and the gangs have not had time to prepare any of these resources.

Each gang will get to select a single card from their tactics deck before the battle starts.

This battle is a fight to the death - there will be no bottle tests needed from any gang.

The board surface representing the water surface of the pipeline uses the Badzone rules for the Sump Sea:

> The ground level is a Sump Sea and fighters must remain on the upper levels or, if at ground level (i.e., level with the sea), must remain on pieces of terrain. When falling into the Sump Sea:
>
> - Take no damage.
> - Placed where fallen.
> - Can't take any actions.
>
> When activated, pass a Strength test or go Out of Action. If passed, swim up to the Movement. If reaching a ladder or terrain piece, the fighter may climb to safety. Place the fighter closest to where they swam.

Seriously injured fighters in the water immediately go OoA. In addition, swimming fighters are moved 6" downstream at the end of every end phase.

The deck of the boat is an unstable surface as the boat rocks back and forth. Therefore, any blast weapons targeting the boat automatically scatter D6", and scattering blast markers are not stopped by the edge guardrails.

**Horror in the Deep**

The change in the water flow and gunfire near the boat has attracted the attention of a sump creature that dwells below the surface. At the start of each end phase, roll a D6 for every fighter within 1" of the edge of the boat or swimming. On a 6, the fighter is attacked by a tentacle that emerges from the murky depths and suffers a S6 AP-1 D2 hit with Knockback (in the closest path towards the edge of the boat). This may cause the fighter to fall into the water if their initiative check is failed.

**Deployment**

Boaters alternate deploying their models first. The leaders must be placed within 2" of each other at the center of the boat, representing the ongoing negotiations. Other gangers must be placed on the boat, although each gang may select one sentry model to be placed at the shore end of each gangway.

Then, the ambushers roll off and alternate deploying their models anywhere on shore more than 6” from any boater fighter.

Ambushing players may pick up to 1 fighter each to put in reserves, who will come in later in the battle.

**Turn Order**

At the start of each turn, the boaters and ambushers will roll off to determine which team takes the initiative. After that, players from each team will roll off with each other to determine order within the team. If the boaters won the roll-off (for example), initiative will then proceed as follows:

1. Boater player 1
2. Ambusher player 1
3. Boater player 2
4. Ambusher player 2
5. Boater player 1
6. Ambusher player 3
7. Boater player 2
8. Etc.

After rolling off for the first turn, the boaters roll 2d6 for each of their sentries: if the result of either of their rolls is greater than the distance to the closest ambushing fighter, proceed with turn 1 initiative as rolled. If both rolls were lower than these distances, ambushing gangs have the advantage of surprise and will get a single activation each in initiative order before going into the normal turn order.

**Objective**

The gangs are attempting to escape on the *Floating Craps*. Do do so, thy must satisfy the following conditions:

1. **Refueling** - the player who had initiative rolls a D6 at the start of each end phase and adds the turn number. If a 7+ is rolled the *Floating Craps* has finished refuelling. Add 1 to the roll after a ganger at the Fuel Tank completes a Basic action and intelligence test to increase the flow.
2. **Removing Gangways** - Both gangways must be either raised or destroyed. Control panels for the gangways are located on the shore side. Either of these is accomplished in the same way as opening or destroying a vault door.

To open a locked door, spend a Basic action to permanently open the door (unlocked for the rest of the battle):

- **Access Terminal:** If within 1" of a terminal, pass an Intelligence test with a -2 modifier.
- **Force Door:** If B2B with a door, pass roll a D6+S and additional +2 per friendly fighter also B2B with the door:
  - **Door:** 9+ to open.
  - **Vault Door:** 11+ to open.

3. **Starting the engine** - The engine must be started - after the above conditions have been met, a ganger can either perform a basic action at the helm to start the engine on an intelligence check, or a basic action at the engine compartment to jump start the engine on a strength check.

Once all the above conditions are met, the *Floating Craps* will begin to travel downstream, moving 6” at the start of every end phase.

The game ends once there is only one gang left on the *Floating Craps* when it reaches the board edge. If more than one gang has fighters on the boat, remove other terrain and fighters not on the boat, and continue playing until this condition is met, or unless the remaining gangs decide to call a ceasefire and float on in peace!

**Shaky Alliances**

Ambushing gangs cannot intentionally target each other until a member of one of those gangs is on the *Floating Craps*, at which point that model’s gang can be targeted by other ambushing gangs and vice versa.

Defending gangs’ fighters cannot initially target each other. However, at the start of each ganger’s activation, they must make a cool check, with a tally kept for how many of these are failed. After one of the gangs fails their fifth cool check, the ganger loses their nerve and for that activation must aim and shoot at the nearest visible ganger of the other defender’s gang, or charge and fight that ganger. After this time, proceed as before, but these two gangs may target each other. After the *Floating Craps* begins to travel downstream, these gangs may also target each other freely.