

STANDARD SCENARIO

TRAINING DAY

Occasionally gangs send out their Juves for training. Usually a ganger or sometimes the leader of the gang accompanies them to watch how they are doing. These so called "Training Days" usually take place in lower areas of the Underhive densely populated by Hive vermin and under aggravated conditions.

This scenario represents one such training day.

TERRAIN

It is suggested that the terrain is set up within an area between 2' x 2' and 4' x 4'.

CREATURES

This area of the Underhive is the home of different kinds of creatures. To represent the possible creatures take the following selection of creature counters:

- 5 blank counters
- 12 Giant Rat counters
- 8 Wolf Spider counters
- 6 Carrion Bat counters
- 6 Milliasaur counters
- 4 Ripper Jack counters
- 3 Plague Zombie counters
- 3 Scavvy counters
- 2 Mutant counter
- 1 Scaly counter

The above selection is just an advised standard selection. You may change the selection of counters to match your available models or as you see fit.

GANGS

The training party consist of the Gang's Juves and their accompanying Ganger or Leader.

The creature counters are placed first. For each party member the creature player is allowed to place D3 random Creature counters on the table. Creature counters must be placed at least 8" away from any table edge and 4" away from each other.

The gang player then deploys his training party within 4" of a random table edge and not more than 4" apart from each other.

TREACHEROUS CONDITIONS

Because the fight usual takes place under aggravated conditions in the lower parts of the Underhive, you always have to roll for treacherous conditions

STARTING THE GAME

The gang player takes the first turn.

CREATURE COUNTERS

To represent the creatures wandering around the area, move each Creature counter D6 inch in a random direction after the training party took their turn.

Once a fighter is within 8" of a Creature counter and has a line of sight to it, or is within initiative range of a counter, flip over the counter and replace it with a miniatures for the shown creature. In case of a Giant Rat or a Carrion Bat you disturbed a small pack/swarm and D3+1 creatures replace the counter.

Once the creatures (not the counters) are in the game they are under the control of the creature player.

In case of a swarm or pack of creatures the creatures always have to stay within 2" of each other.

ENDING THE GAME

The *Training Day* ends when the complete area has been purged of all its creatures. The game also ends if the gang bottles out. If all Juves are down or out of action the game also ends, as the accompanying Ganger's job is to watch the progress of the Juves, not to fight vermin.

Because the party usually has few members and the Juves want to prove their worthiness, the party doesn't have to take Bottle tests until it has lost 50% of its fighters rather than the usual 25%.

EXPERIENCE

Fighters who take part in the *Training Day* scenario earn Experience points as noted below.

- +D6 **Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.