

Stand Alone Ash Wastes scenario

Story

Georg knew that his last cargo run wasn't a good idea. He knew that spending his ill gotten gains too quickly in Carrion Town would draw the attention of the authorities. He knew that drinking too much wild snake was a bad idea and that he would end up at the wrong end of a stub gun. He knew that when the Enforcer who had 'volunteered' him for this run that it was too late in the season of ash, that there wasn't enough protection, that the tribes were restless, that the clans would strike. He knew he should have turned back when the first raid on the road train killed most of that meagre protection. He knew he shouldn't have drawn attention to the crippled engine looking for repairs in that nameless shanty town out in the lost wastes...

Yet here Georg was, crawling along, driving his crippled ash rig in the hopes of making it to Cinderak City before falling foul of any of the perils that inhabited these forsaken places. The crew was quiet, all contemplating the sequence of events that had brought them here. They were peering into the gloom hoping there was nothing out there.

The rumble of an engine in the distance first alerted them. Georg banged the console and wished that the rig would go faster - it couldn't be much further. Those sounds were coming from all around, they must have made it out of the deepest parts of the wastes. Georg wished that this fact meant that it was now safer...

Scenario

Three gangs have received word of a lone, crippled Ash Rig with valuable cargo making its way into Cinderak City. It's just far enough away to raid before it comes under the protection of the City's authorities. Stopping the rig is the most important thing although pot shots at the other gangs should not be turned down!

Victory points

For taking any opposing gang's model out of action: 1VP

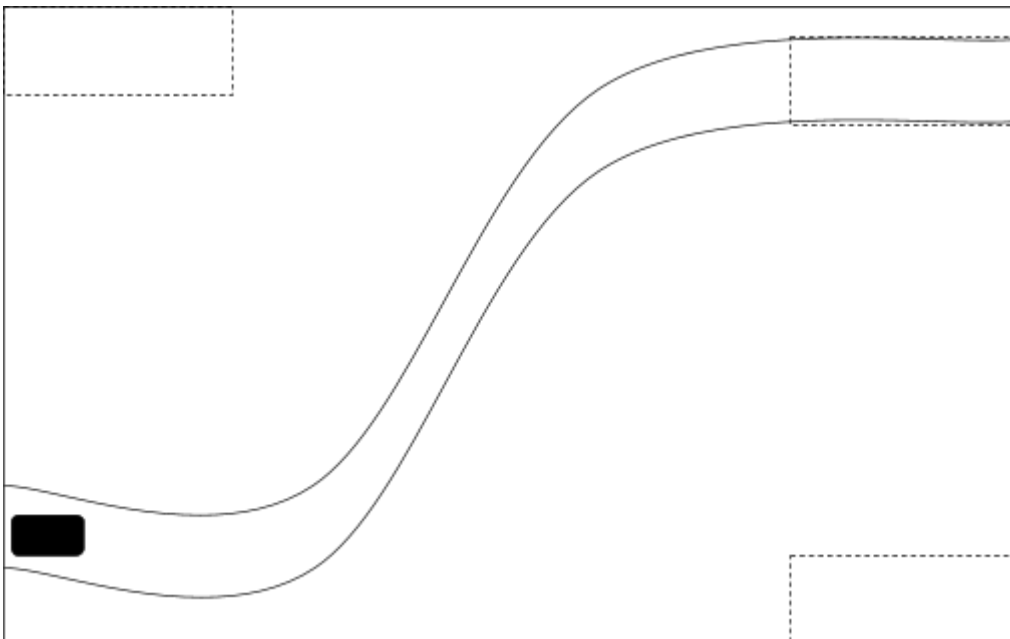
For any damaging hit on the Ash rig: 1VP

For each HP off the Ash rig: 4VP

For the final destroying hit on the Ash rig: 10VP

Battlefield set up:

A road that snakes from one corner of the battlefield to the other. Ridgehauler at one end of the road. 3 deployment zones, the one furthest away has the advantage of the road



Crew selection

Each gang has 800 credits which can be split in any way between vehicles and gangers.

Any model taken out of action by an enemy gang will be ‘recycled’ by bringing it back on in the gangs’ deployment zone during the next priority phase. If a model is taken out of action by the ridge hauler or any other effect then it is removed and not brought back.

Cargo-8 Ridge Hauler behaviour

The Ash Rig acts first every round
The Ash Rig will move 6” along the road if possible. If for any reason it starts a turn off the road then it will attempt to make it back to a point on the road during its next turn.

All weapons on the Ash Rig will fire each turn if possible. If there are multiple possible targets then it will attempt to split its fire between the closest models from different gangs (rolling off if necessary). No initiative tests required.

Weather and surface

Turns 1-2: Ash Clouds - Visibility 18”
Turns 3-4: Caustic winds - Visibility 12”, increase the AP of all hits models take by 1 (e.g. AP-1 becomes AP-2)
Turns 5-6: Blinding rays - Fighters ending their activation outside of a vehicle or terrain piece that offers shade test as though they have been hit by a weapon with the Flash trait (Initiative test or become blind - lose ready marker)
Turns 7-8: Soaring temperatures - Visibility 24”. Move (simple) = Move (basic) if no respirator
Turns 9-10: Yellow skies - no effect
Turns 11+: Firestorm - Visibility 18”. At the start of each turn player places two 3” blast markers anywhere and scatters them 3D6”. Models that begin, end or move across the markers during their activation test for blaze (on fire on 4+)

Rolling Ash (not on the road). Any model moving more than 6” during their activation counts as having partial cover until their next activation. However it also counts as difficult terrain for vehicles (½ move for non-tracked)

Game end: Either the Ash rig moves off the board or is destroyed.

Cargo-8 Ridge Hauler rules and equipment (for reference - 870 credits)

Guild of coin cargo-8 ridge hauler (230) + crew (40) + heavy stubber (130)

M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	CI	Wil	Int
7”(6”)	9	8	8	6(10)	7+	3+	4+	7+	6+	6+	7+

Munitorum armoured container (50) with 2 heavy stubbers (260)

Trailer (130) with Promethium tank (30)

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Am	Traits
Heavy stubber	20”	40”	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy