

Scenario: BUG HUNT.

Number of warbands: Any number of warbands of types that could be cooperative.

Style Cooperative

Setup: Position the buildings as normal leaving a 4''x 4'' area in the center with no buildings, roll for seating and who goes first. All warbands start at one edge of the 'crater' in the center of the area. Place equally distant about the circle with seating order choosing positions.

Mark the center of the 'crater' as having been searched.

The warbands start the game cooperatively searching an area that had reports of a large silver cigar shaped object had appeared out of the sky and smacked into the ground.

On each turn where the warband has at one or more members enter a region that was at least 6'' from a previous outside area (mark each searched area with a marker) or an non previously searched building is entered roll on table A0. This table has treasure that can be found or monsters that need to be fought. You make only one roll per building as it is entered (ignore the floors). If more than one character enters an area the character who moved the farthest into the area is deemed to be the *selected* warband member.

No more than 3 warband members may enter a building (if there are monsters in the building they aren't going to wait till everyone is inside before they attack).

All warband members are moved before the die roll is made.

Standard Creature encounter:

Outdoors.

Place the creature(s) 2D6 + 2 inches from the selected warband member in a random direction using a scattering die (or the scattering diagram). If the location would place the creature(s) in such a way as it is not visibly possible for them to be seen by the warband (behind a wall with no doors or windows) place them close enough to be seen in the direction indicated. Cluster the monsters about the random point if more than one monster is rolled.

The monsters may appear from illogical locations since they are considered to be under the rubble etc that is lying about.

Indoors.

Place the creature(s) in the same room as the selected warband member but not in base to base contact. If there are more monsters than floor space arrange them as close to a building entrance as possible, away from where the warband entered the area or on higher floors.

Roll an initiative test to determine which side goes first. Use the initiative of the selected warband member and the highest initiative for the set of creatures encountered.

The creatures will act as follows.

1. Charge the nearest unoccupied warband member in range. Once all warband members in range have a creature in HtH if there are more creatures repeat the process till there are no more logical charges that can be performed. Note that the creatures get to measure before they charge and that they may charge models that are not in the instigating warband.
2. If a creature does not have a warband member in range for a charge or the warband members in range are not visible it will advance as far as it can toward the nearest visible warband member at a run.
3. If there are no visible warband members advance the creature toward the nearest non-visible warband member (it's finding it's way by smell/sound) at a walking pace by the closest route.
4. If a creature becomes unengaged it will repeat these steps.

All creatures fight till they are eliminated.

The creatures are run by the person sitting to the right of the player whose character is being attacked.

Table A0 (2D6)

2-4	Roll on table A1
5-6	Roll on table A2
7	Roll on table A3
8-9	Roll on table A4
9-10	Roll on table A5
11-12	Roll on table A6

Table A1 (2D6) Treasure (roll 2x if indoors)

2-9	Nothing
10-12	Roll on table A2

Table A2 (2D6) Treasure (roll 2x if indoors)

2-7	You find an old shoe
7-9	You find a dropped purse (1-3 GP min 1)
10-12	Roll on table A3

Table A3 (2D6) Treasure (roll 2x if indoors)

2-4	You find a Club/Mace/Ax, roll randomly
5-6	You find a Shield/Helmet/Leather Armor, roll randomly
7	You find a 2hd sword/mace, roll randomly
8	You find D6 gold/a Shard/a Ship fragment, roll randomly
9-10	Roll twice on this table (non repeatable, ignore 9+)
11-12	Roll on table A4 (whoops!)

Table A4 (2D6) Monsters

2-4	Encounter 1-4 skeletons +2 if indoors
5-6	Encounter 1-6 skeletons +2 if indoors
7	Encounter 1-3 Ghouls +1 if indoors
8	Encounter 1-2 Ghouls and a Ghast
9-10	Roll twice on this table (repeatable)
11-12	Roll on Table A5

Table A5 (2D6) Bigger Monsters

2-4	Encounter 1-2 + 1 Baby Bugs
5-6	Encounter 1-4 + 1 Baby Bugs
7	Encounter 1-6 + 1 Baby Bugs
8	Encounter 1-4 + 1 Baby Bugs and a Bug
9-10	Roll twice on this table (repeatable)
11-12	Roll on table A6

Table A6 (2D6) You're having a really bad day

2-4	Encounter 1-2 Bugs
5-6	Encounter 1-4 Bugs and a Big Bug
7	Encounter 1-3 Bugs and 1-3 Big Bugs
8	Encounter 2D6 Big Bugs (min 4)
9-10	Roll twice on this table (repeatable)
11-12	Fecal matter and rotating air pushing device. <u>Indoors</u> If indoors encounter D3-1 Baby Bugs (min 1), D3-1 Bugs (min 1) and D3+2 Big Bugs and the Mother Bug.. Note that in the presence of the Mother Bug all other bugs have their WS increased by one and their initiatives increased by one. Place the mother bug in a corner of the room with the guardian bugs between the mother bug and the war band. All bugs within 12” of the mother bug are considered frenzied using the standard frenzy rules (page 23). Once unfrenzied they will not become frenzied again. The bugs move first. If there are any warband members in the room the bugs will not leave the room (they will gang up on the people in the room) <u>Reinforcements.</u> Each turn roll a D6. On a one or a two reinforcements arrive from outside the building. Roll on this table re rolling 11+. Each reinforcement is placed using a 3D6 for range and in a random direction from the mother bug and will move to the mother bug at a run unless a warband member is in view. Reinforcement stops two turns after the mother bug is killed. Note that there is only one mother bug in the scenario. Once she is dead the scenario ends after two turns. <u>Outdoors</u> If outdoors roll 3 times on this table ignoring 11+.

Bug Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Baby Bug	4	3	0	3	4	2	3	2	inf
Bug	4	4	0	4	4	3	4	3	inf
Big Bug	4	4	0	5	5	3	5	3	inf
Mother	2	1	0	3	4	5	3	2	inf

All bugs are immune to all psychology and all poisons.

Bugs run and charge at 3x.

Bugs take no damage from falls.

Undead and bugs ignore each other. It's a matter of smell.

The scenario ends when

- The mother bug is killed
- The last warband routs
- The last area is searched.

The warband that kills the mother bug is considered the winner. If no band kills the mother bug then the warband with the most ship fragments wins.

Rewards:

Roll for exploration ignoring the shard received table on page 93. (You get the doubles/triples etc)

Each ship fragment is worth 2D6 gold to a collector.

Each bug or big bug head is worth 1D2 gold as a novelty.

The mothers head is worth 5 gold.

Experience.

1 Exp for surviving the battle

½ Exp for each baby bug put out of action. (heros only)

1 Exp for each non baby bug put out of action.(heros only)

1 Exp for killing the queen (available to henchmen)

1 Exp for finding a ship fragment (available to henchmen). This reward is given to the selected character who triggered the encounter.

1 Exp to the winning warband leader.