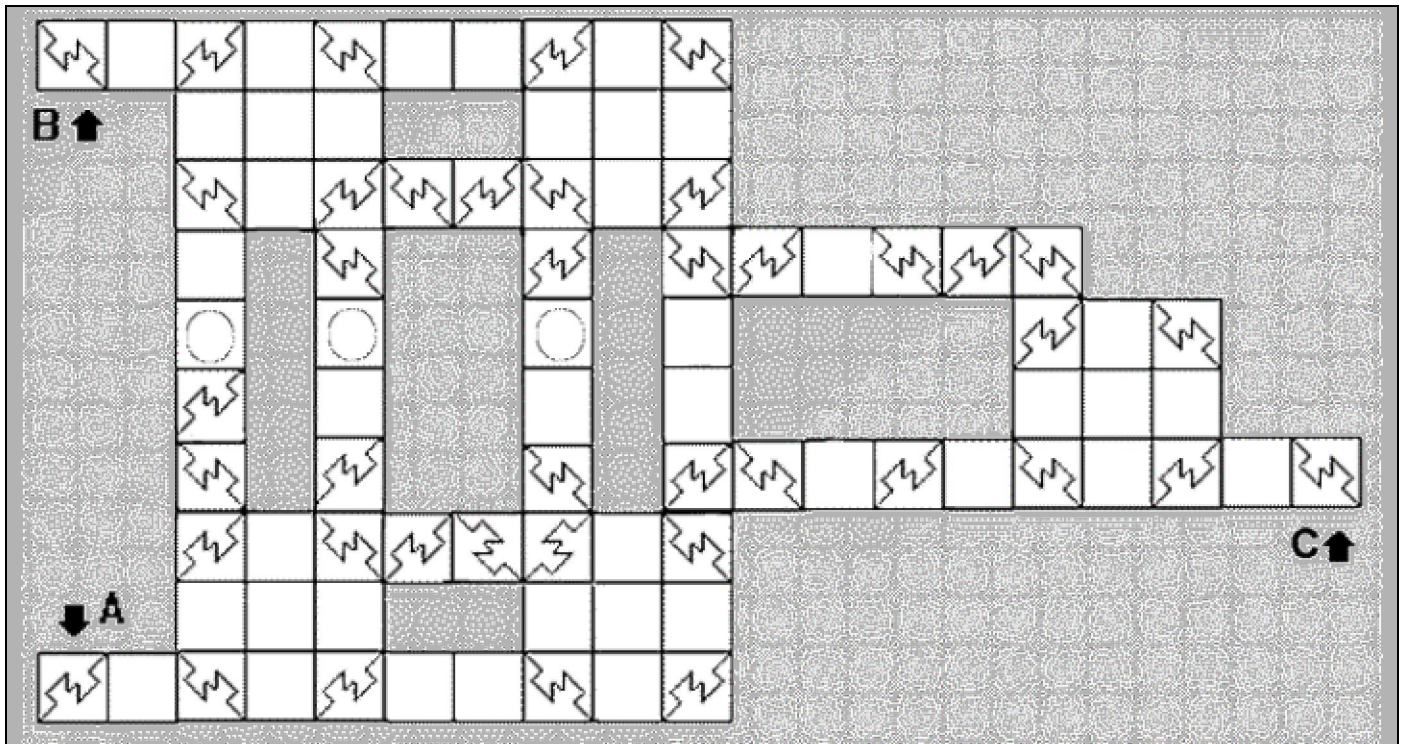




Ratigators

A scenario for Dark Horizon: Escape

In the darkest recesses of the Talobar laboratories, the MadDocs have been busy splicing genes. This time they've come up with a creature that looks like a cross between a giant rat, an alligator and Liberace. They called this horror a sniffer, because of its uncanny tracking ability. Used by the CorpGuard to capture escaped infiltrators, a sniffer tracks down its prey, whose end comes swiftly. Their myriad of razor-sharp teeth tear the hapless victims to shreds in a matter of seconds!



Agent Forces

1. U.T. with laser spray pistol (LSP) and access card
2. Seymour with auto pistol
3. Annie with SMG and access card
4. Bilson with shotgun and access card
5. Sparky with flamer

Agent Setup: Agents enter the board at square A.

CorpGuard Forces

1. Three regular CorpGuards with RinoHyde vests, SMGs and access cards.
2. Two sniffers.

CorpGuard Setup: CorpGuard forces enter the board at square B.

Sniffer Special Rules

Since there are no sniffer models in the game, simply take an unused counter, flip it over and put marks on the counter to uniquely identify the sniffer (A and B marks will work fine) and a mark to indicate which way the sniffer is facing.

So hideous are sniffers that whenever one approaches within four squares of an agent, that agent must make a panic test. A failed panic test means the model is frozen in fear, and loses its next two action points. The panic test is taken immediately when the sniffer approaches to within four squares and in the agent's line of sight, regardless of whether the agent model has an action during that impulse. A model need only make a single sniffer panic test per scenario, even if the same agent encounters multiple sniffers, or if the same sniffer moves within four squares of a model multiple times. To take a panic test, the agent player rolls 2D6 for the agent model. A result of 2-6 indicates that the agent is panicked. Sniffers have eight action points unless they are within six squares of an agent, then they get 13 action points (this indicates their added motivation when they're hot on the trail).

Sniffers don't need to have line of sight to get the extra action points.

For game purposes, a sniffer's actions are limited to moving and shredding. Sniffers can take movement actions per the Movement section of the Action Table, with the following restrictions:

- Sniffers cannot go prone or get up.
- Thanks to a built-in access card, they can open but not close doors.
- They can turn up to 180 degrees for free. This means that they can move diagonally and turn for free.
- They can move sideways and backwards for one action point. They cannot run backwards.
- They can run and turn.
- Sniffers walk erect, and so are a line of sight hindrance.

In close combat, the sniffer will perform a shred attack with its massive jaws. The CorpGuard player will choose any hand offense close combat card, either fast or slow. All of the text on the close combat card will be ignored except for the type of offense (fast or slow). This means that a close combat opponent may block against the sniffer's offense if it correctly picks a fast or slow hand defense (i.e. parry or block).

If the offense is not blocked, the CorpGuard player must roll a 6 or greater on 2D6 for the shred attack to be effective, just like a normal close combat attack. If the attack is successful, the CorpGuard player then rolls 2D6 on the General Body Hit Table, and the victim takes three damage to the resulting location.

A sniffer will not voluntarily leave close combat. Sniffers can sustain 8 points of damage. Unlike agents and CorpGuards, the sniffers do not have hit locations. They will perform at full potential until killed.

Victory Conditions

The agent player wins by getting three agent models off the board at square C. Failure to do so in four turns results in a victory for the CorpGuard player.

For more information about Dark Horizon,
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