NEW SCENARIOS

by Liam Nunn

After a year and a half of battling my way through Gang Fights, Raids, Shootouts and all the others, my games of Necromunda had lost their 'zing'. Hit and Run had lost its appeal. Scavengers was getting dull. What I needed was some new scenarios, in which I could smash my enemies. No one else I knew would do it, so I did it. Three new scenarios, each capturing the feel of Necromunda, whilst still being interchangeable with the rulebook scenarios.

The one problem is this: how do I let everyone else out there know how to spice up a campaign? Then one day a rare occurrence, I had an idea! Here is my idea - the Citadel Journal. So here they are, ready for use. Simply add two gangs, shake well and serve for an evening of fun and laughter (after a few drinks...)

SCENARIO ONE: ESCAPE ROUTE

This scenario represents a failed ambush attempt, where the defending gang spot the ambush before the trap is set. In such a situation the defending gang is likely to leg it before they become trapped. Obviously the attackers don't what this and will try to box the enemy gang in before they can escape. The defenders won't go down without a fight though.

TERRAIN

All terrain is set up in the usual manner; on a gaming area of preferably 4'x4' or larger. The one restriction is that a band at least 6" wide must be left from one side to the other. Within this strip, only rubble and barricades, not buildings or similar structures, may be placed. See the map in the deployment section.

GANGS

Before the game begins, the attacking gang is split into two groups. Each group must consist of at least two fighters. The attacker cannot use Vents or Tunnels, but Infiltrators may be used as normal.

The entire defending gang is present in this scenario. Fighters who roll a '1' for Old battle wounds do take part in the battle, but suffer a -1 penalty to both strength and Toughness for the duration of the game. This represents the Old Battle Wounds causing fighters constant pain, reducing his effectiveness in the battle.

DEPLOYMENT

The defending gang sets up first, in the area shown on the map. The attacking gang is set up as follows. The attackers have two deployments, A and B. One of the attacking groups is placed in zone A, and the other in zone B. They may not set up in the same zone.
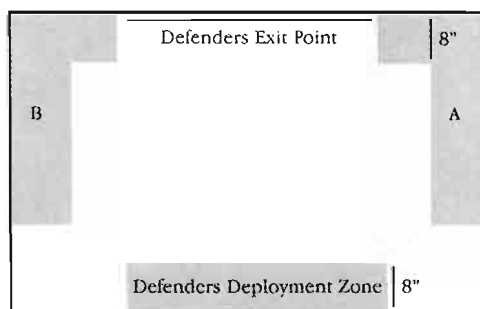
STARTING THE GAME

Both players roll a dice. The attacker may add +1 to his roll to represent his 'surprise' attack. The player with the highest score gets the first turn.

ENDING THE GAME

The game ends if one gang bottles out, or if one gang Bottles Out voluntarily, with the victory going to the other player.

The game also ends if half the defending gang leaves the table at its exit point, as shown on the map. If this happens the defending gang automatically wins.

EXPERIENCE

+D6	Survives.
+5	Per wounding hit.
+10	Winning gang leader.
+5	Escapes.

SCENARIO TWO: THE WOUNDED MAN

In this scenario I wanted to capture the feel of a gang desperately searching for a downed comrade, lying badly wounded somewhere in the Badzone . Of course this wouldn't be much of a game - unless an enemy gang turned up.

This scenario is really good at pulling Van Saars out of their deployment zones, as gangers who might usually blast their enemies from a distance are forced to search for the fallen colleague. But beware, wounded fighters attract scavengers, and in the Underhive this means trouble!

TERRAIN

Set up the terrain in the usual manner. Place the wounded fighter (see below) somewhere in the area shown on the map. Next take models or counters to represent the scavengers. Place tem anywhere on the table, scattering them around. Roll a scatter dice for each scavenger to see which way it is facing. The number of scavengers is given below.

GANGS

The gang with the lower gang rating is the one searching for the wounded fighter. Randomly determine which fighter they are searching for and place him face down on the table in the area described above. The rest of their gang is deployed within 8" of any table edge. The play may choose which edge.

The entire enemy gang is set up within 8" of the opposite table edge.

Rescuers Deployment Zone	8"
8" Wounded man set-up zone	
Attacking Gang Deployment Zone	8"
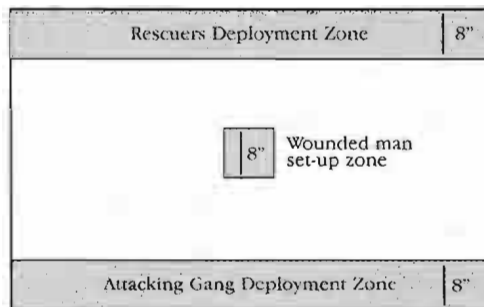
STARTING THE GAME

The rescuing gang takes first turn.

SCAVENGERS

The rules for scavengers represent Underhive vermin gathering around dead or wounded creatures, human

or otherwise. Giant Rats, Ripper Jacks, Giant Bats, all come to feed on the carrion.

As already described, scavengers are placed anywhere on the table. They should be well spaced. Place the following;

> 1D6 Giant Rats
>
> 1D3 Milliasaurs
>
> D3 Ripper jacks
>
> D6 Giant Bats
>
> D6 additional creatures (chosen from the Outlands Bestiary)

Profiles and any special rules can be found in Outlands.

During each players turn the scavengers move their full distance in the direction they are facing, then roll a scatter dice to see which way they are facing at the end of their movement. This happens after the gangers have moved but before any shooting is resolved. Any creatures that leave the board leave the game.

If a scavenger comes into contact with another model it will fight close combat, with it counting as if

charging. Creatures may attack gang fighters, the wounded model or other scavengers.

The wounded fighter cannot move or shoot until he is found. If engaged in hand to hand combat he cannot roll any dice, but may use his WS as normal. Once a fighter finds the wounded, the survivor can start to move at 4" per turn towards the players board edge. Another gang member must stay with 1" of him. This fighter is supporting the wounded and acting as his bodyguard. If the wounded fighter is engaged in close combat his bodyguard will fight for him. The bodyguard can only fight one attacker, so a second or third attacker can engage the wounded as normal.

ENDING THE GAME

The game ends if the Attacking gang voluntarily Bottle Out, or if either gang fails a Bottle roll. In this case, victory goes to the other gang. The defenders cannot voluntarily Bottle Out (their fellow gangers life is at stake!)

The game also ends if the survivor goes out of action, with the attacker winning the game. If the wounded leaves the table by it's own table edge then the rescuing gang wins.

EXPERIENCE

> +D6 Survives.
>
> +5 Each wounding hit.
>
> +10 Winning gang leader.
>
> +10 Escort (see below).
>
> +2D6 Being the wounded (see below).

If the wounded fighter leaves the table the fighter escorting him gets 10 experience points.

If the wounded fighter survives the battle he gains 2D6 experience points instead of the normal D6

SPECIAL

If the wounded ganger survives the fight there is no need to roll on the Serious Injuries table - even if the fighter was Down at the end of the game. He is assumed to have rolled 'Full Recovery', but he cannot work territory or visit trade posts after the game.

If the wounded fighter went out of action then he is dead, the new wound deals the final blow to his weakened body.

SCENARIO THREE: THE DUEL

The scenario is a good way of settling disputes between gangs or bitter enmities could be satisfied. I imagined two fighters being put in an enclosed dome to fight to the death, the survivor being the winner. The two fighters could use stealth to hunt each other before closing for the kill, or just charge headlong at each other, weapons blazing. Of course, they might not know that their opponents is there, and just be exploring an area, but they're gonna find out pretty quick!

TERRAIN

The table is set up in the normal manner. Neither side may use Tunnels, Vents or Infiltration in this game. It's best to use quite a small table for this game, as with only one ganger per side it may tAke some time to find eachother.

GANGS

Each player picks a Ganger or Juve to take part in the Duel. Both players roll a dice. The highest score chooses a table edge and sets up his fighter within 8" of the table edge. The other fighter is then set up within 8" of the opposite table edge. The fighters should not be able to see each other.

STARTING THE GAME

The fighter who set up first now tales the first turn. This is now a normal fight. There are however two special rules.

Fighters may not charge a fighter who is either pinned or down

Close combat lasts one turn. In the event of a draw both fighters must disengage for one turn before being able to charge again.

These rules will hopefully help to make the game as long and tense as possible.

ENDING THE GAME

Neither fighter may Bottle Out. No Bottle rolls are taken. The game ends when one fighter goes out of action. The remaining fighter wins the game.

EXPERIENCE

+D6 survives

+5 per wounding hit

+10 inning fighter

SPECIAL RULES

The gang from which the loosing fighter came must roll 1D6. On a roll of 1-3 the gang may only collect half it's usual income in the after battle sequence. On a 4+ nobody cares that they lost the duel.

This roll represents contacts loosing faith in the gang. After the next game the gang may collect its income as normal.

The winner of a duel, however, will find themselves rewarded for their success. The winning fighter gains one random item from the rare trade table, and the gang may add D6x5 credits to their stash to represent gifts from their supporters.