



ONLY 24 HOURS TO SAVE THE UNDERHIVE

By Andrew Stickland

Andrew's latest Necromunda scenario is a tense race against time to save your gangs sector...

The three men seated around the table were among the most powerful in the whole sector. On the left was Pablus Narrero, 'The Guild Father'. For many years he had served the local settlements, first as a Guild representative and then, after an accident which robbed him of his sight, as sage and lawmaker. Beside Narrero sat Kal-Kallid Masdalli, a slightly younger man, who served the local Guilders as an advisor on all technical matters such as building works, basic plumbing, irrigation and lighting. The third man was known simply as Cornelius. He was leader of the Van Saar gang, Double Helix, the largest and most powerful of the local gangs and the closest thing the Sector had to a law enforcement body. There was a fourth, empty seat at the head of the table.

After a few minutes of awkward silence, the door to the room was opened and a young woman hurried in. She motioned briefly to the three men to remain seated and took her place in the fourth seat. Her name was Sandar Po, and the badge of office hanging from her neck identified her as the Sector's Chief Guilder. She was tired.

'Masdalli, report.' she snapped as she sat down.

The technician sighed and shook his head.

'We've already tried everything we can think of but nothing we do seems to have any effect. The lightning strike hit the main body of the generator and damaged the cooling system and there's no way we can see to shut the thing down.'

He paused, unsure of whether to continue.

'And?' Po said.

'And', continued Madalli, 'unless we can come up with something very soon, an explosion is inevitable within the next twenty-four standard hours.'

'How big are we talking about?' Po asked.

Masdalli shrugged.

'Difficult to say. The longer it takes, the bigger the bang when it blows. My best guess is about two square kilometres at least.'

'Two kilometres! But that's most of the Sector,' Po shouted, 'Isn't there anything you can do?'

'Not now. It's beyond me and my boys. Only Ironheart knows enough about the generator to stand any chance of shutting it down now.'

Sandar Po turned to Cornelius.

'What's the latest on the search for Ironheart?'

The Watchman reached into one of the pockets in his body suit and brought out a crumpled piece of mnemonic paper.

'This is a note we found at his homestead. I'll read it for you. "They're after me - I'm sure of it. I've seen them hanging around by my workshops and following me whenever I go to the settlement. There are two of them and I'm sure they're some of Van Zep's hired thugs. Ever since I refused to make him that power force-field he's been trying to threaten me. Now it looks like he's become bored of waiting and just decided to finish me off. So I've decided to hide out for a while - until things calm down a bit. this note is for anyone who needs to find me urgently. I've hidden a map somewhere near my workshops showing the area where I intend to hide out. I've made it deliberately vague so that Van Zep's cronies won't understand it if they come across it, but anyone from the Bridge of Size Settlement should be able to recognise the place without too much trouble." It's signed Metellus Ironheart, Freelance Inventor.'

'Balthazar Van Zep? That's all we need,' said Masdalli. 'If he's involved, we may as well just say goodbye to the Sector now. He'll never let Ironheart go.'

'But he may not have him yet. If we can find him first, there's still a chance. I've already got my deputies out searching the workshops, but nothing has turned up yet. There's so much junk over there and I don't have enough men to go through the whole lot in time. And we'll be needed back here soon if we're going to try and evacuate everyone to a safer place.'

Sandar Po raised her hand for silence and turned to Pablus Narrero.

'Guild Father, you haven't said anything yet. What is your advice?'

Narrero was silent for a moment, still lost in his own thoughts. The others waited patiently for a reply, respecting his wisdom too much to try and hurry him. Eventually he spoke.

'I believe there is a simple solution to this problem. Cornelius, call your men back into the settlement. As you say, if we need to begin an evacuation we will need you here. As for the inventor, my thoughts are that he will be found most quickly if we leave it up to the gangs to search for him.'

'But Guild Father,' protested Cornelius, 'The gangs are little more than outlaws. Their only interest is in themselves. They don't care for the settlements.'

'Desperate times call for desperate measures, Cornelius. Offer a large enough reward and you will have an army of hundreds, perhaps even thousands, scouring through the inventor's workshops. They will find this map, and they will find Ironheart. Trust me.'

Cornelius wanted to disagree. He had fought in too many battles against the local gangs to trust them with something this important. But the old man was right, there were hundreds of them out there, and those from the Bridge of Size area would be in a much better position than his men to actually understand the map once it was found.

'Are we agreed then?' asked Po.

The others nodded.

'Then spread the word. Cornelius, I want all Guild representative informed of our decision within the hour, and I want runners sent to all the major gangs in the area. Time is running out, and we only have twenty-four hours to save the sector.'

THERE'S TROUBLE IN THE UNDERHIVE!

'Big Black' the Sector's main power generator has been badly damaged by a lightning strike during one of Necromunda's fierce electrical storms and its fuel rods are now building up a huge and uncontrollable electrical charge which could easily wipe the entire Sector off the map when it discharges. Only one person can safely deactivate the generator and save the Sector - the inventor, Metellus Ironheart, who designed and built it in the first place. But Ironheart disappeared from his workshops several days ago after narrowly escaping an assassination attempt by the infamous Balthazar Van Zep and has not been seen or heard from since.

Only 24 Hours to Save The Underhive

In desperation, the Guilders have turned to the local gangs for help, offering a huge reward to anyone who can find and return Ironheart to them in time to shut down the generator and save the Sector. Speed is of the essence, and the race is on.

INTRODUCTION

Only twenty-four hours is a three-part mini-campaign for Necromunda in which two rival gangs race against each other, and time, in order to save their sector of the Underhive from disaster.

Although the campaign's three scenarios they are linked by a common storyline, each is played as a separate scenario, following all the standard rules as set out in the Necromunda and Outlanders Rulebooks. Because the entire adventure is supposed to take place during a single twenty-four hour period however, the post-battle sequence has been slightly modified as set out below.

POST - BATTLE SEQUENCE

Injuries: Determine all injuries as normal after each part of the adventure. Any fighter who suffers a major wound (21-26 on the Serious Injuries Chart) after either Part 1 or Part 2 is considered to be so badly hurt that he will not be fit to fight for several days or even weeks, and so may take no further part in the campaign.

A fighter who is captured may still be rescued, but the mission to find Ironheart is considered to be so important that his gang will not attempt a rescue mission until after the campaign is finished. Nor may any captured fighters be ransomed back, sold into slavery or exchanged until the gangs have had time to sit back and consider all their options (i.e. after the campaign) and so all captured fighters will remain as such and take no further part in the adventure.

Experience: Experience points are allocated and Advance rolls made after each of the scenarios as normal.

Territory: No territories will be re-allocated at any time during or after the campaign except as stated at the end of the final scenario.

Income: Income from territories is collected as normal, but only after the campaign is finished (i.e. after the third scenario). No income from territories may be collected after Parts 1 and 2.

Note: No roll may be made for players with a Settlement to see if a relative joins the gang except at the very end of the campaign.

If a gang with a lower rating wins the final scenario, the income bonus for winning will be determined using the difference in the gangs' ratings at the start of the third scenario.

Trading: No new fighters may be recruited, and no new equipment bought, except at the very beginning or very end of the campaign (i.e. before the first, or after the third scenario).

Note: The benefits of an auto-repairer can only be used during Part 1 of the campaign as no one will have sufficient spare time between the scenarios in which to use it.

Update Gang Roster: This is done after each scenario as normal.

PART 1: OPENING MOVES

Word has been reaching the local gangs all morning - the sector is in grave danger. The last big electrical storm has seriously damaged 'Big Black', the sector's main power generator, and it is now dangerously unstable. If it blows, it could well take a substantial portion of the Underhive with it!

Word has also reached the gangs that the Guilders have a plan which might just save the sector from total destruction. But they can't do it alone. They need the local gangs to help them, and are willing to pay handsomely for their aid.

In order to find out more, a few fighters from your gang decide to head out to the nearest settlement and talk to one of the Guilders in person. But you are not the only group with the same

idea as you arrive at the settlement, you catch sight of a handful of fighters from a rival gang approaching from the opposite direction. And neither group seems willing to back down and turn for home

INTRODUCTION

Opening moves is a standard Shoot-out scenario and, except where stated below, is played in exactly the same way as is set out in the Necromunda rulebook.

The local Guilders dislike gangs that bring their battles into the settlements and are unlikely to look favourably on either gang here. However, the safety of the Sector is at risk as a result the Guild representative is still prepared to discuss the Sector's crisis - but only with the victorious gang. The losers will have to find out for themselves, and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4'x4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present at the Shoot-out. 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang. However, in order to reflect the fact that the gang's leader would probably want to send along a specific trusted fighter to represent the gang when dealing with the Guilders, each player may replace one of the randomly selected fighters with a different one of his choice if he wishes, though not the leader!

ENDING THE GAME

The game ends if one side fails a Bottle Test or volunteers to bottle out as normal. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for 'Shoot-out'.

SPECIAL

As neither gang is expecting there to be any trouble right at the heart of Guilder territory, no hired guns (Scum, Bounty Hunters or Ratskin Scouts) may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any hired guns in his gang at the end of this scenario.

Ratskin Scouts may not be sent off to search for new territories at the end of this scenario.

PART 2: SEARCH AND DESTROY

With the information you now have, your gang can begin the search for Ironheart. You have been given the location of his workshops and the Guilders believe there is quite likely to be some clue to be found there which might point to Ironheart's current whereabouts - or at least help explain what may have happened to him.

But you are not the only group following up the same leads, and there is every likelihood that you will bump into some of your old enemies, either in or around the area of the workshops. A strong show of force is now needed if you intend to be the ones to uncover the clues which will lead to the eventual discovery of the inventor.

INTRODUCTION

Search and Destroy is based on the *Scavengers* scenario and is played in exactly the same way as stated in the *Necromunda Rulebook* except where specifically stated below.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4'x4' or thereabouts.

Once you have placed the terrain you must place all six Loot counters on the table to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops. Note: The player who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME

Choosing sides and taking the first turn in this scenario will both depend on what the outcome of *Opening Moves* were.

The player whose fighters went for their guns second during the fast draw may choose which side of the table he wishes to set up on.

The player who won *Opening Moves* may set up second and will take the first turn.

THE MONSTER ROLL

No monster rolls should be made during this scenario.

SPECIAL

The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Ironheart's disappearance. Each time a Loot counter is first picked up, the player whose fighter has picked up the loot rolls a D6 to see if the vital clue can be found hidden in that particular piece of equipment.

If the player rolls a 6, then he has found the vital clue to Ironheart's whereabouts and all Loot counters will subsequently be treated in the normal way. If no sixes are rolled for any of the first five Loot counters collected, the final counter will automatically be taken to contain the clue.

Note: The clue is actually a hastily scribbled map and it cannot be memorised during the heat of battle. Therefore, regardless of who actually discovers the clue, only the player whose fighter is holding that particular Loot counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME

The fight continues until one gang bottles out or until one gang has all the loot counters in its possession and the fighters carrying them are all within 8" of their own table edge at the start of their turn.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends. If the clue has not been found at this point, the winning gang is assumed to have found it among the remaining loot.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for *Scavengers*.

LOOT

All six Loot counters are treated in exactly the same way as normal and each one is worth D6 x5 credits. However, gangs may not cash in their loot until the very end of the campaign.

PART 3: EXTRACTION

One gang now has the clue to Ironheart's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Ironheart has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the gangs sets off to rescue the inventor and save the sector. For now, the rival gang can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Ironheart has been discovered.

Now, more than ever, both gangs must work quickly. The fate of the Sector depends on it!

INTRODUCTION

In *Extraction*, the two gangs will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Ironheart is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN

It is suggested that the terrain is set up within an area 4'x4' or thereabouts. The tallest building available should be placed in the very centre of the table (to represent Ironheart's hideout) and then each player will take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway.

A figure representing Ironheart should then be placed on the very top level of the central building. He will begin the game in hiding.

Note: Tunnels and Vents may not be used in this scenario.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. Fighters may not use the *Infiltration* skill in this scenario.

STARTING THE GAME

Each player must set up all his fighters within 8" of his table edge.

The player whose gang ended up with the map in *Search and Destroy* will obviously be at a huge advantage at the start of this scenario. In order to reflect this, he may choose which side of the table to set up on, may set up second, and will automatically take the first turn.

IRONHEART

It may be that, during the game, Ironheart is shot at by one or other of the gangs. This may happen by accident, (for example if a shot from a weapon using a blast template misses its intended target and scatters) or deliberately, (if a gang is prepared to suffer the consequences of shooting Ironheart in order to prevent the opposing gang from winning). In either case, all the following rules will apply.

Hits: If Ironheart is shot at, roll a hit using the firer's Ballistic Skill as normal. If the shot hits, roll to wound, taking Ironheart's toughness as 3. Ironheart cannot be pinned, so any hits which do not wound are ignored.

Only 24 Hours to Save The Underhive

Ironheart is also equipped with a home-made forcefield which gives him a fixed 4+ save against all successful hits. Whenever a wound is inflicted against Ironheart, roll D6. On a 4-6 the inventor's force-field has stopped the shot and he is unharmed. On a 1-3 the shot finds its mark and Ironheart is automatically killed. As soon as Ironheart is killed, the game ends.

Reaction: If Ironheart is hit, but not killed, by a fighter from one gang, he will automatically accompany the first fighter from the opposing gang who comes into base-to-base contact with him. No Leadership or Strength roll is needed in order to determine whether or not the inventor has been successfully convinced.

Note: In this situation, a fighter from the gang who shot at Ironheart may still subsequently try and convince him as normal.

Fighters in Contact With Ironheart: Fighters in base-to-base contact with Ironheart may be shot at as normal and there will not be a 50/50 chance of hitting Ironheart as there is when shooting into hand-to-hand combat. However, if the shot misses and the 'to hit' roll was a 1, there is a chance that Ironheart may be hit accidentally. In this case, follow all the standard rules for Stray Shots from the Necromunda rulebook.

SPECIAL

The object of this scenario is to reach Ironheart before the other gang and then to bring him back with you to the Guilders.

Any fighter who is in base-to-base contact with Ironheart at the start of his turn, (and not also in base-to-base contact with an enemy figure), may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Ironheart to accompany him by telling him about the damage to the reactor. The fighter rolls 2D6 immediately. If the score is higher than the fighter's Leadership value, Ironheart refuses to leave and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Leadership value, the fighter has succeeded in convincing Ironheart to accompany him and may move as normal. Ironheart will automatically move with him and will always remain within 2" of him until the fighter is within 4" of his starting table edge (in which case the game is won).

Force: A fighter can try and force Ironheart to accompany him by dragging or carrying him. The fighter rolls D6 immediately. If the score is higher than the fighter's Strength value, Ironheart has put up a struggle and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Strength value, the fighter has taken hold of Ironheart and may move as normal. Ironheart will remain in base-to-base contact with the fighter until he is within 4" of his starting table edge (in which case the game is won).

Fighters accompanying Ironheart may not use the Sprint skill as the inventor cannot keep up.

If any fighter accompanying Ironheart goes down or out of action, Ironheart will remain where he is until another fighter from either gang has moved into base-to-base contact with him and succeeded in convincing him as above.

If a fighter accompanying Ironheart goes down but then subsequently recovers to Flesh Wound, the fighter must attempt to convince Ironheart all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT...

It has now been several hours since you began your hunt for Ironheart, and 'Big Black' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of *Extraction* is limited to 12 turns for each player. If neither side has achieved the objective by the end of the twelfth turn, the game automatically ends and penalties will be applied to both gangs (see below).

Note: The 12 turn limit is based on the assumption that the central building is three or four stories (9-12") high. For buildings over four stories, it may be necessary to extend the limit slightly.

ENDING THE GAME

If a player voluntarily bottles out, the game ends immediately and the opposing gang is considered to have found and retrieved Ironheart. However, as the fate of the Sector is at stake, both gangs will be determined and so need never take Bottle tests for losing over 25% of their fighters.

If a fighter ends his turn within 4" of his starting table edge and is accompanied by Ironheart, the game ends immediately.

If neither gang has succeeded in retrieving Ironheart by the end of the second player's twelfth turn, the game ends.

EXPERIENCE

Fighters who take part in *Extraction* 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.
- +10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 experience points. Note: If the game ends before either player has retrieved Ironheart, neither leader will receive this bonus.
- +D6 **Escort.** A fighter who wins the game by escorting Ironheart off the table receives an extra D6 experience points.

POST-BATTLE SEQUENCE

The post-battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any gangers left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the gangs now that the campaign has been completed. These are listed below.

REWARDS

One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both gangs have played their part in the crisis and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!

CAMPAIGN REWARDS

In addition to all standard rewards, the following benefits and penalties will apply, depending on the outcome of this campaign:

If Ironheart was rescued: Any gang who returns Ironheart to the Guilders will receive 200 credits reward. This is added to the gang's income from its territories, not to its profit.

The Guilders will also entrust the protection of 'Big Black' to the victorious gang. It will become one of the gang's territories with the following rules:

Power Generator 2D6x10 credits

In return for protecting the generator, the Guilders have given you a license to sell off some of the Sector's power for your own profit from time to time. This power will bring in 2D6x10 credits. However, if you roll a double when re-allocating power, you have caused a power surge which results in much of the Sector losing its power for a day and all proceeds from the deal are used up in trying to repair the damage. No income is collected.

Ironheart will reward both gangs personally by giving each of them an item from his workshops. Roll D6 and consult the following table to determine what it is he has given you. The player who

won *Extraction* may add 1 to the roll.

- 1 Screamers (one encounter)
- 2 Infra-Goggles
- 3 Gunsight. Roll a D6
 (1-2: Red Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight)
- 4 Grav Chute
- 5 Bio-Scanner
- 6 Bionic Implant (player's choice)
- 7 Auto-Repairer

If Ironheart was not rescued: **KABOOM!!!** Time has run out. 'Big Black' explodes quite spectacularly, destroying not only itself but also a substantial portion of the surrounding Sector.

Both gangs are forced to abandon some of their territories which were destroyed in the blast. Each player should roll D3 and lose that many territories (player's choice), though a gang will never be forced to give up its last territory.

Territories must be given up as soon as the game ends and income may not be collected from them first.

If Ironheart was killed: The power generator explodes as above and with the same results. Also, the gang which was responsible for killing Ironheart is automatically outlawed by the Guilders - even if the inventor's death was an accident - and must now abide by all rules for Outlaws as stated in the Outlanders rulebook.

Note: The decision to outlaw the gang is taken after all other business is concluded, so the gang may still collect income from all territories not lost in the explosion, and may visit the standard trading post one last time before heading out into the Badzones.

