



## **2007 NECROMUNDA SCENARIO COMPETITION RESULTS**

Thank you to all of you out there that submitted scenarios. After reviewing all the submitted scenarios I found that a lot of the entries were well thought out and definitely worth playing. We had five categories, so I split the submittals into their respective category and judged them all. So, without further ado, here are the Specialist Games 2007 Necromunda Scenario Competition winning scenarios...

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### **BEST ALL AROUND SCENARIO**

**'To Catch a Curator' by Ross Firth**

This one was a hard one. This winner was determined on the fact that the author read something in a Necromunda book and made an awesome scenario out of it. This was the last scenario that I reviewed and re-formatted as well, of all the luck, eh? I hope you will agree it is not over or under powered and can fit in nicely with your campaigns.

### **BEST TERRAIN SCENARIO**

**'Good Well Hunting' by Scott L Spears**

This scenario won this category because it utilized a lot of what Necromunda is and then went the further step. There are a lot of creatures listed and provided with this scenario, but it is just as easy for anyone to create their own for their campaigns. This is also the only scenario submitted with a truly unique and detailed terrain piece as well.

### **BEST MULTIPLAYER SCENARIO**

**'Pit Fight' by Anthony Case**

This scenario won this category because it is well thought out, detailed, and easily played by any gang out there.

### **BEST LITTLE SCENARIO**

**'The Escape Artist' by Dave Parsons**

This scenario won this category because in short order it basically takes a skill that everyone hates, Escape Artist, and makes it a challenge. This scenario just adds that little extra flair needed everyone once in a while when the monotony of gang fight after gang fight after gang fight is selected.

### **ARBITRATOR GENERAL'S FAVORITE**

**'Dome Rush' by Anthony Case**

Anytime you have more than two players there always seems to be someone laying out waiting, but with this scenario the more players the merrier, and better. Also, anytime that you make a game use treacherous conditions then throw mandatory monster rolls into the mix I am there!!! And the prize is nice too.

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On behalf of Specialist Games and Games Workshop I want to say thank you again to all those that entered scenarios this year!!! I sincerely hope you had as much fun creating and play testing these as I did organizing, playing them, and judging them.

Now, back to administering the edicts of our Lord Helmawr with me,  
Arbitrator General  
aka Robert J. Reiner

PS – You might notice that the following scenarios are not organized, but hey, there are also more scenarios than just the winners, we all thought you might like a larger number of scenarios instead of just 5. I hope we were right in that thinking...



## **Pit Fight**

*By Anthony Case*

**Seek fortune and cheering admiration from murderous spectators in the brawling blood-fueled pit fights.**

From the putrefying tomb of Hive Bottom right up to the opulent Spire, pit fights have remained a brutal but hugely popular past time. Pitiless and truculent hivers pack the stands to jeer for the bloodbaths of analogous swarms of gladiators. But despite the callousness and barbarism of the crowds, when the courageous victors stand alone on the bodies of the dispatched, they shower the subjugator in glory and reverence, and for the victors of copious fights, deification.

This scenario represents several warring gangs seeking notoriety and hoping to exert dominance over their rivals via the pit fights.

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may choose Pit Fight, however, due to the specifically hand-to-hand combat orientation your opponent must agree to play the scenario, otherwise you must choose another scenario. Once your opponent agrees to play Pit Fight, you may choose to ask other players to participate until there is a maximum of four players. Note that you do not have to invite other players and those you do must agree to participate. Enforcers and Spyrers cannot participate in this scenario.

**TERRAIN:** Mark out a 24" by 24" area on your gaming table to represent the pit fight arena. There should be no terrain in the arena and the edges of the area are assumed to be impassible solid walls.

**PIT FIGHT TYPE:** The player who selected to play the Pit Fight scenario must first roll a D6 and consult the following chart to determine the type of pit fight. When working out how many fighters participate in the fight, the player who selected to play the Pit Fight scenario makes the roll, which then applies to all players.

**1-2: Brawl** - D3+3 participate.

**3: Rumble** – D3+5 participate.

**4: Contender** - D3+1 participate. Only one fighter per gang can be in the arena at any one time. Once your fighter is taken out of action or is down and within your deployment zone, the model is replaced with one of your remaining fighters who is deployed anywhere within the gaming area edge of your deployment zone.

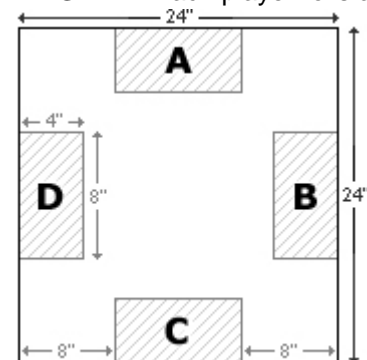
**5: Leader Bout** - D3+2 fighters participate. In addition, the leader of each gang must also be deployed within 4" of the centre of the arena (not in base-to-base contact with another model).

**6: Choose** - The player who selected to play the Pit Fight scenario may choose which type.

**PIT FIGHTERS:** Once the Pit Fight Type has been established, you must select the fighters and arm them according to the following rules. Hired Guns and Special Characters cannot participate. Fighters cannot be armed with any ranged weapons. Other than that you may swap weapons and armour freely among the fighters before the game starts. Note that it might be helpful to write out what the fighters are armed with on a separate piece of paper.

**GANGS:** Each player rolls a D6. The lowest scoring player chooses a deployment zone and deploys all the fighters applicable to the Pit Fight Type. If there are only two players then the other player deploys his fighters in the opposite deployment zone. If there are more than two players, the second lowest scoring player chooses a deployment zone and deploys all his fighters, and so on until all players have deployed their fighters. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

**STARTING THE GAME:** Each player rolls a D6. The



highest scoring player takes the first turn. If there are more than two players, the second highest scoring player takes the next turn, and so on until the complete turn order has been established. In the case of a tie, the tied players have a roll-off to determine their order.

**SPECIAL RULES:** Pit fights are a raucous and goading affair that emboldens and swells the endurance of all the fighters involved. To represent this, fighters are immune from pinning and never have to take any *nerve*, *fear* or *terror* tests. Players never have to take any Bottle tests but can't voluntarily bottle out either. In addition, when making any rolls on the Injury chart, increase the Flesh Wound bracket by 1.

**PIT FIGHT TRAPS:** Pit fight bosses are renown for incorporating fiendish traps for the amusement of the baying crowds. At the start of each of the player's turn, except the first, the player must roll a D6. On a roll of 1 a trap has been sprung! Roll 2D6 and consult the following chart to determine what type of trap the unfortunate fighter has set off.

**2-3: Double Trouble** - Roll a further twice on this table and apply the results immediately. Re-roll any further Double Trouble results from these two additional rolls.

**4: Plunge Spike** - A huge razor tipped spike is dropped from the ceiling. A randomly determined friendly fighter must take an Initiative test. If the test is failed the model suffers a Strength 8 that inflicts D6 Wounds.

**5: Electric Discharge** - A crackling arc of electricity is unleashed from below. A randomly determined friendly fighter suffers a Strength 6 hit that ignores any armour saves. In addition, any fighters in base-to-base contact with the fighter suffers a Strength 3 hit that also ignores any armour saves.

**6: Monster** - A ferocious creature momentarily emerges from a hole underneath a gladiator. A randomly determined friendly fighter suffers D3 hits with a Strength equal to D3+2. Note that these hits count as hand-to-hand combat wounds so the Step Aside skill can be used.

**7: Automated Sentry** - An automated weapon on the pit wall fires a salvo into the gladiators. A randomly determined friendly fighter is hit by a Strength 3 ranged shot. If the fighter is involved in hand-to-hand combat then randomly determine who exactly was hit by the sentry, just like any other ranged attack.

**8: Flame Gout** - A burst of flame erupts from a hidden pipe below. Place the blast template on a randomly determined friendly fighter. Any models hit suffer a Strength 4 hit with a -2 Save Modifier.

**9: Grenade** - A grenade explodes underneath a randomly determined friendly fighter. Roll a D6 to

determine the type of grenade. 1-4: Frag grenade. 5-6: Krak grenade.

**10: Spring** - A randomly determined friendly fighter is launched high into the air by a giant spring. The model is thrown D6" in a random direction and suffers a hit with a Strength equaling the dice roll. If the fighter lands on another or multiple fighters then all models suffer hits with a Strength equaling the dice roll

**11-12: Reinforcement** - Whether through bribing, pity or reverence, the pit fight boss opens the gate allowing a further friendly fighter to participate. The fighter follows the usual Pit Fight armament rules, though he may use equipment from friendly fighters that have previously gone out of action. If the Pit Fight Type is Contender then he will act as an extra reserve fighter, otherwise, he is deployed anywhere within the gaming area edge of your deployment zone. If you don't have or want any more fighters to participate then ignore this Pit Fight Trap roll.

**ENDING THE GAME:** If all of a player's fighters have been taken out of action, they are eliminated from the game. The sole player left when all of the other players have been eliminated is the winner.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+5 Victors:** Any victorious fighters that end the game not down earns an extra 5 points.

**SPECIAL:** The winning gang will earn credits depending on how many players participated in the pit fight. If only two participated then the winning player earns 2D6x5 credits. If three participated then the reward is 3D6x5 credits. And if four players participated then the winning player will yield 4D6x5 credits. The income generated is added to the income from the gang's territory.

If any fighters roll a Captured or Survives Against The Odds result on the Serious Injuries Chart, treat them as a Full Recovery result instead.

## ABOUT THE AUTHOR

Hi there. I'm Anthony Case and have been playing Necromunda since it first arrived way back in 1995. I'm a big fan of Necromunda's vivid and engrossing background and find the mechanics of the rules intriguing, so much so that I enjoy writing new rules and background just as much as playing the game itself!



## ***Dome Rush***

***By Anthony Case***

**A four-player anarchic dash for a newly discovered dome and the unknown riches it may possess.**

Much of the Underhive is decrepit and ruinous, so it's unsurprising that sudden catastrophic collapses brought upon by gang warfare or hive quakes are not uncommon. Entire domes can be demolished and settlements erased in a single cycle and subsequently forgotten for centuries. But through this devastation can emerge production. Industrial wastes collect and transmute into precious minerals, flora and fauna flourish in the human-less environment and archeotech of unremembered technologies remain. So when rumours emerge of a newly recovered dome, it spreads through the drinking dens like wild fire that can create a rush of gangs eager for a slice of the lucrative find.

This scenario represents several gangs fighting for the spoils of a newly discovered dome.

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may choose Dome Rush. The selector must then choose further players who must agree to participate until there is four players. If the selector can't find a further two willing players then another scenario must be chosen to play.

**TERRAIN:** Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

**GANGS:** Each player rolls a D6. The lowest scoring player chooses a table edge and deploys all of his gang within 8" of that edge. The second lowest scoring player then chooses his own table edge and deploys as mentioned above, and so on until all players have deployed their gangs. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules, such as Vents or Infiltrate, can be used in this scenario.

**STARTING THE GAME:** Each player rolls a D6. The highest scoring player takes the first turn. The

second highest scoring player takes the second turn, and so on until all players have established their turn order. In the case of a tie, the tied players have a roll-off to determine their order.

**TREACHEROUS:** A roll on the Treacherous Conditions chart must always be made when playing Dome Rush. In addition, The Monster Roll rules found in the Scavengers scenario also apply.

**ENDING THE GAME:** The Dome Rush scenario has no specific objective other than to drive off the enemy gangs. Once three gangs have failed their Bottle roll, or voluntarily bottled out, the game ends immediately. The gangs that bottle out lose and the one remaining gang automatically wins.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**SPECIAL:** The winning gang takes control of the dome and all of its valuable archeotech, minerals and ores worth 2D6x10 credits. The income generated is added to the income from the gang's territory. However, if you roll a double then the dome yields the materials to set up a new territory. Make a roll on the Territory Table and add the resulting territory to your gang roster, which can be worked from this post game sequence onwards.

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## Scouting Fight

By Anthony Case

### *A chaotic and random fight for deadzone dominance.*

When gangs venture out into the badzones to explore neighbouring domes they split up into smaller scouting groups to cover more ground and appear less conspicuous. If scouting groups from rival gangs then stumble upon each other, usually they fire off warning shots alerting fellow gang members of the danger, yelling insults and testing each other's nerves until the rest of the gang arrives. However, sometimes the relationship between two sparring gangs can be so bitter and the need for revenge so intense that these small scouting groups will immediately open fire and charge headlong. The rest of the gang hearing the ensuing chaos will quickly make their way to the carnage oblivious to where their fellow gang members may be.

This scenario represents two rival scouting groups having spotted each other skulking in a deserted dome, have immediately decided to attack without waiting for the back up of their fellow gang members.

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may choose Scouting Fight.

**TERRAIN:** Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

**GANGS:** Both players split their gangs into groups comprised of between 1 and 5 fighters, but no more than 6 groups total. Each player then rolls a D6 with the lowest scoring player deploying one of his randomly selected groups within 12" of a table edge of his choosing. The opponent then deploys one of his own randomly selected groups within 12" of the opposing table edge. Special deployment rules, such as Vents or Infiltrate, can only be used by the initially deployed fighters, ie, not by any reinforcements.

**STARTING THE GAME:** Both players roll a D6. The highest scoring player takes the first turn.

**REINFORCEMENTS:** After the first turn there is a chance friendly fighters can arrive. At the start of each of your subsequent turns, randomly determine one of your undeployed groups and roll a D6. If the roll is more than the number of models in the group then they arrive at a randomly determined table edge and may move and shoot as normal from that turn onwards. To determine the table edge they are deployed on, roll a D6. 1-2: Anywhere along your own table edge. 3-4: Anywhere along the table edge to your left. 5-6: Anywhere along the table edge to your right.

**ENDING THE GAME:** The Scouting Fight scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**SPECIAL:** If the winning gang takes at least three enemy models out of action and takes three times as many enemy fighters out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang.

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## **Hoard**

**By Anthony Case**

**Defend your lucrative claim against overwhelming force until gang support can arrive.**

The Underhive is home to many undiscovered hoards of valuable ores, minerals, crystals, gems, archeotech and other prized resources. Gangs regularly send small groups into neighboring domes to search for such stashes, and when they do it's a race against time to secure and loot the hoard before rival gangs can seize control.

This scenario represents one gang's lucrative discovery being attacked before reinforcements have arrived to secure the hoard.

**SCENARIO SELECTION:** Any gang can choose to play the Hoard scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

**TERRAIN:** Before setting up the terrain, first place a loot counter in the exact centre of the board at ground level. Each player then takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

**GANGS:** The defender deploys D3+2 fighters of his choice within 8" of the loot counter. The attacker then chooses a table edge and deploys all of his gang within 8" of that edge. Special deployment rules, such as Vents or Infiltrate, can only be used by the initially deployed fighters, ie, not by the defender's reinforcements.

**STARTING THE GAME:** The defender always gets the first turn in this scenario.

**REINFORCEMENTS:** After the first turn there is an increasing chance the rest of the defender's gang will arrive. At the start of each of the defender's subsequent turns roll a D6. On the first roll they arrive on a roll of 5+, 4+ on the second roll, 3+ on the third roll and on each turn after that a roll of 2+. If the roll is successful then the defender deploys the rest of his gang within 8" of the table edge opposite

to the attacker's edge. Once deployed, the reinforcements can move and fight as normal from that turn onwards.

**THE HOARD:** The hoard is represented by the loot counter in the centre of the table and can not be picked up, destroyed or effected in any way. Fighters close to the gleaming and lucrative hoard are naturally emboldened and more willing to fight on. To represent this, any fighters within 8" of the hoard receive a +1LD bonus when rolling any *nerve*, *fear* or *terror* tests and a +1I bonus when testing to escape pinning. In addition, when making any rolls on the Injury chart, increase the Flesh Wound bracket by 1.

**ENDING THE GAME:** The Hoard scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**SPECIAL:** The winning gang secures control of the hoard which is subsequently looted for 3D6x5 credits. The income generated from the hoard is added to the income from the gang's territory.

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## **Ransack**

*By Anthony Case*

**An easy spot of plundering before a mad dash to escape.**

For prolonged expeditions into the deadzones, gangs make use of secure and hidden dens that house spare weapons, ammo and other supplies. It's rare for rival gangs to spot such veiled dens, but if they do, they present an easy raiding opportunity as their owning gang is often miles away.

This scenario represents one gang discovering and ransacking the concealed hideout of a rival gang.

**SCENARIO SELECTION:** Any gang can choose to play the Ransack scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

**TERRAIN:** Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

**GANGS:** The defender chooses a table edge and the attacker then deploys D3+3 fighters of his choosing within 8" of the opposite table edge. The attacker allocates D3+1 loot counters to his fighters, one per model. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

**STARTING THE GAME:** Both players roll a D6. The highest scoring player takes the first turn.

**REINFORCEMENTS:** At the start of each of the defender's turns reinforcements will arrive. To determine how many fighters turn up that turn, roll a D6. 1-2: One fighter. 3-4: Two fighters. 5-6: Three fighters. The fighters must be deployed anyway along your own table edge and may move and shoot as normal from that turn onwards.

**ESCAPE:** Attackers can escape the fight by moving off the defender's table edge. When this happens, move the models to one side until the end of the game. If a downed attacker escapes then he still counts as down for the purposes of serious injuries.

**LOOT:** The loot counters behave in exactly the same way as described in the Scavengers scenario.

**ENDING THE GAME:** The objective for the defender is to grab back any loot counters and drive off the attackers, while the attackers must escape with the loot. The game ends once all the attackers are out of action or have left the table. It also ends if the defenders fail a Bottle roll or voluntarily bottles out. The attacker will gain control of any unclaimed loot counters if the defender bottles, while the defender will gain control of any unclaimed loot counters if all the attackers are taken out of action or have left the table. Since the attackers are cornered they do not have to take any Bottle rolls, but they cannot voluntarily bottle either.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out of action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+1 Per Loot Counter:** Any fighters carrying loot at the end of the game receives +1 point per counter.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**SPECIAL:** Any attackers that escape the board with a loot counter can cash it in after the game. Each loot counter is worth D3x5 credits. The income generated from the hoard is added to the income from the gang's territory.

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## **Outlaw Scenario: Caravan Hit**

**By Robert J. Reiner, aka Arbitrator General**

***We all know that the Outlaw Scenario: Caravan had its good and bad points. Defending you cannot bottle out and attacking you got lots of money, usually. What is wrong with that? Well, lots. Here is my stab at correcting that so it is more competitive and fun, hopefully for both sides now...***

This scenario originally surfaced in the Necromunda: Outlaws Rulebook and then again in Fanatic Magazine 6. This scenario is not meant to replace it unless you want to, but rather provide an alternative that will hopefully be appreciated by the attacker and defender alike.

*The Van Saar's had a feeling something was up. The Guilder was going to pay them good credits if they escorted his wares through their territory. Treb had no idea that they the Caravan would show up with Cool Hand Jake, the best Bounty Hunter operating in the area and Dirty Klem, Roger Bug Eye, and Scarface Meloy. These were three of the most ruthless Scummers this side of Dust Falls.*

*'I don't like it Treb. Those are bad boys with Cool Hand, what does that Guilder need us for then?' The question came from a grizzled old Van Saar holding a plasmagun in a shooters cradle and bolter with a scope slung on his back. 'That type of muscle means we must be in over our heads boss.'*

*'Don't worry Sparks, they are here to help us if we need it. Let's just baby sit the cargo and go get some wildsnake at the Fungus Sa-Loon tonight. Just in case though make sure all the boys know to expect trouble and to buddy up. You are with me.'*

*'Sure boss.' Replied Sparks as he sent word down the line. He scanned the area and stole a glance at the bio-scanner Treb held in one hand while the other firmly gripping a plasma pistol.*

*'That's odd, this thing says there are a few contacts out there, maybe you are right.' Treb tightened his grip on his plasma pistol as lasgun and autogun fire erupted down the line.*

*'AMMMBBBUUSSSHHH!!! Shouted Cool Hand Jake as he returned fire with his boltgun and shotgun at the same time and the Scummers headed in various directions lighting up the area with there various weapons.*

*Sparks had no time to think now. Years in the underhive kicked in as he rolled to the side and kept the Caravan in close site as he let loose with his plasmagun on max power on a trench coat wearing figure that ran up to the caravan and pulled*

*something from it. All three shots hit the target in its center of mass. The figure fell hard and did not get up. Its bald head and dark glasses were half melted and his trench coat was on fire.*

*'Figures, boss, we got ourselves some Delaque over here!!!' shouted Sparks as he dove towards another crate with a better field of fire and some more cover. His plasmagun needed to recharge so he pulled his bolter over his shoulder and scanned the area for targets. Nothing. Hopefully the others would get some shots in soon.*

*A few barricades over Treb was with two other Van Saar were pinned down by autocannon and heavy stubber fire. 'I can see that Sparks, how about those Escher over there, what do you make of them? They just here to watch or is your sisters hanging around again?'*

*Then, as if by invite, the Escher charged into the fray too, firing on the scummers, Van Saar, and Delaque as they took their run at the caravan...*

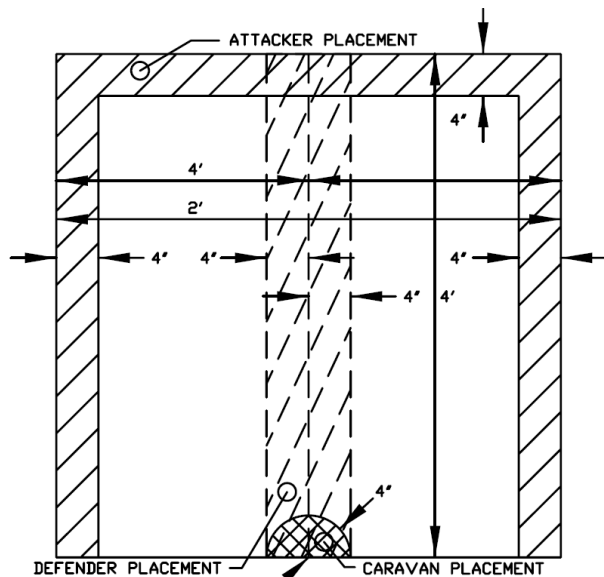
Guilder Caravans make tempting targets for outlaws and any gang trying to get credits for almost free. The penalties for attacking a Guilder is draconian, but Outlaws are desperate, hunted men and Guilder Caravans carry a small fortune in credits alone. Guilders hire local gangs and mercenaries to protect their caravans as they pass through the Underhive and even secret their paths and timing as well. Guilders try to keep their guards and hired help away from the caravan itself as the temptation can be too great for even those paid to guard it. Some caravans are even protected by multiple gangs without them knowing of the other protectors even.

**SCENARIO SELECTION:** Any outlaw gang may select this scenario. The only limitation is the defending player may not be an outlaw themselves.

**TERRAIN:** The terrain in this scenario represents a section of the Underhive that the Guilder Caravan is passing through. There should be a relatively distinctive path that the caravan is taking from one short edge of the board to another. It is recommended that at least a 4' x 4' board be used.



**CARAVAN:** You will need a special model to represent the caravan itself. This can be something as simple as a cart or wagon pulled by a servitor (no game effect) or a repulsor sled or something similar that a Guilder would use to transport his wares. The Caravan will only move up to D6" each turn and will move at the start of the defenders turn. The Caravan can only move if a defending fighter (must be able to act this turn, aka, not down) is within 4" of any part of the Caravan at the start of the movement phase. You can target the Caravan to try to destroy it, but it has a toughness of 8 and 6 Wounds. If the Caravan is destroyed then 6D6 loot counters will be thrown in various directions from the center of the caravan model as it explodes. Each counter is placed separately by rolling a 2D6 and the scatter die. The counter is then placed the distance rolled in the direction indicated. Multiple counters may be placed in the same location if the same dice roll is achieved.



**GANGS:** The defender sets up first. The Defender places the Caravan model within 4" of the center of one short board edge and then all the defenders within 4" of the centerline of the board. This scenario can mean big money for the defender so any failed rolls for Old Battle Wounds are re-rolled and the second result stands as all fighters will be needed to protect the Caravan. Once the defenders are all set-up the attacker then places all of his fighters within 4" of all the other board edges, but not closer than 10" from any defender. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside the scenario rules or in a special way cannot be used in this scenario as the Caravan is moving through territories and is not stationary.

**STARTING THE GAME:** Once all the fighters have been set-up the defender takes the first turn.

**ENDING THE GAME:** This scenario can end in a variety of different ways. The game ends when one of the following parameters is met:

- *When Caravan Exits the Board:* If the Defender gets the Caravan off the board then the defender automatically wins no matter how many loot counters were taken.
- *Caravan on the board and all Attackers off the board and/or Out-of-Action:* If the Caravan was destroyed then the attacker wins. If the Caravan has at least one 'W' and any loot exited the board then it is a draw. If the Caravan has at least one 'W' and no loot exited the board then the defender wins.
- *Attacker Bottles:* If the attacker bottles and the Caravan has at least one 'W' then no matter how many loot counters have exited the board the defender wins.
- *Defender Bottles:* If the defender bottles out then the attacker wins.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Bottling Rules:** Both the attacker and defender may bottle in this scenario. The attacker is determined and will start to take bottle tests when 50% of his gang is down or out-of-action. The defender does not need to take bottle tests, but may elect to take bottle tests once 50% of his gang (not including Guildier Guards) are taken out-of-action. The money is so good that down fighters do not count for bottles checks for the defender. No gang may voluntarily bottle out in this scenario.

**Loot Counters:** If an attacker ends his turn in base-to-base contact with the Caravan then he will pull D3 loot counters from it. Immediately roll a D6 on the Caravan Loot Counter Table to see what type of loot each one is. It is helpful to have blank counters or number each loot counter or track each one as they are taken from the Caravan. Fighters can carry any number of loot counters. To take control of a loot counter the attacker must then get the loot counter off any board edge, but must move at least 10" from the Caravan first. If an attacker is taken out-of-action they will drop any loot counters in their possession where they were taken out-of-action. If a defender is in possession of a loot counter then he may either move to within 1" of the Caravan to toss it back in (taking no action and can be done on a pass by) or use it if he wants. At the end of the game any loot counters in the possession of the defending gang is assumed to be placed back on the Caravan.

<b>Caravan Loot Counter Table</b>	
<b>D6</b>	<b>Loot</b>
1	<b>Booby Trap:</b> The loot is booby trapped. Roll a further D6. On a result of '1-3' nothing happens. On a result of '4-6' the counter explodes and the looter takes a S3 hit causing one wound.
2	<b>Decoy:</b> The loot is a decoy and is empty.
3	<b>Petty Cash:</b> The loot is petty cash. If this loot counter makes it off the board it will be worth D3x10 credits income.
4	<b>Cash Stash:</b> The loot is a stash of cash. If this loot counter makes it off the board it will be worth 2D6x10 credits income.
5	<b>Map:</b> The loot is a map to a new territory. If this loot counter makes it off the board then you may roll a new territory on the Territory Chart in the ORB and add it to the gang's territory list.
6	<b>Rare Trade:</b> The loot counter is a piece of rare trade. Immediately roll on the Rare Trade Table in the ORB. This item is immediately available to the looter, but remember if he drops the loot counter the item is dropped.

**Defender Payment:** The Guilder will pay the defender credits to defend his Caravan and help his Guards keep it safe. The Guilder will pay the defender 20 credits per defender; however, the Guilder will deduct money if loot counters make it off the board. In this event the Guilder will take the total cost of the loot counters that got off the board (no random parts of rare trade costs are applied) and divide the total by 4. This amount is then deducted from the payment. If the total is then a negative number the defender is paid nothing and may also not buy anything this post game sequence, as no Guilder will sell them anything, common or rare. In the event that the Defender gets the Caravan off the board then no credits will be deducted no matter how many loot counters make it off the board.

**Attacker Wins:** If the attacker wins then the Guilders will not be too happy with their hired Mercenaries. Also, if the defenders bottle out each attacker still on the board at the end of the game will take an additional D6 loot counters as they ransack the un-guarded Caravan. If the defenders loses by any other method then each attacker still on the

## ABOUT THE AUTHORS

I am Arbitrator General. I have proposed this alternative scenario here so that those of you that think like I do that the Caravan Scenario is broken will have an alternative to use in its place until (or if) the NRC fixes the Outlaw Scenario: Caravan from FM6. Who knows, maybe they will simply replace it with this one. One never knows now do they?

board will only take an additional D3 loot counters as they ransack the un-guarded Caravan.

**Guilder's Revenge:** If the attacker wins then the Guilders attempt to exact his revenge on the attacking gang. If the attacking gang was a 'legal' gang then the Guilder takes evidence of the attacking gang's treachery to the Enforcers for judgment. Roll on the Outlaw Table in FM 6 to see if the attacking gang is outlawed. If the attacking gang was already an 'outlaw' gang then the Guilders will pay to send mercenaries after the gang. The next gang to face the attacking gang will be joined by one Bounty Hunter at no cost to the attacker's opponent and will not add to his gang rating either. This hired gun can be re-hired after that gang using his normal rules. In the event that the Caravan was destroyed in the game then the Guilders will also report the defenders as well, so the defender will also have to roll on the Outlaw Table in FM6.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Gang Leader – Wins:** The winning Gang Leader earns an extra 10 experience points.

**+2 No Loot:** If not loot counters are taken off the board then each defending gang member that survives will earn an additional +2 experience points.

**+1 Loot Pull:** If a fighter takes a loot counter off of the caravan they will earn an additional +1 experience point. As an example, if your loot pull D3 result was 2 then you would earn +2 experience points.

**+1 Loot Exit/Loot Replaced:** If an attacker exits a board edge with loot counters or a defender throws a loot counter back on the Caravan then they will earn +1 experience point per loot counter in their possession/replaced.



## Standard Scenario: Toll Bridge

Robert J. Reiner, aka Arbitrator General and Pat Wells, aka Chops

This scenario first appeared in a White Dwarf magazine and was later compiled into Battles in the Underhive. The original scenario that appeared in White Dwarf was written by Gary and Mark James. We have taken the scenario and added a little modernization into it. We hope you all enjoy it...

*Pugh took a last long drag on his niccomoss cigar, coughed convulsively, spat out the stub and watched it drop into the sump river flowing three stories below. I burst apart in a tiny flash of green flame. 'Hell. This stuff is killing me. The sooner we get control of this trade route up hive, the sooner we earn some cash, the sooner I can smoke something better.'*

*Three more faces joined Pugh at the edge of the massive tower. 'There it is,' croaked Pugh. 'I've been watching it for three days now and I still can't work out how the damned thing is controlled. I'm guessing when it turns its impossible to get on or off it until it turns again.'*

*The gangers surveyed the bridges and massive tower carefully. There were no travelers on it at the moment, but it definitely was a major artery for the guilders moving their wares in the area. This was the only junction over the sump river below after all.*

*Marco piped up first. 'Okay, so what's the plan boss? We gonna storm it? Siege it old school imperial guard style? Blow it up? What?'*

*Pugh raised his bolter up and looked through the telescopic sight up and down both sides of the sump river below. 'We wait 'til Silver and the boys are in the boats, then we move onto the bridge. Birdseye, I want you to say off the bridge and over near that gantry to lay down suppressing fire with that heavy stubber if necessary. The rest of you low life's listen up 'casue Birdseye will shout once and you have like half a second to hit the deck before he sprays he area with lead. When we reach the bulkheads in the middle we'll hold the area for Birdseye to leg it out to us. Then we hold the bridge until Silver and the boys get across in the boar to take out the resistance from behind. Anyone listening? Any questions?' Birdseye swung the weight of his heavy stubber from one shoulder to the other. "Okay then, how's about we get going then?"*

*Silver and Tye hunkered down on the gunwales of the makeshift boat as Robby and Pugwash took up their oars. The current in the sump river was violent and unpredictable, and the gang had definitely not expected to have to row across it. They could not determine what was worse, the smell or the things floating on the surface. 'Come on you punks, get rowing, the boss just gave the signal, move it! Faster!' The small boat moved*

*effortlessly but noisily through the sump. Robby and Pugwash started to shift tot eh right a little and Silver was not happy. 'What the hell are you doing? Get over to the...'*

*Tye cut him short. He pushed Silver down in the boat and used him as a sort of shooters rest. The low hum of his plasmagun was followed by the distinctive wump-wump-wump of plasma lashing out into the night. Silver traced down the path and brought his bolt pistol to bear just in time to see a big, hairy legged sump spider jump up out of the sump, dodge the first two shots and get nailed square in the chest by the third round. It rolled on its side and just floated there.*

*Silver gave Robby the all-clear signal and Tye steered the boat towards to spider. 'The boss ain't gonna be happy with us unless we can get those spider eyes back to shore with us. Pugwash, use your knife, just cut that head off whole, and quick.'*

*'The whole thing Silver?*

*'Yeah you stupid juve, just do it.'*

*CLANG CLANG HIIIISSSSSS CLANG CLANG  
TTTHHUUUMMMPPPP*

*'Emperor's bones. First a dang spider, now the frackin bridge is gonna move? Hold on tight boys.' Shouted Tye.*

*As soon as the bridge made its re-alignment the boat was riddled with in coming fire. Pugwash took a shot square in the head as he was tethering the boat to the massive tower.*

*'Where are the boys! Tye, get up there, now! Tye grabbed the first rung of the ladder and sprinted up with Robby right behind him. Silver pulled his matched bolt pistols and hurried up as well scanning the area as he went. Shots continued to hit the sump river and boat behind them. Silver struggled to see Tye and Robby above him as the distinctive shout of Birdseye could be heard over the climbers noise, 'Die Cawdor Scum!!!' as he let loose with his heavy stubber. The boys were finally here.*

*Silver crested the top rung to see Robby and Tye setting up shots on some Cawdor that had taken cover from the stubber rounds.*

*'Die Cawdor,' Silver called out as the Cawdor were cut to pieces on the bridge, stuck between a heavy stubber and the advancing Van Saar they were cut down by Tye's plasmagun, Robby's autogun, and silver's bolt pistols and frag grenades.*

*In a few short minutes Pugh had his wounded pulled up onto the bridge house and ordered the Cawdor to tell him how the toll bridge worked. Its value was more than he had hoped for. It would be a truly profitable territory to add to the gang's spoils.*

*'Well boys, looks like we can take our time with dem spiders now. Wildsnake all around!' Pugh said as he lit his last niccomoss cigar, the next one would be a real one, maybe.*

**SCENARIO SELECTION:** Any gang that is allowed to select any scenario may select this standard scenario if their opponent has a Toll Bridge Territory. Typically there is only one Toll Bridge Territory in a campaign, but simply consult your Arbitrator if you want to play this scenario.

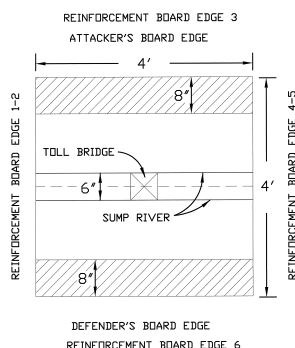
**TERRAIN:** A special piece of terrain will need to be created before this scenario can be played.

The first item is the swing bridge. The bridge should be on a base with the bridge sections on the second or third level. Place the swing bridge in the exact middle of the board so that its bridge sections connect to sections of building or gantry on each side, and its base is in the middle of the sump river.

The second is a sump river. Set-up the terrain using standard terrain set-up rules from the Necromunda LRB. Heavy terrain definitely makes this scenario more fun but leave a strip that is at least 6" wide through roughly the middle to represent the course of the infamous sump river. The river must go from one table edge to the opposite table edge.

The third and final item is a rowboat. Each player must have one rowboat. Each player places their rowboat on the sump river edge of his board edge during their deployment.

The sump river is highly toxic so any fighters that end up in it for any reason immediately go out-of-action. This includes Ratskins. In addition, no fighter may use any save from a piece of equipment, skill, wyrd power, or other source.



**GANGS:** Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way will instead allow that fighter to be placed within 12" of the table edge at the same time that the rest of the gang deploys. If one of the players has the Toll Bridge territory then he may set-up to 3 fighters of his choice on the bridge itself during his set-up. In addition, each player places their rowboat in the sump river on their table edge. You may place fighters in your rowboat. A maximum of two fighters may row the boat and a maximum of four fighters may ride in the rowboat. More rules for rowboats can be found later in this scenario.

Once both sides are set-up the players each roll a d3+1. This is the number of sump spider that you must be set-up. Each one is placed in the sump river, starting with the low dice roller for determining set-up side. Each player places spiders alternately. No spider may be placed within 8" of a board edge or within 2" of another sump spider.

**STARTING THE GAME:** Once all the fighters, rowboats, and sump spiders have been set-up, each player rolls a d6. The player who rolls the highest goes first.

**ENDING THE GAME:** The games ends in the same way as a gang fight. One gang must bottle out or be eliminated; however, this scenario has the following additional conditions:

- If the bridge is in its unconnected position when the game would ordinarily end, gang members on the bridge may be temporarily trapped on the bridge. These gang members will continue to fight until only one side remains, even if their side has already bottled out.
- If the bridge turns and connects again during the extra turns, then members of a bottled out gang will immediately flee and the game will then end.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Bridge Ownership:** If a winning gang has at least one fighter left on the bridge, uncontested (may be a hired or special character, but not a follower) at the end of the game (including any fighters out on an unconnected bridge) who is not down when the games ends then the gang will gain control of the bridge and may add the Toll Bridge Territory to their gang roster (see below).

**Spider Eyes:** If any gang member has collected spider eyes by killing Sump Spiders they will add d6x10 credits per Sump Spider to the gang's income for the scenario. If a fighter goes out-of-action while in possession of spider eyes he will drop them where he went out-of-action. Dropped spider eyes may be moved around like loot counters and follow the rules for loot counters in all regards except credits.



**Using Rowboats:** Rowboats can be rowed by one or two fighters and can carry four fighters total, including rowers. Rowers can take no action other than rowing the boat. Boats move at the start of the movement phase, but after charging fighters.

Rowboat movement is measured from the tip, or center of the front end of the rowboat. Roll an artillery die and scatter die together. Halve the value of the artillery die and subtract the combined strength of all the rowers. Misfire results are treated as '0.' This is to simulate the eddies and current of the Sump River. If the strength score is higher than the artillery dice score then the boat moves a distance equal to the difference between the scores in the direction of the player's choice. If the artillery dice roll is higher than the strength score then the boat rifts a distance equal to the difference in scores in the direction indicated by the scatter dice result.

*Example: Two S3 gangers are rowing and the artillery dice result is a 10. The boat will move 1 inch in the direction of your choice. Next roll the artillery dice result is a 4. The boat moves 4 inches in the direction the player wants.*

There is no penalty for turning.

If a rowboat drifts off the table edge then any fighters on board cannot take part in the rest of the game and are placed out of action. The fighters are unharmed unless they exited the board injured.

You may swap rowers instead of taking any other actions with that fighter. When this is happening only count the strength of the remaining rower.

You cannot hide in a rowboat; however, there is always a -1 to hit penalty to all fighters attempting to shoot at a fighter on a rowboat. This is a situational penalty and not a cover modifier.

Shooting from a rowboat that was controlled this turn suffers a -1 to hit penalty.

Shooting from a rowboat that drifted this turn suffers a -2 to hit penalty.

**Controlling the Toll Bridge:** The gang does not control the bridge's movement during the game. Starting with the first player's half of the third turn roll a d6.

A result of 1-4 means nothing, no change.

A result of 5 will turn the toll bridge 90° clockwise.

A result of 6 will turn the toll bridge 90° counter-clockwise.

When the toll bridge is turned the ends are considered cut off the building and gang fighters on it are temporarily stranded.

**Sump Spider:** The noxious, vile, substance that is the sump river will bring with it some problems. Sump Spiders are the aquatic variants of Wolf Spider from the original Necromunda Outlanders Bestiary. At the start of each player's turn roll a d6 for each Sump Spider. On a result of 4+ the Sump Spider will move a distance equal

to the roll of an artillery die in the direction indicated by rolling the scatter die. Misfire results are treated as '0.' Sump Spiders will not leave the Sump River and if they reach the bank or table edge they will stop. If at any time during or at the end of the movement the Sump Spider passes within the Sump Spider's initiative (1") of a rowboat it will immediately charge the nearest fighter in the rowboat. If a 'HIT' is rolled on the scatter die then the Sump Spider immediately charges towards the closest rowboat (maximum of 14" away). In the event that this is not enough movement to get into hand-to-hand combat then move the spider 14" towards the target. Randomize the choice of rowboats if two or more are equidistant from the Sump Spider.

If a rowboat ever moves within a Sump Spider's Initiative distance the Sump Spider will immediately charge the rowboat, even if the Sump Spider has already moved. Deal with all hand-to-hand combat with Sump Spiders during the next hand-to-hand combat phase in this case. If hand-to-hand combat with a Sump Spider endures to another turn then fighters can row the rowboat (excluding the fighter fighting the Sump Spider) but the Sump Spider will pursue until combat is resolved.

## SUMP SPIDER CHARACTERISTICS

### Sump Spider

M	WS	BS	S	T	W	I	A	Ld
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7	3	-	4	3	1	1	1	5
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**Rating:** 40

**Armour:** Sump Spiders receive an armour save of 6 on a d6 against any damage because of their thick chitin hides.

**Killed and 'Out-of-Action:** If a Sump Spider is killed or taken out-of-action flip the Sump Spider miniature upside down and leave it where it was. Any fighter who can move into base-to-base contact with a down or out-of-action Sump Spider can cut the valuable crystal eyes from the carcass. The fighter must spend the entire turn, starting with the movement phase they made contact with it, in base-to-base contact. During the recovery phase the fighter will take the Sump Spider eyes. Dead or out-of-action Sump Spiders drift in the current at the start of each player's turn just like rowboats with no rowers.

**EXPERIENCE:** Fighters who take part in the Toll Bridge scenario earn experience points as noted below:

**+d6 Survives:** If a fighter survives the battle then d6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+10 Crossed Bridge:** Each surviving fighter who is on the opposite bank of the Sump River at the end of the game who crossed by using the toll bridge earns an extra 10 experience points.

**+d6 Sump Spider Killed:** Any fighter who takes a Sump Spider out-of-action in hand-to-hand combat earns an extra d6 experience point.

**+1 Sump Spider Eyes:** Any fighter who does not go out-of-action who has Sump Spider Eyes at the end of the game earns an extra experience point for each set of sump spider eyes.

### **TOLL BRIDGE TERRITORY**

**Income:** If your gang controls the Toll Bridge it will yield 2d6x10 credits if a ganger is sent to work it.

**Special Double 6's:** Your gang extorts money from other gangs and traders who wish to use the bridge to cross the Sump River. On a roll of double 6's for income the bridge has broken down catastrophically in the unconnected position. You get no income from the this territory this game and must now pay either 2d6x10 credits to get the bridge repaired (roll again) or abandon the toll bridge and cross it off your territory list. You may get a quote before deciding.

**Special Double 1's:** On an income result of double 1's, a passing trader offers you a rare item in exchange for passage. You get no income for the toll bridge this post game sequence. Roll a d6. On a result of 1-4 generate one item from the standard rare trade chart. On a result of 5-6 generate one item from the outlaw rare trade chart. This item is given to you no matter if you are a lawful or outlaw gang. This item is offered to you regardless of your ability to go to the rare trade chart this post game sequence. Place the item in your stash at no cost to your gang.

### **ABOUT THE AUTHORS**

Rob Reiner is part of the Necromunda community as Arbitrator General. He is a forum moderator and on the Necromunda Rules Committee. Rob's Van Saar have been playing Pat's Ratskins since the first release of Necromunda. Where Rob's expertise in rules and leagues, Pat's excels at painting and creating wondrous terrain pieces, don't you think? Too bad we did not have time to get some awesome photos of the completed bridge in time.

**Hatred:** All gangs hate to pay these lofty tolls to you. Any gang that you play that initiates a Gang Fight Scenario against you may instead require you to play the Toll Bridge Scenario instead.

**Outlaws:** If an outlaw gang gains control of the toll bridge then they must choose to keep the Toll Bridge Territory and make it their base camp by discarding their previous territory because outlaws cannot have more than one territory. If, in a subsequent battle, and outlaw gang loses the Toll Bridge territory to another gang then the outlaw gang must immediately move on by rolling once on the outlaw territory chart to see where their new base camp ends up at. Cross off the Toll Bridge Territory and replace it with the one rolled up.

### **TOLL BRIDGE SCENARIO TERRAIN CONSTRUCTION**

**Swing Bridge (Construction):** To make a swing bridge you will need a cardboard tube (from a cooking foil roll or something similar), and some stiff cardboard. Firstly you should cut the cardboard tube to the height that you want (I recommend the second or third bulkhead level). Cut a four inch square piece of cardboard, fix it to the bottom of the tube as a base and weigh it down if possible. Next, you should cut a long rectangle of cardboard to become the bridge itself. Remember to make the bridge wide enough to span the sump river and the width should be equal to the width of a plastic bulkhead. Simply attach this to the top of the tube and there it is, an instant swing bridge. You can get more advanced if you have the skills to add lights and rotation via a motor. Knock yourself out and have fun with it.

**Rowboats (Construction):** As for the rowboats, just cut two boat shapes out of materials of your choice that is 2 bases wide by 3 bases long. Models in rowboats can be placed however they fit on this template.



## Standard Scenario: Sold Down the River

Robert J. Reiner, aka Arbitrator General

There are many scenarios out there that we play that are not written anywhere. Here is one I thought of after ready one posted to the old forums by Erebus. I hope you like it.

Many times a ganger will run into trouble with an opposing gang and sometimes the rest of the gang doesn't really want to back your play. Whether the unfortunate ganger has been unusually lucky in a game of cards, tried to pick the wrong pocket, or just got drunk and insulted the wrong person, the offended gang is in pursuit with the intention of dealing out some retribution. Or, alternatively, a gang leader may set-up a weaker gang member to get rid of them.

**SCENARIO SELECTION:** Any gang can select this scenario if they are allowed to choose the scenario played during scenario selection. The player that selects this scenario is the defender.

**TERRAIN:** Use Standard terrain set-up rules from the Necromunda ORB. Heavy terrain definitely makes this scenario more fun.

**GANGS:** The defender starts with one fighter from his gang of his choosing. Since the scenario has already been selected the chosen fighter may not be stripped of equipment. This fighter is placed in the center of the table and is called the 'target.' The placement of this fighter cannot be modified by anything like tunnels, vents, infiltration, etc. The attacker then starts with 4+d3 randomly selected fighters from his gang. The attacking fighters are separated into four groups. Each group must consist of at least one fighter. Each group is then placed within 8" (on any level) of the center of each of the four table sides. Tunnels, Vents, Infiltration and similar special rules cannot be used in this scenario.

**STARTING THE GAME:** Once all the fighters are set-up the attacker takes the first turn.

**SCENARIO SPECIAL RULES:** This scenario as the following special rules:

**Skulking Away:** The target starts the game hidden and counts as being hidden regardless of cover, but may only move 4 inches a turn.

Moving faster than this or shooting will end this special rule for the remainder of the game. In addition, once the target fighter is spotted this rule no longer applies.

**Slow and Steady:** The attackers are slowly scanning the area for the target. Attackers may not move more than 4 inches. To spot the target the attacking player rolls 2d6. This is then added to the initiative value of each attacking fighter, individually. If the target is inside this range of any of the attackers then roll a d6 for each one within range separately as the spotter points the target out to his buddies. On a 2+ after one of the following modifiers are applied the target is spotted:

- 1 if the target is in partial cover
- 2 if the target is in heavy cover
- 3 if the target is out of sight

If the target is still able to apply the skulking away special rule then he is treated as being out of sight.

**Defender Reinforcements:** At the start of each turn starting with the third turn the target's player *may* roll a d6 to see if his gang is going to come to his aid. If the target's player decides to come to his aid then roll a d6. On a result of 6 d3+1 randomly selected fighters will be placed within 4" of the center of a randomly selected board edge. Each turn after the first turn you decide to come to the target's aid will reduce the required roll by 1. The only catch is that reinforcements will only appear once.

**ENDING THE GAME:** The attacker wins if the target fighter is taken out-of-action. The defender wins if the target successfully exits off any board edge. No bottles tests are taken by either side.

### **EXPERIENCE:**

**+d6 Survives:** If a fighter survives the battle then d6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+d6 Target Out-of-Action:** The fighter that takes the target out-of-action will gain an additional d6 experience points.

**+5 Per Wounding Hit:** A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit on his intended target and then wounds his intended target. Although you can score multiple wounds from one shot using some weapons only 5 experience points are earned when this happens, not 5 per wound.

**+10 Exit the Board:** If the target successfully exits the board he will earn 10 experience points.

**SPECIAL:** Due to the harsh nature of selecting this scenario if the attackers win then they will exact vengeance on the target. They are not out to kill the target, but rather to roll him. The target must still roll on the serious injury table but all results of dead or captured are instead treated as multiple injuries. Because the target is rolled the attackers may take d6x10 credits from the target player's stash or may take all of the target's equipment (excluding implanted items like skull chips, bionics, etc.). If credits are chosen then they are subtracted from the target gang's profits this post game sequence before the gang can make any purchases. If the credits cannot be paid then the attackers take all the profits and the targets equipment and the captive can be killed, sold into slavery, sent to the attackers mine, etc, at the discretion of the attackers. No Rescue Scenario can be done because in choosing this scenario the target's gang has already sold him down the sump river.

### **ABOUT THE AUTHOR**

Rob Reiner is part of the Special Games Community as Arbitrator General. He is also part of the Necromunda Rules Committee and is trying to help bring new and old Necromunda blood together via rules, scenarios, hired guns, and special characters for Necromunda.





## Scenario: Frozen Assets

*By erebus and Arbitrator General*

*I first encountered this scenario online. It was written by a chap who went by the name erebus. I have evolved the scenario further. My attempts to contact this person have failed. So, want some nitrogen?*

Gang fights take place just about anywhere in the underhive, be it next to the sump or in a local bar or out in the industrial zones. Frozen Assets take place in one such place. Under the massive nitrogen storage tanks favored by House Van Saar. Although these areas are heavily guarded, occasionally a breach of security happens and hardy gangs can descend on the area in hopes of harvesting the frozen liquid at the trade post. Does your gang have what it takes?

### TERRAIN

Use standard terrain set up rules. In addition, each player places one gas template (the big template) on the board. This is placed no closer than 8 inches to any board edge or to another template. These represent spots where liquid nitrogen is falling from the tanks above.

### GANGS

Each player rolls a d6. The player that rolls lowest chooses which table edge he wishes to set up on and places all of his fighters within 8" of that board edge. If the tabletop is more than 4' on any edge then the longest two board edges are the only board edges to be chosen from. Once he has placed all of his fighters his opponent then sets up within 8" of the opposite table edge.

### STARTING THE GAME

Once all the fighters are set up each player rolls a d6. The player who rolls the highest goes first.

### SCENARIO SPECIAL RULES

The following special rules apply to this scenario:

**Tunnels and Vents:** When you are eligible to place fighters on the board using tunnels and vents you must first place the fighters, then roll a d6 for each fighter. On a result of 4+ they remain on the board. On a result of 1-3 their path has been blocked by ice and they must wait until your next turn to be placed on the board. Follow the same procedure each turn until all your fighters are placed.

**Fog:** As the nitrogen hits the floor it vaporizes, causing a thick swirling fog to envelope everything. Any shooting done at long range will have an additional -1. In addition, no weapon may shoot

over 36 inches. The fog is ignored if the fighter has infra-goggles or an infra-red gunsight.

**Extreme Cold:** Liquid nitrogen is cold, very cold in fact. As so much is pouring into the area the caverns have frozen over in places. The cold is so bad that it affects both fights and equipment. All base movement is reduced by one (does not affect leap) in this scenario. All ammo rolls are one worse (i.e. lasguns have an ammo roll of 3+). Weapons which would not normally roll ammunition checks (i.e. 1 in a million weapons) now fail on a roll of one. And flame weapons are at a strength of one less than listed.

**Nitrogen Falls:** The gas templates indicate areas where streams of liquid nitrogen are falling from the ceiling. Within these zones temperatures are so low that they will freeze men in seconds. As ice builds up and melts high above, the trajectory of these streams will change randomly. At the start of each player's turn you must roll a scatter and artillery dice for each template. On a roll of a hit or a misfire on either the die the template does not move, otherwise it moves the number of inches in the direction indicated. Templates hitting the edge of the board stop there until the next roll. If both a hit and a misfire are rolled the break in the tanks above have iced over and that template is removed. *Note: Flows are coming from above, so only the upper most area covered by a template is affected.*

**Heavy Weapons:** Every time a heavy weapon is fired roll a D6. On a roll of 6, a new breach opens in a tank above. When this happens you must randomly determine one existing nitrogen template. Roll the artillery dice and place the new gas template that distance in the direction indicated. Use the hit pointer as a direction and re-roll both dice if a misfire is rolled.

**Touching a Nitrogen Template:** Any fighter touching a nitrogen template takes an automatic S7 hit with no saving through allowed. If the fighter is wounded by the hit the following injury roll is made instead of the normal injury roll:

1 – Fighter has jumped clear, no effect, move the fighter to the closest template edge.

2-4 – Fighter is ‘Down’

5-6 – Fighter is taken ‘Out-of-Action’

If a model is hit by a nitrogen template when they are already ‘down’ then they are automatically taken ‘out-of-action.’

## ENDING THE GAME

The game ends when either team bottles, or all of one player’s models are down or out. Alternatively, if there are five or more nitrogen templates on the board, both sides will decide that it is too dangerous to stick around and the game will end in a draw.

## EXPERIENCE

The following are experience awards for this scenario:

**+D6 Survives:** If a fighter survives the battle then they will earn +d6 experience points. This is earned by all fighters that participate and survive the scenario.

## ABOUT THE AUTHORS

I want to say thanks for the idea erebus, wherever you are. I wish you could add more thoughts to this one, but for now, thank you again for the initial idea and letting me polish it up. I hope everyone else has fun with this scenario as much as my Van Saar have.

**+5 Per Wounding Hit:** A fighter earns +5 experience points for each wounding hit he inflicts during the scenario. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only +5 experience points are earned when this happens, not +5 experience per wound.

**+10 Winning Leader:** The gang leader of the winning gang earns an extra +10 experience points.

## SPECIAL

Since the area is extremely hazardous and the fight was not over nothing, the gang that wins will gain an extra +3D6x10 income for selling the liquid nitrogen that they manage to collect after the scenario ends.



## The Trap

By Ben Issacs (formatting by Arbitrator General)

*Exploring is a way of life in the Underhive, but it provides the perfect opportunity for an opposing gang to catch an enemy unawares, under strength and far from their home base. Whilst the attacker struggles to close his trap the defender must race to the exit. The attacker is trying to capture anyone they can, this far from their home it will take a while for word to reach the rest of the gang and even more time for them to mount a rescue.*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario.

**TERRAIN:** Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is necessary that the terrain is set up within an area of 4' x 4'.

**GANGS:** The defender rolls 2D6 to see how many of his gang have been trapped. These gang members are randomly selected. The defender chooses one table edge and sets up in the centre of that table edge, each fighter being no more than 2" from another fighter. The attacker does not start with any fighters on the table. The edge chosen is edge A, in a clockwise direction the remaining 3 edges are known as B, C and D respectively.

**STARTING THE GAME:** The defender has the first turn.

**ENDING THE GAME:** If the attacker fails a bottle roll or voluntarily bottles out the game ends immediately. The defender does not have to take bottle tests and cannot bottle voluntarily. Otherwise, the game ends when the defender has walked all his fighters off edge C, or all his fighters are down or out.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Injury Rolls:** Roll a D6 for each defender that has to make an injury roll, on a 6 they have been captured in addition to any injuries suffered. If the attacker captures any fighters in this way they suffer

a -1 to the Outlaw chart (for stirring up bad trouble) if the defender reports them.

**Reinforcements:** The attacker has the option of bringing on a group of reinforcements at the start of each of their turns. The attacker nominates the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements are placed on edge B or D, they do not have to all be deployed on the same edge or as a group. They can only be placed up to 8" from edge A for every turn that has passed.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+D6 Escaping:** Any defenders that escape (exit on edge C) earn an extra D6 experience.

**+5 Leader Escapes:** If the defending player's leader was present and escaped they will earn an extra 5 experience.

### ABOUT THE AUTHOR

Ben Isaacs is an avid Necromunda Veteran. He did not write anything here, so I will take the time to just say thank you for the submission and keep up the work taking the fight to the Guilders, Bounty Hunters, and Enforcers out there.



## The Challenge

*By Ben Isaacs (formatting by Arbitrator General)*

*A challenge is an ancient ritual, you put all your honor on the line. One leader, challenging another to settle old scores. Plain and simple.*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario.

**TERRAIN:** The terrain represents a small waste-zone settlement. Each player takes it in turns 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 of 4' x 4' or thereabouts.

**GANGS:** Each gang secretly decides on the number of fighters (minimum one and maximum four) that will accompany his leader to the challenge, this number should be written down on a piece of paper and revealed simultaneously. Any remaining fighters not deployed are divided into reinforcement groups. All fighters are assumed to have their weapons holstered or slung at the beginning of the game. Until a weapon is drawn the special build-up and fast draw sequence of play is used. The only exception to this is the combat between the two leaders.

The two leaders are set up in hand-to-hand combat in the center of the board. The accompanying fighters are set up in a circle around (and facing) the fight. Use the large blast marker to set them up.

Each player rolls a D6, the highest scorer gets to choose an edge for his reinforcements to arrive on, the lower scorer gets the opposite table edge.

**STARTING THE GAME:** This scenario uses a modified version of the Build-Up rules. Modifications are as follows:

**Build-up:** A challenge is a tense affair, the honour of the gang is on the line, but so is the life of each gang's trusted leader. To recreate the tense atmosphere during a challenge a special series of turns called the build-up is used.

Each turn of the build-up has its own sequence of play. First the two leaders fight a round hand to hand combat as part of their challenge. Then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts. There is no movement until one of the leaders goes out of action.

In the build-up section, after the round of hand to hand, each player rolls a D6 for each fighter they

have present (excluding the leader) and writes down the result, each subsequent roll is added to this until a fighter's score goes over 20.

Once one of the leaders has gone out of action no more nerve rolls are taken. Now both groups may alternate making normal move actions with a single fighter (a fighter may not make an additional move until all other fighters have moved) towards their respective reinforcement edges. Roll a D6 to determine who moves the first fighter.

*IMPORTANT: A roll of '6' counts as '0' when making a nerve roll, so that roll would not change your score.*

Once a fighter's score goes over 20 that gang's nerve has cracked and they must reach for their guns (See The Backstab below). If both players have a fighter whose score goes over 20 on the same turn then the player with the highest score is considered to have gone for his gun first. If both players have the same score, then they both go for their guns at the same moment.

Alternatively, a player may choose to draw their guns at the end of any round of Build Up, i.e. after any round of hand-to-hand or after all fighters have moved. If they do so, their score is considered to have reached 20.

Assuming that one player drew first, then members of that gang do not earn any experience for this game. If both gangs draw their weapons neither gangs gain any experience. A player whose nerve doesn't break may choose not to draw their weapons.

**Fast Draw:** If both players go for their guns all hell breaks loose. This is called the fast draw. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order is determined separately. To decide the firing order roll a D6 for each fighter and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter uses a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's fast draw score.

Work out the fast draw score for each fighter - the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the fighter has shot the next highest score shoots and so on. In the case of a tie, a pistol will shoot before a



basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot, the normal sequence of play resumes. Each player rolls a D6, and the player with the highest score gets the first turn.

**Reinforcements:** Once normal play has resumed players have the option of bringing on a group of reinforcements at the start of each of their turns. Players nominate the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements are placed on the edge allocated at the beginning of the game and cannot be placed within 8" of an enemy model.

**ENDING THE GAME:** The game ends when one player has walked all his fighters off his reinforcement edge, or all his fighters are down or out. Neither player has to take bottle tests and a player may not voluntarily bottle unless all his fighters on the board are currently down.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**The Challenge:** The two leaders start the game in combat, neither one counting as charging. They are considered to have left any weapons at their hideout, the only weapon they are equipped with is a Ceremonial Knife (if this weapon is disarmed they use their basic WS and do not roll any attack dice). Each turn of build-up the active player in the combat is determined by each player rolling a D6 and adding their leader's initiative, the higher scorer is the active player (the player who gets to use their skills first). If it is a draw, add their leadership. If it is still a draw keep rolling a D6 each and adding the result until it is not a draw.

*Ceremonial Knife*

Close Combat only, Str as user, Damage 1

**Special Rules – Close Combat.** Increase the range of the lowest band of the injury table by 2 for injuries caused by this weapon (ie flesh wound becomes 1-3, down 4-5, out of action 6). If disarmed owner may make an initiative test to recover at the end of each round (opponent may let him pass automatically).

**GENERAL EXPERIENCE:** Fighters that did not draw their weapons are the only ones who gain experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+? Held Nerve:** Each surviving fighter of the side that did not draw their weapons gains experience points equal to the difference between their build up score and their opponents. If neither side drew they each gain an additional D6 experience points.

**EXTRA LEADER EXPERIENCE:** No matter who ends up drawing weapons, during the challenge each Leader can also gain the following experience:

**+10 Successful Challenge:** A leader earns 10 experience points if they take the opposing leader out of action in the Challenge.

**+5 Per Wounding Hit With Ceremonial Blade:** A leader earns 5 experience points for each wounding hit he inflicts on the opposing leader with the Ceremonial Blade or one of their skills during the battle.

### **SPECIAL**

If your leader won the challenge without drawing your weapons before he did so, regardless of whether you drew your weapons after that, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the loser. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

## **ABOUT THE AUTHORS**

Ben Isaacs is an avid Neromunda Veteran. He did not write anything here, so I will take the time to just say thank you for the submission and keep up the work taking the fight to the Guilders, Bounty Hunters, and Enforcers out there.



## Jumping the line

Christopher Dale

Road blocks and checkpoints are commonplace in the hive and not all gangs are willing to pay the toll. But there is often a reason to cross these points, sneaking into a territory, flanking an enemy or just pinching stuff.

*A shadow hopped the wall as the sentry turn his back and begun his return journey. Then an angry whisper came from the other side.*

*"And how does your great plan get me over!"*

*"You'll have to find another way round."*

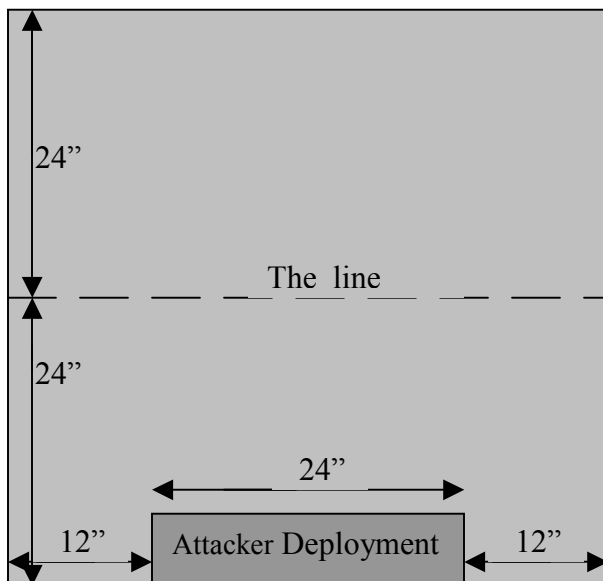
*"Like hell I will... when that guard gets back run for it and make sure he sees you okay!"*

*"Okay..."*

*"And next time I make the plan!"*

**SCENARIO SELECTION:** The player who chooses this scenario is always the attacker. This scenario may have both Outlaws and non outlaws as either attacker or defender.

**TERRAIN:** The terrain should comprise of scattered small pieces (barrels, rubble ext.) and buildings spaced appropriately to create alleys. As little walkways should be used as possible. A line of linier terrain (walls, pipes ext.) should make its way from one edge to another creating a wall, this should not be complete, there should be room to sneak through.



**GANGS:** Each gang may take D6+2 members of the players choice. Tunnels, Vents, and any other special rules that would allow a fighter to set-up

outside of 8" or in a special way cannot be use din this scenario.

**STARTING THE GAME:** The attacker always goes first.

**ENDING THE GAME:** The game ends when the attacker completes his objective (see later), all the members of one gang are out of action or one player bottles out. The defenders are in their own territory and will only bottle out after losing 50% of his fighters.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Sentries:** The defender deploys his fighters as Sentries following the same rules as in the *Raid* scenario in the rulebook.

**Rule Name:** The sentries use the Sounding the alarm rule following the same rules as in the *Raid* scenario in the rulebook.

**On the line:** Sentries must be deployed within 8" of the line and will never move more than 8" away from the line until the alarm is sounded, then they may move and fight as normal.

**Giving a boost:** A fighter may attempt to give another fighter a boost. They must spends a turn without shooting, fighting in close combat or using a psychic power in base contact with a wall of which cannot be higher than his strength in inches. The fighter receiving the boost must end their move in base contact with the "booster". The booster must roll below their strength on a D6, if this is done the boost receiver is launched over the wall, taking appropriate falling damage and ending up in base contact with the other side of the wall. Fighters wearing carapace armor cannot be given a boost.

**Objectives:** Here is a list of objectives that the attacker must complete. Roll a D6 and consult the table below;

**1-2 Sabotage:** The attackers attempt to smash a generator. The defender may place the generator (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the generator. The

attackers win if they manage to destroy the generator. The generator is a stationary model with 1 wound and a toughness of 5 (it doesn't suffer flesh wounds etc).

**3-4 Loot:** The attackers attempt to whip the opponents' stash from under their noses. The defender may place the stash (represented by an appropriate model) anywhere on the opposite side of the line to the attackers' deployment zone; they may also deploy one fighter within 8" of the stash. The stash acts in the same way as the loot counters from the *Scavengers* scenario but if the attackers capture it they get D6x10 credits added to their stash and the defenders lose the same amount from their income after the battle.

**5-6 Scouting Party:** The attacker is attempting to send some of his fighters round to scout out enemy movements. They must get one or more fighters off the opposite edge of the board. If this is done the gang may add or subtract one to determine what scenario they play in the next fight.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

## ABOUT THE AUTHOR

I was introduced to Warhammer about five years ago but never really got into it because I couldn't find anyone to play against. When the fanzine magazine first came out with an issue of White Dwarf I was drawn to the Necromunda stuff because it allowed me to really personalise a gang. There are even less players of Necromunda so I've taken up writing for it, mostly exotic things like Ork slaver mobz, Stormtrooper platoons and Kroots for some bizarre reason, but this is my first scenario and I hope it comes up to muster.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+D6 Crossing the line:** Each attacker that crosses to the opposite side of the line gains D6 experience; this only counts for the first time they cross, any other times do not count.

**+D6 First sight:** The defender who raises the alarm gains D6 experience.

**+5 Holding the line:** If no attackers cross the line each participating defender gains 5 experience.

## SCENARIO TERRITORY

No special territory is involved in this scenario.

## TERRAIN CONSTRUCTION

No special scenery is needed to play this scenario, but make sure you have plenty of walls handy. Another fun option is to "tag" your territory. By this I mean painting graffiti on to the walls to show the bounds of your territory. Practice on cardboard walls first, don't ruin anything else.

Paint a rough filled outline of the word or symbol onto the wall in skull white or bleached bone for old dirty paint, but try to keep the texture of the wall behind. Take good eye-catching colours, reds are best, and paint the word or symbol over the lighter colour. If you can get the effect of one colour fading into another then try that but don't overdo it, keep it to two or three max. Neaten up the edges, you can add ink over it but don't use varnish; it ruins the effect. Sorry there are no pictures but my attempts came out badly, I could have used my brothers (which were quite good) but that would probably be cheating.



# Bar Fight

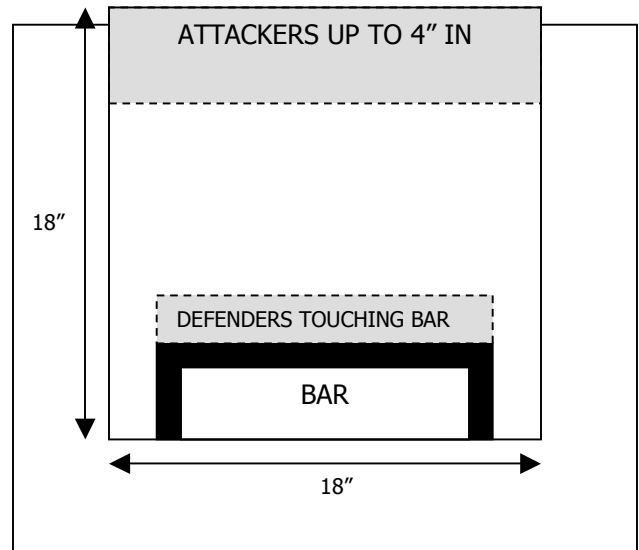
By Dave Parsons

Most settlements focus around their local drinking hole, and when you mix alcohol, confined spaces and rivals gangs you know you're gonna need to buy some more furniture...Bar fight works well either as a pre-cursor to a Rescue scenario (gangs 'negotiating') or for a campaign Arbitrator introducing a new gang (they want to make their mark)...

*Hanz could feel the trouble brewing. He could sense it before the hush fell over his regular clientele. Could feel it before the Helmawr damned Cawdors came into his bar. Hanz was already counting the cost of replacement furniture, glasses, drinks and customers. Strafix of the Brothers of Duality stood in the middle of the now deserted bar, several members of his gang fanning out beside him. From behind his pitch black devotional mask, a hate filled glare bored a hole into the back of Porth's neck. With an almost sarcastic slowness, Porth finished his jug of rancid beer and belched loudly. His day couldn't have got any better. He got off his stool and turned, flexing his massive shoulder muscles as he returned Strafix's glare. Four large hulks from his own Dogs Head gang lounged on bar stools next to him, still drinking. No one was willing to make the first move. All eyes were on the two opposing leaders...until the juve next to Strafix flew back, a shotgun hole in his chest. Gazes moved from the downed juve then back to Hanz cradling his shotgun. Then all hell broke loose....*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario and will be the attackers. Spyrers do not utilize drinking holes so will always be the attackers.

**TERRAIN:** The bar is best represented by an 18" square playing table. One edge must hold the bar itself which is a 1" wide table set 3" into the room (see layout). The other three edges are considered to have walls/windows in and anyone moving off the board will be removed from the game. The remainder of the board is otherwise empty except for a few chairs and tables. Both the furniture and any models behind the bar will be in partial cover at best.



**GANGS:** Both gangs may only use their Leader and D3+2 other gang members. The defending gang places their models in front of the bar and touching the bar. The attackers deploy up to 4" in from the opposite edge.

**STARTING THE GAME:** Once all the fighters have been set-up, and you have resolved the Bar Owners shot (see below) each player rolls a D6. The player who rolls the highest goes first.

**ENDING THE GAME:** The normal rules for bottling out apply except that they will only start taking bottle tests after 4 gang members have been lost.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Drunk:** The defending gang have been drinking all morning and are less affected by their surroundings. For this game all members of the defending gang on the board have +1 Ld but they are not so quick as they were and have -2 I

**Bar Owner:** The owner of the bar knows what is coming and decides to get things over as quickly as possible. After both sides have deployed the defender resolves a single BS2 long-range scatter shotgun shot from the owner. Once he has made his shot he ducks out back to hide from the fight and takes no further part.

**Tension:** You could cut the tension with a knife as the bullets start flying and neither is really prepared after the initial shot. Both gangs count as having moved.

**Cramped:** The bar is cramped and so no one is going to be fool enough to risk bringing the roof down. No heavy weapons or grenades (other than Gas, Smoke or Flash Flares) can be used in this game.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make

a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

### **INCOME**

**Defender:** If the defender wins the game the bar owner will be indebted to them for saving their bar. As well as a small reward of D6\*10 credits he will also provide you with some booze to take away and so you gain D3+1 bottles of Wildsnake (see Outlaw Trading Post).

**Attacker:** If the attacker wins then he is in a position to extort money from the owner. The attacker gains 2D6x10 Credits that are paid from the Defenders income (the Bar owner puts this onto the Defenders tab).

### **ABOUT THE AUTHOR**

Been playing Necromunda for about 5 years and GW in general for about 12 (much to the annoyance of my wife). Scavvy, Spyrrer and Pit Slaves mainly with mixed success all round.





# *The Escape Artist*

*By Dave Parsons*

**One ganger...little time...a long way from home...**

*When another gang has one of your own and times are hard there's little you can do but load up and rescue them. But there are the occasional few who can get themselves out of trouble...they've got one shot...*

**SCENARIO SELECTION:** This scenario is very specific to any captured gang member that has the Escape Artist skill and represents their escape and flight back to their home.

**TERRAIN:** The terrain represents small wasteland within the defending gangs territory. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walk-way within a 4'x4' area.

**GANGS:** The captured ganger (Escapee) begins the game in hiding anywhere on the board. Players then take it in turns to place each member of the defending gang. The first model must be placed next to the captured ganger and placed down (the incompetent guard – see below). No other Defender can be placed closer than 12" to the Escapee but must be within 8" of another Defender.

**STARTING THE GAME:** The Defender takes the first turn.

**ENDING THE GAME:** The game ends when either the Escapee escapes off the board, is killed or if (and it's a big if) the Defenders bottle out.

## **SCENARIO SPECIAL RULES:**

**Always a shadow:** Until the alarm is raised the Escapee is considered to be hidden while he is in any sort of cover.

**Incapacitated:** The initial Defender that is placed down beside the Escapee has been duped and incapacitated (probably drugged or tied and gagged). He is considered to be hidden and will remain as such until another Defender spots him. Any Defender that moves into contact with the incapacitated guard may free/revive him but must forgo shooting that turn. Until he is freed he may do nothing whatsoever. The Escapee may not attack him during his turn.

## **ABOUT THE AUTHOR**

Been playing Necromunda for about 5 years and GW in general for about 12 (much to the annoyance of my wife). Scavvy, Spyrrer and Pit Slaves mainly with mixed success all round.

**He ain't gonna get away:** The Defenders are oblivious to the fact that their captive has escaped. Until the alarm is raised during each Defenders turn roll a D6 for each Defender. On a 1-3 the Escapee may move that model; on a 4-6 the Defender may move that model. These models may only move and the Escapee may not put the model in any physical harm (i.e. walking off a ledge).

**Raising the Alarm:** The alarm can be raised in three ways. If a Defender discovers the body of the incapacitated guard (above), if a Defender moves to within spotting distance (double initiative value in inches) or if the Escapee fails to take an opponent Out of Action in the same turn in which he charges. If any of these three occur then the alarm is raised at the end of the Defenders turn. Play now continues as per the normal rules starting with the Escapee taking a turn.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+D6 Escapes:** If the Escapee manages to Escape they earn +D6 experience. If the alarm isn't raised then they gain 2D6 experience.

**+10 Recapture:** If a fighter manages to take the Escapee out-of-action then he has been re-captured and the fighter earns 10 experience points.



# FLOODWATER

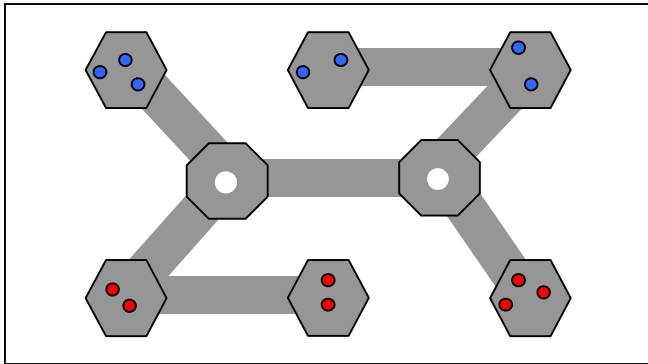
By Matthew Campbell

In the derelict ruins of the Underhive, Domes are constantly prone to collapsing, shifting and (most importantly) flooding. Flooding might be caused by large amounts of effluent draining down from above, or hive-quakes causing domes to sink. Whatever the reason, it is bad news for the areas inhabitants...

In **Floodwater** two rival Gangs are trying to escape a rapidly rising torrent that is flooding this area of the Underhive. Running for your life is the top priority, but the opportunity to cause some serious damage to your rivals should not be overlooked.

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario. It is especially appropriate for players with small tables.

**TERRAIN:** Terrain should be set out in several high, adjoining towers, with ladders and lifts allowing fighters to ascend between levels. It should not be possible to ascend more than two levels in succession before moving to another tower. Towers should not be more than 8" from at least one other tower. There should be at least one intersection where the path of the gangs will cross.



Example Terrain Set-up

**GANGS:** Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be used in this scenario. Fighters cannot be deployed higher than one level off the ground.

**STARTING THE GAME:** Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

**ENDING THE GAME:** The game ends when all fighters have either escaped or gone Out of Action. Fighters escape by reaching the top of any of the towers, at which point they are removed from the table. The winner is the gang which has the most members escape. If this is a tie, then the last fighter to escape is not counted.

## ABOUT THE AUTHORS

The designer of this scenario was (and still is) Matthew Campbell. He was helped by his friend Jamie, who saw it as another excuse not to study. They play Necromunda whenever they are in the same place at the same time.

Bottle Rolls are not taken in this scenario as both gangs are already running for their lives!

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Flood Water:** The water that is flooding the dome starts at ground level. At the end of turn 2 and all subsequent turns, the water will rise by 3". Any model that ends up in the water (for whatever reason) will immediately go Out of Action. It is a good idea to mark the water-level using blobs of blu-tack or by a similar method.

**Rats:** As well as the gangers, Giant Rats (see Beastmaster Wyrd entry for details) are trying to escape the flood. D6 Giant Rats are placed randomly on the table after each gang has set-up, but before turn one. Rats are also subject to *Frenzy*. Each time the water rises, each Rat will *Run* in a random direction, ascending a level if they reach a ladder.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+1 Per-level ascended:** Each fighter gains one experience point for every level they ascend.

## SCENARIO TERRITORY

The winner of the scenario may add a **Flooded Dome** to their list of territories.

**Income:** If your gang controls a Flooded Dome it will yield D6 credits if a Ganger is sent to work it, by selling any flotsam he finds.

**Territory Special Rule:** If a 6 is rolled for the Flooded Dome's income then roll a further D6. On the roll of a 6 the dome has drained and becomes *Old Ruins*.



## Plague

Michael Duxbury

*A few members of your gang have gone down with a virulent infectious disease, and you have to get them to a rare specialist with the expertise to help save them. Unfortunately, other gangs have the same idea, and neither party is prepared to join a waiting list...*

**SCENARIO SELECTION:** Players may select this scenario during the pre-battle sequence as normal. Bear in mind that there is a very real possibility that your gangers will contract a potentially fatal contagion in this scenario, so this is not for the faint hearted! If you do choose this scenario, then the first step before set up is to determine the dreadful disease that the gangers are suffering from. Roll on the table below, or choose an infection you like the sound of if both you and your opponent agree.

D6 Roll	Disease and effect
1	<b>Catachan-Parasite Infestation.</b> The ganger is the host of a colony of blood-sucking flesh-devouring parasites. For now he will be fine, but he needs medical help fast. The ganger will suffer no negative effects during this battle, but may suffer a Serious Injury at the battle's end as described in the Scenario Special rules below.
2	<b>Tybolt's Delirium.</b> The ganger is physically drained, and may feel too weak to attend the battle. For this battle he counts as having an Old Battle Wound – roll to see if he turns up as normal. If he is present, then he will begin the battle with a flesh wound (if this would bring his WS or BS to 0 then he may not attend the battle). If the ganger does not receive treatment after this battle, then do not roll to see what Serious Injury he gains – he will automatically gain a permanent Old Battle Wound.
3	<b>Inefficient Limb Liveliness (ILL).</b> The ganger's limbs lack the strength to allow for too much physical exertion. He may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single-handed weapons at once. Furthermore, at the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, the character goes Down (he may recover at the end of that turn, and in other turns, as normal).

4	<b>Mindrot.</b> The ganger walks along a dangerous precipice between sanity and madness. At the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, his descent into insanity is complete – for now, and for the rest of the battle, the fighter acts as though under the influence of Hallucinogen Gas. Roll to see what delusions the fighter suffers from each turn. If the fighter rolls the Errrr... result, then there is still a chance he will suffer a Serious Injury at the end of the game, as described in the scenario special rules.
5	<b>Zombie Plague!</b> The ganger risks succumbing to the Zombie Plague and joining the ranks of Undead! For now all is well. However, if he does not receive treatment at the end of the game, then do not roll on the Serious Injuries chart – roll on the chart for victims wounded by Scavvy Zombies as in the rules for Scavvy gangs. Any opponent that this fighter successfully wounds in close combat during the game will catch this contagion as well.
6	<b>Nurgle's Rot.</b> The ganger has caught one the nastiest diseases imaginable – a hideous plague that rots a man's flesh and innards, causing them to die an agonising death. It is also extremely contagious. At the start of every turn, fighters with this disease must roll equal to or under their Toughness to remain unaffected. If they fail to do so, then they immediately take D3 Strength 2 hits with no Armour Saves allowed. In addition, if the fighter comes within 2" of another un-infected model (friend or foe) then the fighter he approaches must take an immediate Toughness test as described above or contract the disease as well.

Now you must determine which members of each gang are under the effects of the disease. Each player must roll a D6 to determine how many of their fighters have become infected (the number rolled equals the number of infected) – randomly determine which fighters have caught the plague by a suitably random and agreeable method.

**TERRAIN:** Each player takes it in turns 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 of 4' x 4' or slightly

smaller so that the gangs start off a reasonable distance apart.

**GANGS:** Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. His opponent then sets up his gang within 8" of the opposite table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can be used in this scenario as normal.

**STARTING THE GAME:** Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

**ENDING THE GAME:** If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Winning Gang:** The gang that wins the scenario will receive treatment from a medical specialist soon after the battle that will cure them of the diseases they suffer from. The negative effects of the diseases described above will cease to apply in future games, and no additional injuries will be suffered. The only exception to this is if characters are taken out of action during the game following injuries inflicted by ILL or Nurgle's Rot, in which case the effects of their Serious Injuries are carried out as normal. Serious Injuries suffered by characters within the fight from enemy combat/shooting etc will also apply.

**Losing Gang:** If a gang loses the scenario, then they will have to look elsewhere for aid, and the fate of the infected is less certain. Any characters that suffer from the diseases listed above that do not receive treatment will suffer a Serious Injury rolled on the Serious Injuries chart as normal. If the fighter was taken out of action during the battle as well, then he will roll twice on the table and apply both Serious Injury results.

## ABOUT THE AUTHOR

Michael is a long-time Necromunda player, with a Cawdor gang that has graced a variety of gaming tables with varying degrees of success. He has had three Necromunda articles published by Fanatic already; the Unknown Warriors and Legend of Phanta Claws house rules, and the Fight before Fistmas scenario.

**Serious Injury Modifications:** Fighters cannot be Captured or gain Bitter Enmity as a result of Serious Injuries inflicted by untreated diseases. Count these as Full Recovery results instead.

**Nurgle's Rot:** For fighters suffering from Nurgle's Rot (result 6 above), chances of survival are far less optimistic. Instead of rolling for Serious Injuries after the battle, roll a D6. On a roll of a 1-3 he will die – remove the fighter from your roster. On a 4-6 he will gain Horrible Scars and cause Fear from now on. If the fighter also went out of action during the battle and failed to receive treatment following it, then he should roll once on this chart and once on the Serious Injuries chart.

**Territory:** If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it will gain the respect of the medical specialist they have come to seek aid from. The specialist will then agree to co-operate with the gang from now on. The gang gains the Friendly Doc territory – add this territory to the gang's roster.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.



## **Vendetta**

*Michael Duxbury*

**Underhivers are notoriously touchy and aggressive individuals, not used to being treated with disrespect. As a result, it is far from uncommon for fierce rivalries to develop between Gangers, disputes that are invariably settled through bloodshed.**

This is essentially a modified Gang Fight scenario, with additional rules to represent the enmities that have developed between the two gangs involved.

**SCENARIO SELECTION:** Players may select this scenario during the pre-battle sequence as normal. If they do, then this shall represent the beginning of an ongoing feud between the leaders of the opposing gangs. From now on, the Gang Leader of each gang will *hate* the Gang Leader of his opponent's gang (if they did not already), exactly as if they had suffered the Bitter Enmity "injury" and subsequently rolled a 3-4 on the chart. It is presumed that one leader has said something typical offensive or inappropriate regarding his counterpart's physical appearance, combat prowess or legitimacy of birth, and that their hatred for one another shall last for as long as one or both of them live.

**TERRAIN:** Each player takes it in turns 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 of 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

**GANGS:** Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. His opponent then sets up his gang within 8" of the opposite table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can be used in this scenario as normal.

**STARTING THE GAME:** Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

**ENDING THE GAME:** If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game

ends – the bottled out gang loses, and their opponents will win.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Territory:** If a winning gang successfully manages to have at least one surviving fighter claim the Vengeance experience bonus, then news will quickly spread of his retribution against those that do not show him appropriate respect. The winning gang will therefore gain an extra D6x5 credits during the income section of the post-battle sequence, as associates pay fealty to the ruthless warrior! This is added to the gang's income rather than profit, in the same way as a Giant Killer Bonus.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+10 Vengeance:** A fighter receives a bonus 10 points (cumulative with normal wounding hits) if he is directly responsible for taking an enemy he *hates* out of action. This will apply to all models that hate a rival fighter, not just the feuding Gang Leaders. If a model *hates* multiple enemies, he could potentially gain this bonus several times!

## **ABOUT THE AUTHOR**

Michael is a long-time Necromunda player, with a Cawdor gang that has graced a variety of gaming tables with varying degrees of success. He has had three Necromunda articles published by Fanatic already; the Unknown Warriors and Legend of Phanta Claws house rules, and the Fight before Fistmas scenario.





## ***Mugged!!!***

***Michael Duxbury***

**Your gang has gotten lucky and stumbled upon a rare stash of potentially valuable merchandise, and have decided to make off with it. Unfortunately, other gangs want in on your fortune, and have set an ambush for you.**

This is a modified Ambush scenario, in which your gang has to worry about keeping or capturing available loot whilst simultaneously fighting off your rivals.

**SCENARIO SELECTION:** Players may select this scenario during the pre-battle sequence as normal. The player that picked the scenario will be the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

**TERRAIN:** Starting with the attacker, each player takes it in turns 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 of 4' x 4'.

**GANGS:** Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender must also decide how many Swag Counters he wishes his fighters to carry. He must select at least one Swag Counter, and can take up to one Counter per fighter in his gang. The player must note on his Roster which fighters will begin the game with Swag Counters (remember no fighter can carry more than one Swag Counter – see special rules below).

The defender chooses one group and places it in the approximate centre of the table. The attacker then sets up his entire gang. All the attacking gang fighters must set up in or behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise may be placed anywhere you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of a 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is not true of defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

**STARTING THE GAME:** Once all the fighters have been set-up, the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

**ENDING THE GAME:** If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win. The winner may claim any Swag Counters which are loose on the table when the game ends.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Swag Counter:** At the beginning of the game, some or all defending fighters will be bearing Swag Counters. These represent sacks of valued produce that are potentially lucrative for the carrier. They are, however, heavy and burdensome, and require a free hand to carry. A fighter with a Swag Counter may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single-handed weapons at once. They also count as being Encumbered in combat, and suffer a -1 Attack Dice Modifier. No fighter may carry more than one Swag Counter at any time. Fighters who go out of action drop Loot Counters where they happen to be at the time. Remove the model but place a counter within 1" of where the model went Out of Action. Swag Counters may be picked up by any model that passes over them during its movement, but not if the model ran that turn. Fighters that take Out of Action an enemy that had been carrying a Swag Counter may pick up the Swag Counter freely if he wishes.

Fighters with Swag Counters can transfer them to other models in base-to-base contact during the shooting phase, providing neither model ran that turn. Neither model will then be able to shoot that turn.

Fighters may drop any Swag Counters they carry freely, in which case a Counter is placed within 1" of them as though they had gone Out of Action. This might be considered a good idea in tricky situations, when the best solution is to run away quickly!



**SWAG:** After the game is over each gang is allowed to cash in their swag. The income generated is added to the income from the gang's territory. Each Swag Counter is worth D6x5 credits.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+2 Bag Man:** If a fighter is carrying a Swag Counter at the end of the game he receives +2 experience points.

#### **ABOUT THE AUTHOR**

Michael is a long-time Necromunda player, with a Cawdor gang that has graced a variety of gaming tables with varying degrees of success. He has had three Necromunda articles published by Fanatic already; the Unknown Warriors and Legend of Phanta Claws house rules, and the Fight before Fistmas scenario.



## **Enfant Prodige**

*by Riccardo Parmeggiani*

Rumors has it that a young unsanctioned psyker has been seen unleashed from a sector of Hive Primus. Immediately all authorities has been alerted, and will be given a reward for who will rescue the boy alive. But against all expectations no one has still captured the young wyrd and all rescue teams which tried to find him have never come back. Capturing an unwilling psyker it's not so easy, even if he's only a child.

*Someone that you know has heard a rumor that someone else has found the wyrd's hideout. But all rumors spread too fast, and someone that someone else knows has got the same information. Now two gangs are hunting the young wyrd at the same moment, and only one of them will reclaim him...*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario.

**TERRAIN:** Set up to represent the sector of the hive that the young wyrd has chosen as his hideout.

**GANGS:** Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can/cannot be use din this scenario. After the gang deployment place the five "presence" tokens face down on the table, over 8" from each deployment zone and at least at 8" from each other. All tokens must be in cover (hidden to gang members LoS).

**STARTING THE GAME:** Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

**ENDING THE GAME:** The game ends when the young wyrd exits from a table edge (accompanied by a ganger or not). Ignore standard Bottle test rules, the reward is too high to abandon it!

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Presence tokens:** Presence tokens represent the projections of himself that the young wyrd generates to set his hunters on the wrong track. Each token counts as an opposing model from what concern the LoS, but not fire and combat rules (the wyrd must be taken alive!!!). When a model ends his movement within 2" to a Presence token, you must reverse it. If it's a fake, remove the token from play, but if it shows the wyrd, you must substitute it with the wyrd model and resolve the "I found him!" rules.

**I found him!:** If there is a model (not an animal) within 2" to the wyrd base you can roll a D6 adding the result to his Ld and see the Wyrd conviction

table shown at the Appendix 2. You can add 1 to the result for each friend model not down, pinned, fleeing or involved in h-t-h combat within 2" to the boy. Ignore this rule if the wyrd is still accompanied by an another model (friend or enemy).

**Follow me!:** A gang member that has convinced the young wyrd through the right table result will be followed by him for the rest of the game. In every place he ends his movement, the wyrd model will be placed at the base contact with him. If the model exits from his table edge the wyrd will exit too and the game ends (see "ending the game" paragraph). If the followed model goes down or out of action the wyrd will be considered "unleashed".

**Psyker unleashed:** If the wyrd hasn't been taken or there isn't any model (not down or fleeing) within 2" to him during the end phase, he will run through the nearest cover (or table edge) by 2D6". If you roll a double, instead to moving he will use an instinct psychic power rolled on the table shown at the Appendix 3.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+10 Convincing the wyrd:** If a fighter convince the wyrd then 10 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for convincing the wyrd.

**REWARD:** The gang that rescue the psyker gains a reward of 2D6x5 credits.

## Appendix 1 : Young wyrd profile

	M	WS	BS	S	T	W	I	A	Ld
Young Psyker	4	2	2	2	2	1	3	1	4

**Equipment:** The young psyker is equipped with no one but his favorite toy.

## Appendix 2: Conviction table

D6+Ld+*	Event
6-11	Nice try, dude! The conviction results a disaster: the only effect that the ganger reaches it's to provoke the young boy. Roll immediately on the Instinctive Psychic power table at the Appendix 3.
12	What a stubborn boy! The wyrd seems skeptical, and won't follow the ganger. Nothing happens, but during the end phase it's not considered unleashed. If the ganger wants (but at his own risk) he can try to drag the boy kicking and screaming to the table edge. If he wants to do this, he must pass a Strength test at the start of every player's movement phase. If he passes the test, the boy will follow him for this turn only (but he can't run, hide and do anything else). If he fails roll immediately on the Instinct Psychic power table (Appendix 3), and during the end phase the wyrd is considered unleashed.
13+	You're a good boy, follow me! The gang convince the boy. See the Follow me! rules.

\* - +1 for every friend (not beast) model within 2" from the boy.

## Appendix 3: Instinctive Psychic power

**Brief note:** the young wyrd is a powerful psyker, but can't control his powers. He never roll for casting a power but must roll 2D6 anyway for the Perils of the Warp risk.

D6	Psionic power
1	Leave me alone! The boy creates a wall of flames between him and the gangers. Place the 2"blast marker (the same of Scaly's scatter gun) under the boy. No one can neither pass through the wall nor trying to convince him and all the models covered by the area are moved 1" away from it. The wall remains until the next end phase, after that it will be automatically removed.
2	Burn, bad man, burn! A river of fire erupts from the boy's hands and cover the unfortunate ganger. The model suffer a S4 hit in the same way as a flamer attack (ignore ammo roll and malfunctions).
3	Boo! The boy transform himself into an horrible monster. It's only an illusion, but gangers don't know it. All models within 8" are automatically broken and must flee 2D6" to cover as described in the leadership section in the Necromunda rulebook. The next turn all models will recover automatically.
4	Bye bye stupid! The boy becomes invisible until the next end phase. While invisible he can pass through models (but not walls or obstacles) and is considered unleashed.
5	Go away from me! The boy takes the model and place him 3D6" away on a random direction. All friendly model within 4" from him must take a Ld test as if he has taken out of action.
6	You really made me bad! The boy's eyes become shining and flashing, then after few seconds a rain of sharp objects, nails and pebbles falls to the unfortunate ganger. The model takes immediately 2D3 S2 hits.

## Appendix 4: How to build Presence tokens

Simply glue these tokens to five coins (front/rear):



## ABOUT THE AUTHOR

My name is Riccardo, and I am 23. I live in Modena, Italy, where with some friends of mine (if I've been persuasive enough they will send scenarios too) I've built a little group of Necromunda game players (a quite rare thing in Italy, where WFB and 40K seems the only GW games played).

I play Orks and Death Guard in Wh40K, Nurgle Daemonic army in WFB, Skaven Team and Nurgle Team in Bloodbowl, Black Legion and Orks in Epic, Carnival of Chaos in Mordheim and Scavvies and Delaque in Necromunda.

Yes, I am a bit obsessed about rotten and stinking armies, I noticed that, but I am a splatter lover, what can I do?



## To Catch a Curator

By Ross Firth

(Inspired by the Necromunda Novel 'Salvation' by C S Goto)

In this scenario, your gang has learned of a recently commissioned expedition into the Underhive on behalf of one of the Noble Houses. They are sending a lone curator to look for an ancient piece of Archeotech that relates back to their Houses founding days and lies buried somewhere beneath the sprawling mass of Underhive domes. You have decided to pose as an ally to the curator in order to gain access to this treasure and seize it for yourself.

*There was hardly any sound at all from the approaching figure, but Garrond had been waiting all day so was not taken at all by surprise.*

*'What's the news?' The gang leader looked up from his weapon to try and meet the gaze of the informant.*

*'He's come through The Wall, on his way to acquire provisions from the WPO.' The cloaked figure replied from the shadows with the obvious soft voice of a Delaque.*

*'Does anyone else know of his arrival?' Garrond couldn't see the Informant in the dark and so casually turned his attention back to his bolt pistol.*

*'I did see some other gangers in the area but I believe they were just there by chance. I can't see how anyone else would know of this...' The Delaque spread his palm as a small pouch of credits was thrown his way.*

*'We'll soon see.' The gang leader picked up his pistol and slammed in a clip, chambering a round.*

*'We'll soon see....'*

**SCENARIO SELECTION:** Any non-outlaw House gang may choose this scenario. This scenario is designed for three or more players, but two can also play quite easily.

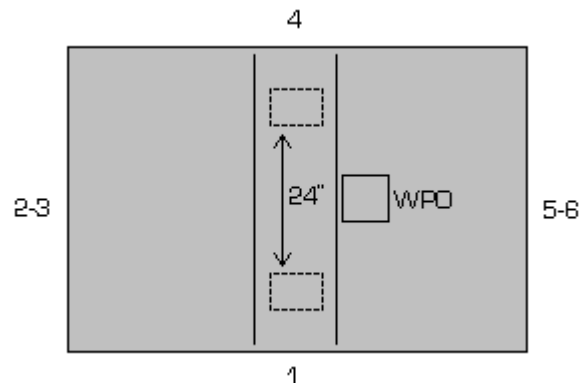
**TERRAIN:** Set up the terrain to represent closely knit buildings in an area roughly 4' x 4'. A long empty space should pass through the middle to represent the main street with one small building (the bunker from the Necromunda box should do fine) in the middle at one side of the street, representing the entrance to the WPO office.

**GANGS:** Each player must choose a maximum of ten fighters for this scenario as this event takes place on the busy streets of hive city and so no unwanted attention is needed by having such a large group of people. Also, no heavy or special weapons are allowed for this scenario and are left behind, however heavies themselves may attend.

Each player rolls a D6 and adds their gang leaders' initiative. The two players with the highest score have arrived first and are to set up in the marked areas of the street for a shoot-out (follow the shootout rules for this portion of the game).

The curator is placed just outside of the WPO building and counts as pinned.

Once the shoot-out has developed into normal game play, the remaining gangs turn up on a randomly determined table edge. Each remaining player rolls a D6 to see which edge they arrive on.



**STARTING THE GAME:** After the shoot-out has ended and once all remaining gangs are deployed, the game is played like a normal gang fight with the objective being to escort the curator off one of the board edges.

**ENDING THE GAME:** The game ends when one gang successfully escorts the curator off any board edge.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Low Profile:** As mentioned above, the gangs are trying to go unnoticed in their abduction of the curator and so gangs are limited to a maximum of 10 members.

Also the use of anything bigger than a basic weapon is prohibited. As a result, no heavy or special

weapons may be brought along, however the heavies themselves may attend if you wish.

**The Curator:** The curator begins the game pinned as mentioned earlier and cannot move until an escort has made contact. He has no weapons or equipment and cannot take part in the battle, however just to be a little more complete he has the same stat-line as a basic juve.

In order to make contact a fighter must finish their movement phase in base contact with the Curator who must be on his own. Once contact has been made, the two models move as one beginning in the players' following turn.

If an enemy is already escorting the Curator than they must be taken out in close combat before the escort can commence.

While escorting the Curator you may not fight other than to defend yourself if charged in which case the Curator drops to the floor again until the escort can continue or another takes his place.

The Curator may not be harmed and as such no template attacks may be used on the escort. In the event of a misfire or similar incident where the Curator would be hit, place him outside of the template range to indicate he has been thrown clear by his escort.

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit that he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

## ABOUT THE AUTHOR

Ross 'Psycho' Firth is a long time Necromunda player since a very merry Christmas back in '96! He has models for all six house gangs as well as Enforcers, Redemptionists and other home-made house gangs. Having previously collected 40k and more recently WHFB, still sees Necromunda as the best thing Games Workshop have ever created and hopes and prays that it will live on forever. I hope you enjoy this little scenario. I would like to thank all the guys involved with Necromunda over the years, you have made and maintained one truly amazing game and aspect of the Warhammer universe. Big thanks to all the authors of the new Necromunda novels (they totally ROCK!!!) especially C S Goto (writer of Salvation) who inspired this scenario.

**+10 Winning Gang Leader:** The winning Gang Leader earns an extra 10 experience points.

**+10 Successful Escort:** The fighter who successfully escorts the Curator over the board edge receives an additional 10 experience points.

**The Archeotech:** The winning gang successfully convinces the Curator that they are his escort into the Underhive and so gain access to the treasure which he has been sent to find.

Roll a D6 and consult below:

**1:** On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty save a few plague zombies! You manage to escape however d3 fighters have been injured. Randomly determine the fighters who each receive one serious injury.

**2:** On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty.

**3:** On arrival you find the piece of archeotech in question however it has no apparent monetary value. The curator gives you D6 x 10 credits for your help and is off on his way back to the spire.

**4:** On arrival you find the piece of archeotech in question and it appears to be quite valuable. The Curator pays you 2D6 x 10 credits and is off on his way.

**5:** On arrival you find the site to contain not only the piece in question but various other artefacts as well. The Curator pays you 2D6 x 10 credits for the piece and leaves the rest behind for you to take earning an additional D6 x 10 credits.

**6:** On entering the site, the Curator unfortunately trips and stumbles onto your outstretched blade! What a pity... You empty the site of all it's contents earning you a whopping 5D6 x 10 credits.





## Good Well Hunting

*A Multi-Gang Scenario by Scott J. L. Spear  
Inspired by "Underhive Bestiary" by Nick Jakos*

**Oh! let us never, never doubt what nobody is sure about!**

*The Underhive is a dangerous place, but not as dangerous as the Sump, a cesspool of the most horrid toxins and the unnatural beasts such an environment spawns. A vast network of pipes, long since defunct, leads from the Underhive down to the Sump but these passageways have been capped to prevent the foul vermin below from ingestion the citizens. However, the dangerous mix of waste has gathered in the Sump causing a great explosion, the force of which blows the caps off closed wells providing the horrors below a means of escape. In this time of tragedy the Guilders offer credits to those who can recap the open wells and destroy any creature that has escaped. Rival gangs must team up to protect the Underhive else all their lands will be overrun with vicious vermin. Because of the serious nature of the threat, even outlaws are offered the job.*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario.

**TERRAIN:** If three or fewer gangs are involved in this scenario it is suggested a normal 4' x 4' tabletop be used. If four or more gangs are involved, a 6' x 4' table is suggested. Larger tables can be used. Each player takes turns setting up terrain. If an Arbitrator is involved, he/she will also set up terrain. Terrain should be thick. There should be no open spaces larger than a 12" square.

Once all terrain is set up, a number of Well markers equal to 2x the number of gangs shall be placed. These may be placed by an Arbitrator or each gang may place two Wells on the table. The Wells should be about 1" wide (a base) and placed no closer than 12" from any edge. In addition, they may not be placed within 6" of each other. Wells do not have to be placed on the ground, but must be accessible.

**GANGS:** Once all terrain and the open Wells have been placed each player rolls a die (re-roll ties). The lowest scorer may pick any side and set up their gang within 4" of a table edge. Once set up, the next lowest follows and so fourth until all gangs are set up. It is possible to select the same side as another player. Because of the Sump explosion, special set-up rules for Tunnels, Vents and Infiltration may not be used for this scenario.



**STARTING THE GAME:** All players roll a die (re-roll ties) and the highest player goes first. The second highest follows and so on. This will remain the playing order for the game. Prior to the players, the Vermin will take a turn.

**ENDING THE GAME:** List how the games ends here.

**SCENARIO SPECIAL RULES:** This scenario has the following special rules:

**Multiplayer:** This scenario was designed to work with two or more gangs but can be played with just one and an Arbitrator. An Arbitrator may control the Vermin or they may be controlled by any active player.

**Leadership:** Any model may use the leadership of any gang leader if they are within the leader's leadership distance.

**Friendly Fire:** For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for losing your nerve if a fighter is taken 'down' or 'out-of-action' within 2".

**Closest Target:** This is a cooperative effort. Every moment those Wells remained uncapped is another moment closer to doom. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters. Even Redemptionists and models with Hatred may ignore those aggressive rules and fight along side their enemies during this scenario. It is worth noting that



this is not a binding truce and players may actively engage their rival gangs during this scenario, but if a rival gang is targeted directly, the attacker and their targeted gang no longer benefit from the temporary truce in aspects of Leadership and Friendly Fighter above.

**Vermin:** Prior to the first player's turn (including the initial) the Vermin take a turn. First, the Arbitrator or a player rolls D6 for every open Well. 1-5, the Well remains silent. On a roll of 6 something creeps out from the Sump. Roll 2D6 and consult the chart below.

<b>Well Roll 2d6</b>	
2	Gas Bubble
3	1 Demented Vermin
4	1 Augmented Vermin
5	1 Major Vermin
6	1 Minor Vermin
7	1 Diminished Vermin
8	d3 Diminished Vermin
9	d3 Minor Vermin
10	d3 Major Vermin
11	d3 Augmented Vermin
12	Re-roll 3 times

**Re-Roll:** On a roll of 12 re-roll on the chart three times. Re-roll any 2 and 12 results. All creatures (3 to 9) are placed one at a time from the same Well.

**Gas Bubble:** The ground begins to rumble and a shimmering thick cloud oozes from the open Well. The gas cloud floats a random distance and explodes. Roll Artillery dice and place the larger Gas Cloud blast template on the new location. Anyone covered by the template suffers an automatic S3 hit. Anyone partially covered is hit on a D6 roll of 4-6.

**Vermin:** If the Well Roll results in a vermin, roll D3 on the specific vermin chart and consult the Vermin's stats.

<b>Diminished</b>	
1	Scamper Rat
2	Sludge Skulker
3	Bugger Gnat

<b>Minor</b>	
1	Stinking Badger
2	Plague Zombie
3	Shadow Weasel

<b>Major</b>	
1	Hive Spewder
2	Tank Roach
3	Wypnotoad

<b>Augmented</b>	
1	Swarm of Spiders
2	Drakemantis
3	Bearwolf

<b>Demented</b>	
1	Sludge Bullworm
2	Sump Spider
3	Landshark

Place the Vermin one at a time in a random direction outside of the specific Well using the Artillery dice. If the target location is on top of another model place the models in base to base contact. If the target is in an impossible location (such as liquid or obstruction) place the creature as close to the target as possible. The vermin should be placed to the closest possible vertical location in relation to the Well.

Once placed, the Vermin will take its Movement, Shooting, Hand-to-Hand, and Recovery phases as normal with the following guidelines.

**Caution:** These Sump creatures, cautious of this unknown realm, always walk. They never run but will charge if a target is within reach.

**Hunger:** The creatures are hungry and search for easy prey. Vermin never target other vermin. They are looking for something new on the menu. They will use their movement phase to walk toward the closest table edge until threatened. A vermin is threatened if it is fired upon or within 12" of a player's model. When threatened they will close the distance to the closest player's model even if the model is not in line of site, so long as the model is not hidden.

**Escape:** If the vermin makes it to the end of the board it escapes. Having such a creature roam free will not please the guilders. Make a note of each creature that escapes.

**Damage:** Vermin do not take damage like normal gang fighters and can never be pinned. When reduced to zero wounds, they do not make an injury roll. Instead, they are killed outright. Make a note of the gang member who took the creature out of action as they will receive an experience reward.

**Carcass:** If a Vermin is killed in hand-to-hand, the gang member who strikes the killing blow picks up the beast's carcass. Remove the Vermin's figure from the table and the player makes a note of the Vermin's name on a sheet as they will receive a monetary reward. If a Vermin is killed from a distance, turn the model on its side. The first player who walks over the body collects the carcass. While this gang member will receive no additional experience from collecting another person's spoils, they will receive the monetary reward.

*Instinct.* Beasts have no leadership value, as they rely entirely upon instinct. They are immune to all psychology and never take leadership tests of any sort.

**Capping the Wells:** Open Wells can be capped, preventing the Vermin from escaping. If the model is in base contact with an open Well and does not move or shoot for their full round the Well has been capped. Make a note of each gang member who caps Wells as they will receive an experience reward. Capped Wells can not and should not be uncapped by gang members. You would have to be crazy to voluntarily release the horrors from below.

**ENDING THE GAME:** The fight continues until all of the Wells have been capped and all the Vermin have escaped or been killed. The game will also end if all the participating gangs (voluntary or involuntarily) Bottle out.

If all gangs bottle out before all the Wells have been capped the locals will not be happy at all. No monetary rewards for carcasses will be rewarded unless all the Wells are capped.

If a gang remains in the game until all Wells are capped and all vermin are gone, they are declared a winner. It is possible to have multiple winners and losers in this scenario.

**INJURIES:** CAPTURED: Vermin do not take prisoners. Injury rolls of Captured (61-63) is Dead  
BITTER ENMITY: Re-roll an injury roll of Bitter Enmity (56)

**EXPERIENCE:** Fighters who take part in the scenario earn experience points as noted below:

**+D6 Survives:** If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

**+10 Per Vermin Killed:** A fighter earns 10 points if they strike the killing blow on a Vermin.

**+10 Per Well Closed:** A fighter earns 10 points for each Well they successfully cap.

**+X Name:** List special scenario experience if needed.

**Wounding Hit:** In this scenario, no one earns experience for any wounding hits.

**Underdogs:** Underdog experience is not rewarded in this scenario.

## INCOME

## ABOUT THE AUTHOR

Scott was introduced to miniature gaming with Necromunda and has been playing in the same campaign for three years.

**Rewards:** The local Guilders and the community at large are very appreciative if you can close the Wells. If you won the game (or are one of the winners) for one of your territories that have randomly generated income you may re-roll the dice if you do not like the first result as if you were using the Fixer skill. You must accept the result of the second roll.

So long as all the Wells are capped you will receive credits for each Vermin carcass you turn in. For each carcass you picked up you receive one half of their point rating minus 5 credits for each Vermin that escaped. For example if you were able to collect the remains of a Scamper Rat (20 pts), a Stinking Badger (34 points) and a Drakemantis (160 points) but during the course of the game two Vermin managed to escape, you would receive 0 credits for the Scamper Rat (10 for half of the points -10 for the two vermin that escaped), 7 for the Stinking Badger (17-10) and 70 for the Drakemantis (80-10).

The smallest amount of money you can receive is 0 credits. The Guilders will not take money away if too many Vermin escape; they will just not reward you.

This money is Income and must be filtered through the appropriate charts.



## TERRAIN CONSTRUCTION

**Wells:** The Wells are best represented by a 1" long piece of 3/4" diameter PVC pipe mounted on a base of 1" (a standard base).

**Vermin:** Vermin can be represented by almost any model so long as their base is of the correct size. Diminished, Minor, and Major Vermin should be based on a standard 1" base such as the GW 25mm. Augmented Vermin should be based on 1.5" to 2" such as the GW 40mm bases. Demented Vermin can be based on up to 4" bases.

## Diminished Vermin

**Scamper Rat** 20 Pts Small, Crawler

M	WS	BS	S	T	W	I	A
6	2	-	2	2	1	4	1

*Razor Sharp Fangs*

*Razor Sharp Fangs: May reroll injury dice*

These fat rats are very common in the Underhive. Often used for target practice.

**Sludge Skulker** 28 Pts Small, Crawler

M	WS	BS	S	T	W	I	A
4	2	-	2	2	2	4	1

*Slow Moving x2, Resilient, Horns, Poison*

*Horns: 1 extra attack when charging*

*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*

These sludge covered beasts resemble deformed dogs. While not very quick that are very dangerous when confronted.

**Bugger Gnat** 30 Pts Small, Flyer

M	WS	BS	S	T	W	I	A
8	2	-	2	2	2	4	1

*Hit & Run*

*Fly above terrain*

*Hit & Run: May break from H2H without suffering a free hit from its opponent*

An ugly 2 foot insect. They can become horrific when found in groups.

## Minor Vermin

**Stinking Badger** 34 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
5	3	-	3	4	1	4	1

*Tough, Slow Moving, Musk*

*Musk: Models moving within 2" must take an immediate leadership test. If failed, stop and movement ends.*

This skinky beast is covered in thick, coarse hair. Best met down wind.

**Plague Zombie** 38 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
5	3	-	3	3	1	1	1

*Slow Moving, Slow Witted, Plague-Ridden*

*Plague-Ridden: A model wounded by a plague-ridden creature must roll a D6. On the roll of 4-6, the wound is clean. However, on the roll of 1-3, the creature has passed the plague on and the victim must roll on the Zombie Plague Table below.*

*1 Clear. No symptoms of the Zombie Plague appear*

*2-3 Sickness. The victim falls ill and must miss the gang's next fight.*

*4-6 Zombie Time. The victim becomes a zombie and wanders off. He and all his equipment are lost.*

A staple of Scavvy gangs these mindless creatures seek only to feed. Their bite could spell certain death.

**Shadow Weasel** 50 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	3	-	3	3	1	5	1

*Quick, Leap, Camouflage*

*Leaps an additional 6" during its Movement*

*Camouflage: Counted as at least in partial cover when being targeted from long range*

These fast creatures as often not spotted until it is too late.

## Major Vermin

### Hive Spewder 54 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	3	-	2	2	1	5	1

*Quick, Weak, Poison, Ranged Attack*

*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*

*Ranged Attack: The creature can make a ranged attack of up to 8" that hits on a 4+ and causes poison.*

These horrid spiders can reach 5' in length. Their maw can spew a stream of deadly poison a good distance.

### Tank Roach 80 Pts Large Crawler

M	WS	BS	S	T	W	I	A
6	4	-	4	5	2	4	1

*Tough, Resilient, Armored*

*Armored: 5+ save*

A massive cockroach with a length of two men. Its hard exoskeleton is tough to pierce.

### Wypnotoad 100 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	4	-	3	4	3	4	1

*Predatory, Resilient x2, Tough, Fear, Slash Attack, Severe Injury*

*Fear: A leadership test is required if charged by or charging this creature. Follow the rules for Fear.*

*Slash Attack: Creature may whip his tongue at a range of 2" during shooting phase. Victim may attempt to dodge the hit by passing an initiative test. If failed, the victim suffers 1 S3 hit.*

*Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.*

11-16 Dead

21-23 Head Wound

24-26 Blind in one Eye

31-36 Old Battle Wound

41-46 Full Recovery

51-56 Impressive Scars

61-66 Horrible Scars

One of the most feared creatures in all of the Galaxy.

## Augmented Vermin

### Swarm of Spiders 134 Pts Large Crawler

M	WS	BS	S	T	W	I	A
5	4	-	4	4	3	4	2

*Slow Moving, Hostile, Resilient x2, Poison, Lure, Regeneration*

*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*

*Lure: The creature has an Initiative of 10 for the first round of combat. In addition, models charging the creature may not use a charge bonus.*

*Regeneration: At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.*

A large mass of black and gray roams the landscape. Upon closer inspection the horror is composed of hundreds fist sized spiders.

### Drakemantis 160 Pts Large Flyer

M	WS	BS	S	T	W	I	A
8	5	-	5	5	2	4	1

*Resilient, Predatory, Strong, Tough, Acidic Blood, Poison, Defensive Spines*

*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*

*Acidic Blood: If killed, the creature causes a S3 hit to any models in base to base contact.*

*Defensive Spines: When charged, the creature gets an automatic hit at its strength before combat resolution.*

This winged beast resembles the unpleasant union between a dragon and a giant prey mantis. Very rare and deadly.

### Bearwolf 200 Pts Large Crawler

M	WS	BS	S	T	W	I	A
7	6	-	6	6	3	4	3

*Agile, Hostile x2, Resilient x2, Predatory x2, Strong x2, Tough x2*

The Bearwolf is a vicious beast. A ganger who sees this monstrous creature towering before him will likely see nothing more.

## Demented Vermin

**Acidic Bullworm** 300 Pts Large Crawler

M	WS	BS	S	T	W	I	A
6	4	-	7	5	2	4	3

*Resilient, Strong x3, Hostile x2, Tough*  
*Poison, Acidic Blood, Regeneration, Terror, Severe Injury, Burrow, Divide*  
*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*  
*Acidic Blood: If killed, the creature causes a S3 hit to any models in base to base contact.*  
*Burrow: At the end of its movement phase, the creature may dive underneath the tabletop and reemerge at the end of its next movement phase anywhere within 24" of its previous location.*  
*Regeneration: At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.*  
*Terror: Follow the rules for Terror.*  
*Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.*

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

*Divide: When the creature suffers its last wound, roll a D6. On the roll of a 1-2, the creature is killed. However, on the roll of a 3-6, it is replaced with two creatures of the same type.*  
 It's big, scary and pink with the power to devastate a whole community. When the ground shakes, beware.

**Titan Sump Spider** 390 Pts Large Crawler

M	WS	BS	S	T	W	I	A
9	7	-	6	6	4	6	1

*Predatory x3, Quick x2, Strong x2, Tough x2, Resilient x3, Agile x3*  
*Entangle, Enhanced Senses, Ignore Terrain, Severe Injury, Terror*  
*Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.*  
*Entangle: The creature uses an attack like that of a Web pistol as described on page 38 of the Necromunda: Underhive book. The entangle attack has a range of 8" and hits on a 4+.*  
*Enhanced Senses: When attempting to spot enemies in hiding, etc, the creature has 3x its initiative.*  
*Ignore Terrain: The creature may move over obstacles or terrain without penalty. This does not include liquid.*  
*Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.*

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

*Terror: Follow the rules for Terror.*  
 The stuff of nightmares are made of.

**Landshark** 450 Pts Large Crawler

M	WS	BS	S	T	W	I	A
9	7	-	7	7	4	7	4

*Agile x3, Tough x3, Hostile x3, Resilient x3, Predatory x3, Quick x3, Strong x3*  
*Armored, Burrow, Ignore Terrain, Severe Injury, Razor Sharp Fangs*  
*Armored: 5+ save*  
*Burrow: At the end of its movement phase, the creature may dive underneath the tabletop and reemerge at the end of its next movement phase anywhere within 24" of its previous location.*  
*Ignore Terrain: The creature may move over obstacles or terrain without penalty. This does not include liquid.*  
*Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.*

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

*Razor Sharp Fangs: May reroll injury dice*  
 Essentially a building with legs and a bad attitude.