BREAKTHROUGH

'There is no way the Brazen Maidens will ever be able to get past this! We've got 'em lads!'

Last words of 'Rusty' Nails, Lord of the Radlight Expanse, House Goliath

In this scenario, one gang tries to force its way past a roadblock thrown up by their enemies.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has vehicles in their gang, they are automatically the attacker.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Mark a road 6"-8" wide running up the centre of the battlefield. The defender sets up a roadblock within 12" of the centre of the battlefield. The roadblock should be placed across the road and include barricades and defensible positions. The rest of the battlefield is set up following the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection (D3+1) method to determine their crew. The rest of the defender's gang creates the Reinforcements deck.

DEPLOYMENT

The defender sets up their crew anywhere within 12" of the centre of the battlefield. The attacker then sets up their crew within 3" of the Trailing Edge of the battlefield.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the Gang Rating of one gang is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends four rounds after the battle becomes a Rolling Roads scenario, or if either gang has no models left on the battlefield at the end of any round.

VICTORY

If only one gang has models on the battlefield at the end of the battle they are victorious. Any other result is a draw.

REWARDS

CREDITS

The attacker adds D6x10 credits to their Stash for every friendly vehicle that is Mobile on the battlefield when the battle ends.

The defender adds D3x10 credits to their Stash for every enemy vehicle that is Wrecked.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

Each model from the victorious gang who took part in the battle earns an additional 1 XP.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

ROLLING ROADS

This battle starts as an Ash Wastes battle. At the start of each round, before rolling for Priority, if any model from the attacking gang is closer to the Leading Edge than the Trailing Edge the battle becomes a Rolling Roads battle with open sides.

REINFORCEMENTS

The defender can use Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. At the start of each End phase one random model arrives as Reinforcements. Reinforcements are deployed by the controlling player anywhere within 1" of a battlefield side of their choice and not within 12" of an attacking model.

BATTLEFIELDS OF THE ASH WASTES

Battles in the ash wastes take place in a wide variety of places, but they are all generally relatively flat and open, any large features having been eroded away by frequent storms.

For Ash Wastes battles, a battlefield of roughly 4'x4' is ideal – though for introductory battles or smaller skirmishes, smaller battlefields also work well. For battles taking place out on the ash wastes, the same default method of placing terrain and determining deployment zones applies as for Sector Mechanicus battles. Players should be aware though that terrain is sparser away from the hives and an effort should be made to represent terrain features and structures appropriate to the wastes.

'Full speed ahead and don't stop 'till we reach the Observatory!'

Krell Jorge,
Prime Movers,
House Van Saar
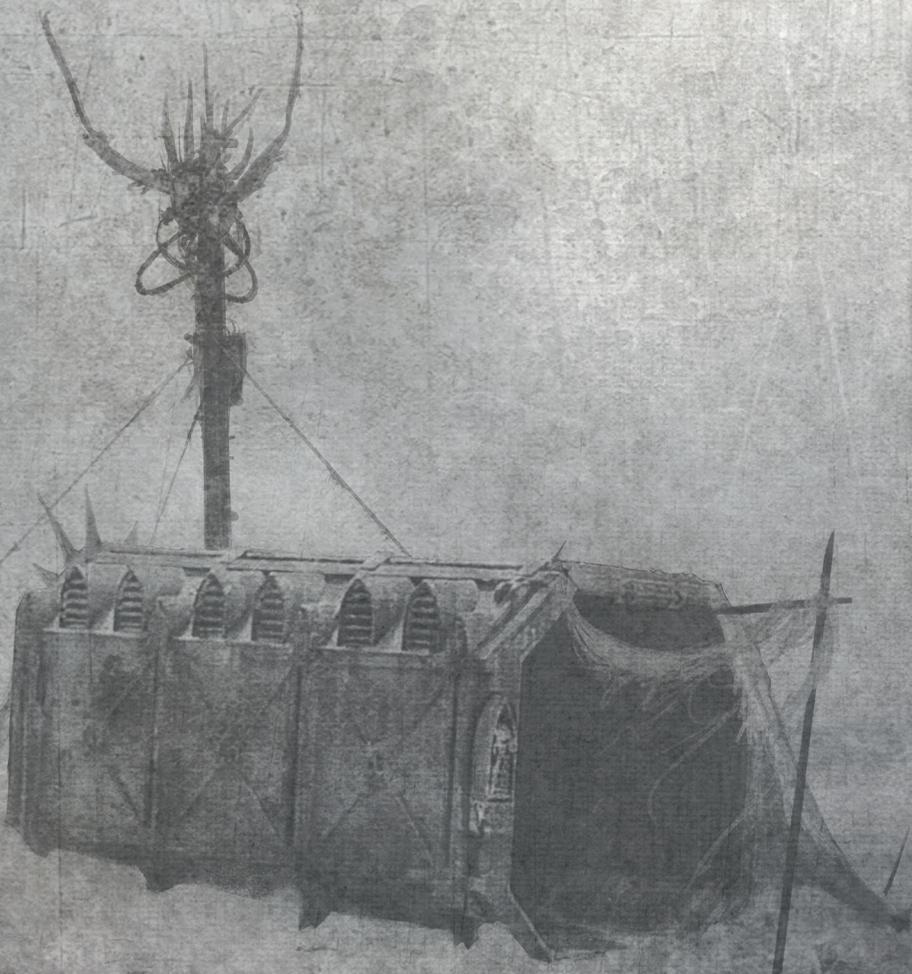
THE GREAT RIG ROBBERY

*'Escort Epsilon-Gamma come in, we are under attack, requesting immediate back-up.
Repeat: Escort Epsilon-Gamma…'*

Hark Gruner, Cargo-8 Ridgehauler Driver, Guild of Coin

In this scenario, two gangs fight over a lone cargo hauler, trying to claim its riches before its escorts turn up.

BATTLE TYPE

This scenario is an Ash Wastes battle. Vehicles can be included in both crews.

BATTLEFIELD

Set up the High Value Cargo as described on the following page. Mark a road 6"-8" wide running up the centre of the battlefield; note no terrain can be placed on this road. The rest of the battlefield is set up following the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both players use the Custom Selection (7) method to choose their crew.

DEPLOYMENT

The players roll off, with the winner choosing one of the battlefield sides (not the Leading Edge or Trailing Edge) as their deployment zone. Their opponent has the opposite side as their deployment zone. Starting with the player who won the roll-off, players alternate placing models within 6" of their battlefield side.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of models in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the High Value Cargo's escorts arrive or if either gang has no models left on the battlefield at the end of any round.

VICTORY

The gang with the most Cargo points at the end of the battle is the winner. If both gangs have the same number of Cargo points then the battle is a draw.

REWARDS

CREDITS

Each gang adds D6x10 credits to their Stash for each Cargo point they have.

EXPERIENCE

Each model who took part in the battle earns 1 XP.

Each fighter that adds at least one Cargo point to their gang's total earns an additional 1 XP.

REPUTATION

The victorious gang gains D3 Reputation. If either gang bottled out, they lose 1 Reputation.

HIGH VALUE CARGO

Both gangs are trying to loot what they can from a passing vehicle before its escorts arrive. Place a large vehicle in the centre of the battlefield (a Guild of Coin Ridgehauler is ideal for this) facing directly towards the Leading Edge. The High Value Cargo cannot be targeted by attacks or moved from its position in the centre of the battlefield. Any fighter within 1" of the High Value Cargo can make the Loot Cargo (Basic) action:

Loot Cargo (Basic): Make an Intelligence test for this fighter, if it is passed increase their gang's Cargo points by 1.

ESCORT INCOMING

Having voxxed in that they are under attack, the High Value Cargo is trying to last until an escort arrives to drive the gangs off. At the start of the third round and every round thereafter, the player with priority rolls a D6 and adds the round number to see if the escort has arrived. On a 9 or higher, this round is the last round of the battle as the escort arrives and the gangs scatter.

ROLLING ROADS

This scenario is a Rolling Roads scenario with open sides and the following modifications:

HIGH SPEED PURSUIT

This scenario happens at high speed with the High Value Cargo attempting to shake off both gangs. During the Move Battlefield step of the Rolling Roads phase, any vehicle that has at least half of the Leading Edge within its front vision arc is not moved towards the Trailing Edge along with the rest of the battlefield.

This may result in those vehicles colliding with other models or terrain. Resolve these collisions as described in the *Ash Wastes Rulebook*.

IMPLACABLE ADVANCE

The High Value Cargo always remains in the centre of the battlefield and cannot be moved; other models treat it as a solid terrain feature.

CLEAR ROAD

The road going through the centre of the battlefield is a clearway and so no terrain can ever be placed upon it.
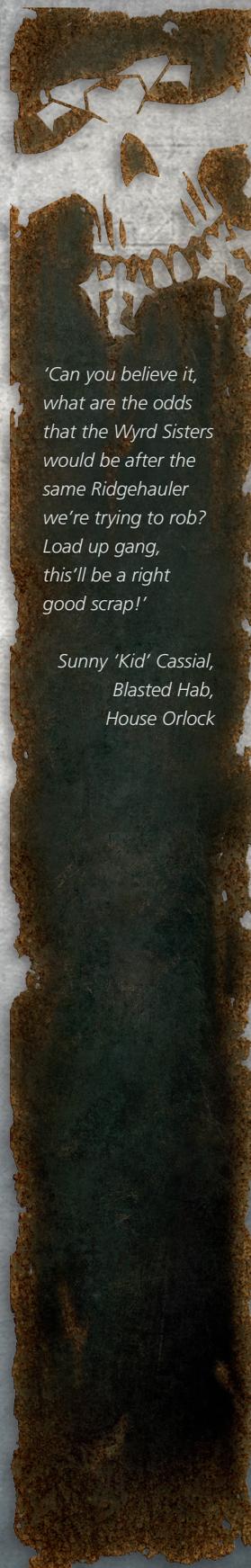
'Can you believe it, what are the odds that the Wyrd Sisters would be after the same Ridgehauler we're trying to rob? Load up gang, this'll be a right good scrap!'

Sunny 'Kid' Cassial, Blasted Hab, House Orlock