

SIX MINUTES

BATTLEFIELD

This scenario uses the standard battlefield rules and consists of four Zone Mortalis tiles.

Starting with the defender, players alternate placing the three exploding barrel markers within the zone tiles. Only one barrel marker can be placed in each tile.

In the centre of the battlefield, place the Dramatis Personae, *The Emissary*.

The attacker will designate an extraction zone anywhere on the battlefield edge opposite their deployment measuring not more than 10"x 10". This must have 2 sealed door entries and be surrounded by impassable terrain (see image A for example).

CREWS

This scenario used the standard rules for choosing a crew. Both players use custom selection 6 method.

TACTICS CARDS

Each player may select 2 gang tactics cards.

If during the pre-battle sequence, the total credits value of fighters in one players starting crew is less than their opponents, then the may randomly draw an additional tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first and deploys their entire crew on one half of the battlefield.

The attacker deploys their entire crew within a 2 inch strip along the opposite battlefield edge.

OBJECTIVE

The attackers objective is to destroy *The Emissary* and to make it to the extraction zone prior to game end.

The defenders objective is to put all members of the attackers crew out of action.

ENDING THE BATTLE

The battle automatically ends after six turns or when either crew achieves their objective.

VICTORY

The attacker wins if they eliminate *The Emissary* and make it to the extraction point.

The defender wins if they take all members of the attackers crew out of action.

REWARDS (campaigns only)

CREDITS

Each gang earns D3 x10 credits for each fighter taken out of action.

The attacker earns D6 x100 credits if it takes *The Emissary* out of action.

The defender earns 2D3 x10 credits if it takes all of the attacking gang out of action.

EXPERIENCE

Each fighter that took part in the battle gains 1XP.

If a fighter takes *The Emissary* out of action, they gain an additional D3 XP.

REPUTATION

Each gang gains 1 rep if this was their first battle against the opponent.

The winning crew gains D3 rep.

SCENARIO SPECIAL RULES



IMAGE A

"Put out the tongues of those who would speak his wretched name! Put out the eyes of those who would bare witness to his false martyrdom! The path of redemption will purify this wicked place!"

- Axiel Vex,
Supreme Redeemer,
House Cawdor
On the matter of the
'nameless ones'



Weapon

exploding barrel

Rng		Acc		Str	Ap	D	Am	Traits
S	L	S	L					
-	-	-	-	2	-2	1	-	Blast (5"), Blaze, Single Shot

NO WHERE TO RUN

Due to the dire circumstances in this scenario, neither gang can bottle out and flee or voluntarily flee the battlefield.

However, individual fighters can still be subject to the broken condition, i.e. failed cool check.

FULL LOCKDOWN

Any door placed on the battlefield is in full lockdown and cannot be unlocked.

A fighter cannot attempt a operate door (simple) action or an access terminal (basic) action. The only way to overcome full lockdown is by using the force door (basic) action as listed in Necromunda rule book.

EXPLODING BARRELS

Exploding barrels have the stats listed below.

Fighters within one inch of an exploding barrel may make a move (simple) action, dragging the exploding barrel with them. When the action ends, the exploding barrel is placed in based contact with this fighter.

Fighters can also make a shoot (basic) action directed at the barrel. If successfully hit the barrel will explode on a 3+.

Fighters in base contact with the barrel may make a fight (basic) action or shoot (basic) action, which will automatically hit and will detonate on a 3+.





DRAMATIS PERSONAE

GRANDFATHERS EMISSARY												0 Credits
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int	XP
0"	3+	5+	5	5	3	3+	3	4+	3+	4+	12+	0
Weapon		S	L	S	L	Str	D	Ap	Am	Traits		
Thrashing Boughs		E	2	-1	-	3	1	-	-	Versatile,Melee,Drag		
Hungering Maw		-	-	-	-	S	1	-1	-	Melee,Sever,Rending,Shred		
Feculent Spores		-	Sx2	-	-	-	-	-	5	Grenade,Blast (3),Toxin,Rapid Fire (1)		
WARGEAR		Carapace Armor - Light,										
SKILLS		Fearsome, Overseer, Plaguekin, Regroup, Rooted Monstrosity , Weakness To Blaze										

PLAGUEKIN

If a model with this trait suffers a hit from a weapon with the toxin and/or gas weapon trait the controlling player rolls a D6 and on a 2 the attack has no further effect On a natural 6 the model regain 1 lost flesh wound as it basks in the glory of pestilence and suffering!

ROOTED MONSTROSITY

This model can never move for any reason and will remain in position where its unholy roots have claimed the ground on which it lays

In addition, this model due to its hideous size, can never have the prone condition it can however still be subject to pinned (basically don't lay it prone and pinned but treat it the same for rules purposes and it will never get the negative to hit modifier for being prone)

WEAKNESS TO BLAZE

This model is especially averse to being subject to the "blaze" condition, as such, when activated and subject to "blaze" it will suffer 1 additional hit and receives no bonus to being pinned/seriously injured and attempting to stop the flames!