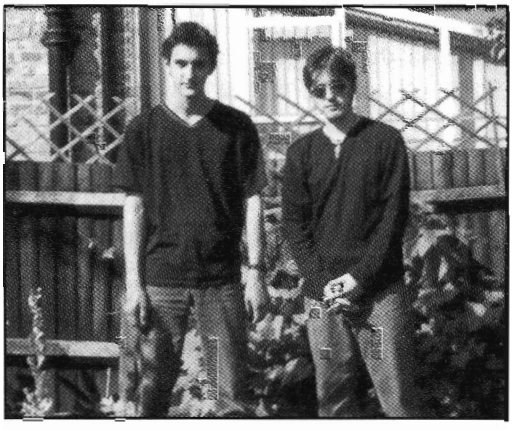
CAMPAIGN

INCURSION

by DALKA FAIK & NICK PIACHAUD

'Ello it's me again. This is a short campaign I wrote with help from my friend Nick, inspired by the classic computer game 'Half-Life'. When we played it I was the Defence Force and Nick played his (t)rusty Ratskins. It was good scrap, killing each other on the tabletop was a relief from the violence and bloodshed of normal school life and A-level exams.

We're both still collecting, I'm turning my hands to Eldar and Wood Elves, whilst Nick is very slowly turning into a Vampire Count, and he keeps mentioning Dark Elves. I think he's trying to kill me...



Incursion is a mini-campaign. It pits a normal gang against the Necromunda Planetary Defense Force. These troops have been sent down into the Underhive, at the request of the Merchants Guild, to deal with a particularly troublesome gang. It might be nice to play this campaign with an outlawed gang, but it isn't neseccary, any gang will do.

It is a linear campaign, played out over 3 or 4 scenarios. The third scenario is optional.

CAMPAIGN FLOW CHART

1.INCURSION

↓

2. BREAK OUT

↓

3. RESCUE (OPTIONAL)

↓

4. AMBUSH AT SILO 51

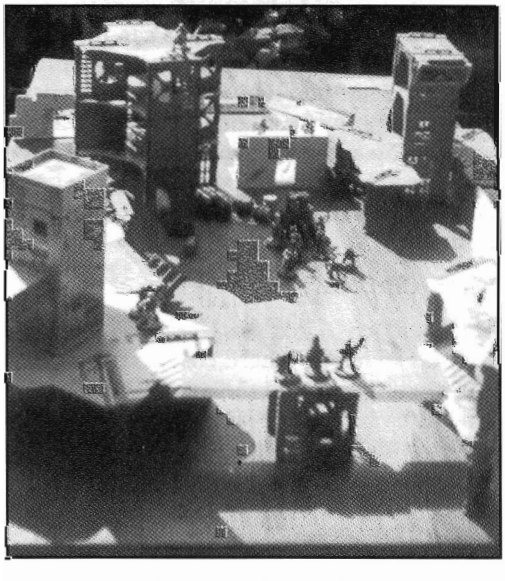
The Rescue mission isn't detailed here because it's optional and it's a normal Rescue mission from the rulebook, with the Defence Force as the defenders and the gang as the attackers.

MODELLING

To play you'll need 15 Defence Force troopers and a normal Necromunda gang.

I guess you could use any Imperial Guard as Defence Forces troops but I used Cadian Shock Troops and converted them to be wearing gasmasks and carrying autoguns.

For autoguns I merely cut off the end of the lasguns and replaced it with an autogun barrel. For the respirators I used blu-tak, sticking it to the models face, carving out two eye peices and using the disgarded lasgun barrel as a filter stuck into the side of the blu-tak.



SCENARIO ONE
INCURSION!!!

Incursion is basically a Raid scenario with some special rules. The Defence Force have identified the gangs hide out and are sneaking in with the intention of taking out the gangs leader. Just as in the normal Raid scenario the defence force must destroy a 'gateway', but they are also trying to assassinate the gangs leader. Set up the board as for a Raid.

SENTRIES

The Defence Force is experienced in night-time incursions and are trained to avoid detection. They have been training specifically for this mission, studying maps of the hide-out, the gangs routines etc. The detection range of all sentries is therefore halved.

In hand to hand combat phase, if the Defence Force Trooper wins in the first round the alarm cannot be raised. Also, when working out whether the alarm is raised by shooting, half the strength of the weapon (rounding up), before testing.

RAISED ALARM

As soon as the alarm has been raised the Defence Force must all assume a firing position. They cannot perform any action that will prevent them from shooting in their next turn, (like running) so that they may pour all their fire into the enemy.

TARGETING THE GANG LEADER

If the Defence Force Troopers can fire at the gang leader (he is in their arc of fire and within range) then they must do so. They do not care about the rest of the gang, just the leader who must be taken down. Once the gang leader is taken down the Defence Force may target other gang members as normal.

KRAK CHARGES

The Defence Force has three men armed with krak charges, these cost no extra creds and are important to the attack. Nominate 3 minatures before the start of the battle who are carrying the charges. These charges are for destroying the gateway, and have to be placed on it.

A Defence Force trooper with a charge must be in contact with the Gateway to place a charge. He cannot take any other action whiklst setting the charge. After another turn the charge will explode and automatically destroy the gateway.

These objectives are not vital to the mini-campaign. Should the gang leader survive or merely go down, this is fine, continue as normal. If the Defence Force retreat before they can take out the gateway then it will be destroyed after the gang have fled the hide out.

SPECIAL RULES, SCENARIO AND EXPERIENCE

Experience is gained as for a normal Raid scenario. See Pages 161 in Necromunda hardback rulebook.

POST BATTLE SEQUENCE

Only experience, skills and injuries may be rolled up from this game, not income or new equipment. The gang is too busy running away from the Defence Force to worry about collecting income or going to the trading posts.

SCENARIO TWO
BREAK AND RUN!

After a close call with the Defence Force, the gang is forced to retreat without collecting income and buying new equipment!!! They know that their only hope is to break past the troopers and into the subway tubes. If they can reach the tunnels they will be able to escape to another part of the Hive, away from the Defence Force and vengeful local Guilders. First they have to get past the Defence Force's road block and sentries. Stealth is key for this mission.

TERRAIN

Set up the table in the form of a road, with buildings along either side and debris in the centre. Deploy the gang at one end and the Defence Force and the Commissar at the other. At the Defence Force's end a roadblock/wall should be set up across the road where they can wait for the gang.

The Defence Force are equipped with a heavy stubber platform. Two troopers must man a heavy stubber platform. One trooper

is the loader.

These options come as free extras when buying your Defence Force (see later).

OBJECTIVE

The gang must make their way past the Defence Force as quickly as possible and escape off the other side of the table. All of the gang must stay on the road or in the buildings on either side of the road for the duration of the scenario. The Defence Force must endeavour to stop the gang.

The game ends when all the gangers that can leave the table have, or if all the gang is prevented from doing so by the Defence Force, i.e. they are all down or taken out.

GANGS

All of the gang left alive after the Incursion scenario will take part in this scenario.

Only 2D6 + 3 Defence force trooper and the Heavy Stubber platform will be deployed. This must include the Commissar and the heavy stubber crew.

The rest will be set up in groups as the defenders in a Raid scenario. They will be brought on as for a Raid scenario's reinforcements.

SPECIAL RULES

HEAVY STUBBER PLATFORM

This weapon provide the gunners with hard cover (-2 to hit) due to the gun shield. It is constantly supplied with amnumition by the loader, and so does not have to take ammo tests.

COMMISSAR

If the Commissar is taken out of action the Defence Force will pull out immediately and the gang will escape with no further hinderence.

BREAK THE LINE!

To escape the gang must pass through the Defence Force and get off the far table edge. This simulates them breaking through into the tubes beyond.

EXPERIENCE

+10 - The gang leader if he survives.

+5 - per wounding bit.

+5 - breaking past the barricades.

+D6 - Surviving.

WHAT HAPPENS TO THE DOWNED GUYS

A point I didn't consider at first was the downed gangers.

Roll for serious injuries for them. Any results of dead apply. Any results of survives against the odds and Full Recovery means the ganger is able to crawl off (with most of his bits still attached) and reaches the rest of the gang. Any other result applies, but also counts as a Captured result. If any gangers get caught (which they should), decide if you want them back or not. If you do, then the next secnario is a Rescue mission.

Any gang members not rescued are handed over to the Guild to be sold into slavery or turned into pit slaves. If the entire gang goes down then the campaign ends here.

POST-BATTLE

In the previous game, the gangs have been prevented from collecting income because they needed to escape the Defence Force. However now they have escaped from this section of the Underhive. This means they have lost their most valuable piece of territory, strike it off the roster and roll up a new territory to represent their safe house.

Now they are holed up in a new section of the Hive they can now collect income, replenish losses and buy new equipment.

SCENARIO THREE
RESCUE

Only play this scenario if the gang player had any gangers captured in the Break and Run scenario, and he chooses to try and rescue them. If no gangers where captured, or the gang player opts not to rescue his gangers, then move straight to scenario four.

SCENARIO FOUR
AMBUSH AT SILO 15

Whether the gang have or have not performed the Rescue the survivors have escaped to another sector of the Hive.

This is it, the final attempt to take out the gang before the Defence Force are called back to the Spire to resume there normal

guard duties. In this scenario the Defence Force launch a brutal ambush against the gang, ready to take down the scumbags once and for all. This is a last stand for the gangers.

TERRAIN

Set up a large settlement (or something similar) where a silo of food and resources could conceivably be set up, and then buildings and gangways to surround it. This is Silo 15, where the gang has holed up to escape the Defence Force. The Defence Force deploy in the buildings around the silo, and the gang within it. The Defence Force gets first turn.

OBJECTIVE

The Defence Force must take out as many of the gang as possible in a crushing blow before leaving. They have five turns to do as much damage as they can. At the end of 5 turns the Defence Force withdraw and the game ends.

SPECIAL RULES

None. This is a straightforward Ambush scenario with the turn limit outlined above. Get killing!

EXPERIENCE

See page 158 of the hardbacked rulebook.

SO THAT'S IT? IT'S OVER?

After the attack by the Defence Force it is likely that the gang will be blasted into several pieces. However, they will not go unrewarded for their perseverance. The Defence force withdrew in a hurry and left behind a store of supplies and equipment. This is the equivalent of an Archaeotech horde for the gang, which can be exploited for one turn only. It will also yield the following:

Roll a D6:

1: D3 flak jackets.

2: D6 flak jackets.

3: D6 autoguns.

4: D6 boltguns.

5: D3 needle weapons (1-4 needle pistols 5-6 needle rifles).

6: D6 free items from the rare trade chart. Rolled separately in the presence of another player.

These items can be sold at the trading post or kept.

THE DEFENCE FORCE TROOPERS

All Imperial ruled planets recruit a Planetery Defence Force. Unlike the Imperial Guard, whose regiments move from battlefront to battlefront, the Defence Force is entirely static. Regiments of the Defence Force remain upon their native planet and are the first line of the planet's defence in the event of a surprise attack or invasion.

When an Imperial Planet is required to meet it's tithes of Imperial Guard regiments it is not unusual for whole regiments of the Planetray Defence Force to be recruited en masse and shipped off to distant warzones. For most this is there first experience of interstellar travel and the vast Imperium beyond their home planet. For many it is also their first taste of battle.

Defence Force troops generally lack the disciple, training, equipment and faith of the Imperial Guard. They have not had the induction into the Imperial Cult, they lack the rigid faith in the Emperor needed to withstand the worst excesses of war. For this reason they are seen as second rate troops. If war should come their place in the front line wlll quickly be taken by more trustworthy Imperial Guard units. Generally they will be used for garrison duties, occupying static defences, guarding supply dumps, fortresses or industrial facilities.

Planetary Defence Forces are made up entirely of natives, and equipment varies widely. On rich worlds they can be well equipped, almost as well as the Imperial Guard. On feral worlds they may only have native weapons and a few crude firearms. The wealth of the noble houses of Necromunda means that the Planetary Defence Force is well supplied with weapons. Each individual is as well equipped as an Imperial Guard infantryman, but the force as a whole lacks the supporting tanks and heavy weapons.

1 Commissar (One, and only one!!)

120 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	4	2	4	2	9

Weapons: Boltgun, sword, frag grenades, melta bombs.

Armour: Mesh.

Equipment: Skull Chip.

Special: As soon as the Commissar is taken out of action the Defence Force will retreat. They do not take Bottle tests.

1+ Troopers

70 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Autoguns or shotguns (solid, scatter, manstopper shells), autopistols, knives, frag grenades.

Armour: Flak.

Equipment: Free respirators/plugs and photo-contacts for all troopers.

0-3 Specialists

90 creds + weapons

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons: Autopistols, knives, frag grenades.

Options(one of the following): A comm-unit and autogun. A grenade launcher and krak grenades.

Armour: Flak.

Equipment: Free respirators/plugs and photo-contacts for all troopers.

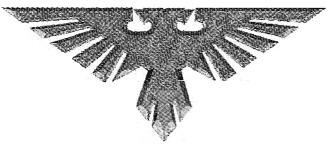
SPECIAL EQUIPMENT

Armour and Grenades: Because they're well equipped the Defence Force are given their armour and grenades free of charge, along with their autopistol sidearms. You only have to pay for their basic weapon.

Comm-units: If a specialist trooper is equipped with a comm-unit, then all troopers are linked through helmet radios through this unit with each other. As long as the specialist trooper remains on the table (ie, not out of action), troopers may test against pinning at all times. Cost is +30 creds.

COMMISSAR

Because the defence force aren't considered as reliable as the Imperial Guard they are led by a Commissar, to ensure obiedance and bravery.



If the Commissar is taken out of action at any point, the Defence Force troopers will withdraw immediately and take him with them. Troopers are expendable, a Commissar is not.

SPECIAL RULES

The Defence Force will never lose members from game to game. For example, if you choose to have fifteen men, then you'll always have fifteen men (no more end and less) due to reinforcements and such. If a trooper rolls a dead result on the serious injuries chart, they are replaced immediately. All other injury results remain the same, keep track of them throughout the campiagn. Defence force troopers do not gian experience.

RECRUITING

The size of the Defence Force unit depends on the size of the gang they are sent to attack.

Gang Rating 0 - 2000

Up to eighteen men (including stubber, Commissarand specialists). 2000 creds to spend.

Gang Rating 2001 - 4000

Up to twenty men. 2500 creds to spend.

Gang Rating 4001 - 6000

Up to twenty-two men. 2500 creds to spend.

Gang Rating 6001+

Up to twenty five men. 2500 creds to spend.

UNOFFICIAL HOUSE RULES

Just for fun, these are not part of the game system.

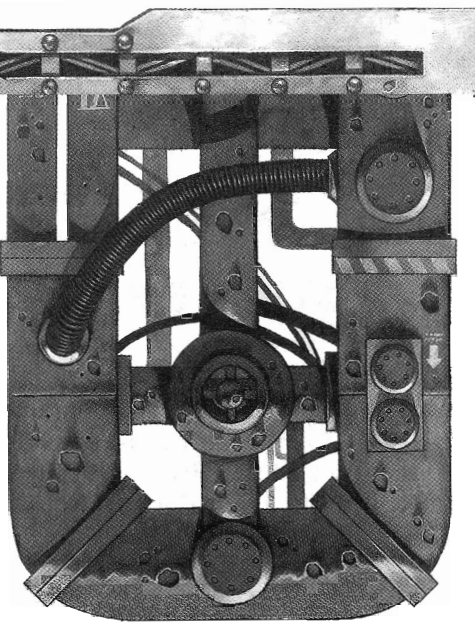
NEW GANGS

Genestealers Cults	Gang War 1
Orks in da Hive	Gang War 2
Ultra-Violent- Vampires	Gang War 3

RULES

House Specialties	Gang War 2
Hive Ken skills	Gang War 4
Trading Skills	Gang War 5

* BitU - Battles in the Underhive



NECRO MAG 1 ERRATTA

GUILDER GANGS

Weapons: Pit Slaves can be armed with weapons of the standard weapons lists in the Necromunda sourcebook and from the Pit Slaves weapons list in Gang War 1.

Maximum Stats: These are wrong on page 30 of Necro Mag 1. They should read:

For Guilders, Heavies, Mercenaries and Pack Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

For Pit Slaves

M	WS	BS	S	T	W	I	A	Ld
4	6	6	6	6	3	5	1	10

OGRYN BODYGUARDS

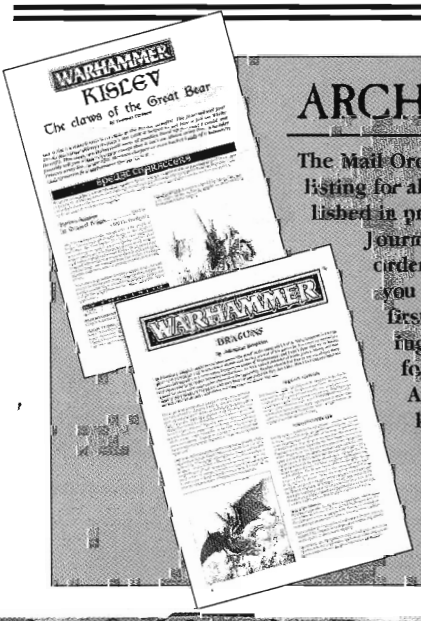
Wounds: The line about Ogryn not having more than 4 wounds should be removed. There is no way for an Ogryn to gain more wounds on the Advance Chart, making the line irrelevant.

INCURSION

Defence Force Costs:

The cost of the troops for the defence force is confusing. The cost is as given plus the cost of the weapons listed below. These should have been listed as

Commissar: + 80 pts for weapons
Troopers: + 25 pts for weapons
Specialists: + 130 pts for grenade launcher
+50 pts for comms link



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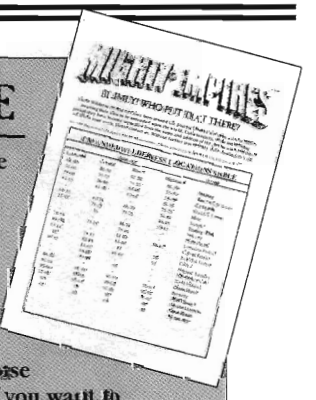
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