



Bar Fight

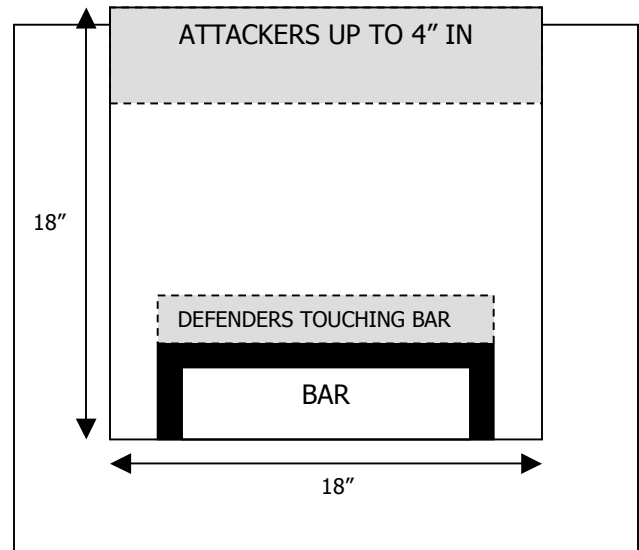
By Dave Parsons

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.