

THE BIG TOYS

by Craig Sheeley

Incident 2875IK-I01805 - Necromunda,

Adeptus Arbites Hive Primus: On this date a small group of illegal entrants from the Underhive perpetrated an armed robbery (Offense #8761) at manufacturing facility ZI-54 in Zone Zeta-One. They injured several Hive occupants (Offense #475, six counts) and escaped in a stolen lorry (Offense #19925), apparently headed for the Underhive with a load of stolen alloy blanks. Arbitrator Griffin moved to intercept and gave chase; the perps fired upon and killed Griffin (Offense #012), but not before he had crippled the perps' transport. The perps took refuge in manufacturing facility 51-02, where they took a Tech Priest engineer hostage (Offense #986). The facility manufactures Armored Fighting Vehicles for Planetary Guard and off-world use, and the perps intimidated their hostage (Offense #2547) into fueling and arming a completed product, which they then stole (Offense #087) and used to crash the barrier at Underhive Gate M4-05 (Offense #146), firing upon authorized Guard personnel in the meantime, slaying three (Offense #033, three counts) and injuring five (Offense #036, five counts).

At this point the Chief Justice gave orders to pursue and terminate with extreme prejudice (General Order #004; supersedes further offense codes). A squad of five Arbites officers were dispatched into the Underhive, led by Judge Dee. At the same time, the Planetary Guard sector commander, Colonel Ozang, gave

similar orders to a unit of his men.

In the meantime, the perps, unsatisfied with merely escaping, took their stolen AFV into a dome sector occupied by a rival house and proceeded to "shoot the place up." The defenders rallied their troops and fought back.

REQUIREMENTS

This scenario is a big one, using elements, figures, and models from Warhammer 40,000. In order to play it, someone is going to have to haul out the 40K vehicle rules, including movement, collision, shooting, close combat, and armor penetration. A Chimera or Leman Russ tank model is needed, along with the appropriate datafax.

THE ATTACKERS

The attacker selects 1d6+4 gangers to make the heist (if this turns out to be the whole gang, so be it!).

If the attacking gang's rating is at least 1,000 points less than the defender's, then the attackers may use a Leman Russ battle tank. This is much more likely in the 3+ Player Game (see below). Otherwise, the tank in question is a Standard Chimera. Multiply the tank's point value by 10 to get its bonus to the gang rating.

THE DEFENDERS

The defending gang gets their whole gang, reinforced with Scummers, bounty hunters, wyrds, etc. -against this tank, the defenders need to scrape up some assistance!

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THE GAME TABLE

This is a big, mobile scenario, and a table of at least 5' x 3' is suggested. Defender and attacker take turns placing terrain features as normal, with the following stipulation:

There have to be at least two "lanes," that is, open corridors that the tank can maneuver through, stretching the length of the table. The tank must have a choice of two entry points on the west edge, at least two lanes to traverse the table, and at least two exit points on the east edge. Please note that the lanes don't have to be straight! Cross streets and intersections are suggested. This is the Underhive, where city planning is unknown.

The defenders choose one building within 12" of the east edge as their Stronghold (the Imperial Stronghold set makes a perfect choice. It's dead great!). This Stronghold building is Toughness 8 and 15 Wounds; if it takes 15+ wounds of damage, it collapses. Anyone inside or on top of it at that time must successfully make an armor save or take 1 wound of damage.

There should be lots of terrain in this battle; the more the merrier! A practical minimum is one building per Square foot. The tank's weapons have obscenely long ranges; if there's not enough terrain, the tank can just sit back and blow the Stronghold away before anyone gets close enough to stop it.

SET-UP

The defenders set up first, anywhere except within 18" from the west edge.

The attackers move first, entering on the west table edge.

VICTORY CONDITIONS

The attackers have a simple victory condition. They've got a good chance to stick it to a hated rival gang, and they've got a whopping great tank to do it with. To that end, they are out to blow up the defender's stronghold. Should they manage this, they are the scenario winners, and receive winners' bonuses to experience and income (if applicable). Should the defenders manage to stop the tank and/or make the attackers bottle out, it's a victory for the defenders.

The game isn't over until one of the following conditions is met: 1) the attackers or defenders bottle out, or 2) the attackers drive off the east side of the table with the tank.

BOTTLING OUT

The attackers are feeling pretty cocky, and can absorb up to 50% casualties before making bottle tests. If they do bottle, they abandon the tank and leg it for home.

The defenders are protecting their home turf, and won't bottle out until either the tank or their stronghold is destroyed. Once either of those things happen, they are subject to bottle tests once they sustain 50% casualties - in short, the defenders cannot bottle and won't check for bottling out, no matter how many casualties they sustain,

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until either the tank or the stronghold is destroyed. Once either condition occurs, the defenders will start making bottle tests when they've sustained 50%+ casualties.

USING MAIN GUNS

"With the blood of an enemy shall the marks be made upon the missile. Then bless the missile and present unto the mounting. Say the prayer of firing and curse the target. Do this rapidly, lest the wrath of the weapon be wasted. Point the eye of the weapon so that it may see the object of its wrath. When the weapon has uttered its curse and eaten the soul of its victim, then shall you take up another missile."

Firing Rite (old recession)

The checklist for aiming and maintaining the standard weapon targeting and stabilization system of Imperial AFVs dates back to the first crude integrated systems used by the Cults of the Machine God on Mars. It has evolved into a convoluted rite, a precise ritual of exact procedure, requiring a gunner to run through the routine without a hitch. Failing this, the targeter will not lock onto target and will not permit the targeter equipped weapon to fire. This makes it challenging for the gangers to use AFV main guns, because they're integrally linked with the targeter. Each time an Underhiver wants to fire a main weapon, roll D6. If the roll is a 6, the Underhiver has correctly performed the ritual, and the weapon can be used that turn! With modifiers, the best chance

of getting a main weapon to work is 3+.

Die-roll modifiers are:

- +1 Underhiver is a Heavy
- +1 Underhiver has Armorer skill
- +1 Underhiver has already successfully fired a main weapon

Heavy bolters and other secondary weapons have manual overrides; their anti-personnel functions sometimes require acting more swiftly, and their rapid-fire characteristics make precise targeting unnecessary. Even the Underhivers can use the heavy bolters and other secondary weapons on a Chimera or Leman Russ.

EXPERIENCE

- +2D6 For surviving the scenario
- +5 For causing a wound
- +10 To the winning gang leader

REWARDS

Experience isn't the only reward to this scenario. The tank represents more wealth in one package than most Underhivers can even comprehend. Its weapons can be dismantled and sold, it's packed full of ammunition, the armor plating can be used for structures, the running gear for pocket industries, the power source for running pumps, the laser charger for stepping up generator outputs.

The gang that is in possession of the tank can strip it and sell it. If the tank is intact (which means still mobile), the gang receives +500 credits to its income (to be calculated on the income table on page 87 of the Necromunda Sourcebook) the next four times the gang calculates income. If the tank is damaged or

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destroyed, the gang receives +500 credits to its income the next two games.

THREE (OR MORE!) PLAYER GAME

This is a scenario for more than just two players. If more gangs want to join in, they send their people to scrag and (hopefully) grab the tank! Each additional gang ganging up on the attackers adds its gang rating to the original defending gang's rating for purposes of determining experience and (maybe) a Giant Killer bonus.

The set-up is slightly altered. The original defending gang sets up as normal, the attackers enter as normal, and then the other gangs enter from north or south edges (each gang secretly chooses its entry side before the game starts). Order of entry is established by rolling a die per gang, high roll entering first. Order of play is as follows: Attackers, defenders, then other gangs in order of entry. For instance, if a Goliath gang has the tank and is attacking an Orlock gang, and an Escher, a Van Saar, and a Cawdor gang join in, the three late-comers roll off. The Eschers and Cawdors roll 3 and the Van Saars roll 5-this means the Van Saars take their turn right after the Orlocks, and the Eschers and Cawdors have to roll again to see who goes next. The Cawdors roll 5 to the Escher's 3, which means the Cawdors take their turn before the Eschers.

If there are more than four gangs involved in the scenario, it's a good idea to extend the game field to 8' x 4', placing the

stronghold at the far east end of the table!

In this case, the last gang to remain on the table wins the game and collects the reward for stripping the tank... that is, unless the attackers didn't simply blow the stronghold and drive off the field!

ARBITRATOR SCENARIO

In this scenario, the Arbitrator takes the part of the forces of law and order trying to destroy the tank as well! There are two forces available for this: the squad of Arbitrators, and the Planetary Guard squad. Each group adds a number of points to the game's rating full points for the attacking gang, and half points for all others. For instance, if the attacking gang has a rating of 1845 (plus the Chimera's rating of 1400 for a total of 3245) and the defending gang has a rating of 2103, and the Arbitrator decides to bring in a Planetary Guard squad with a rating of 1420 (a typical Mordian Iron Guard squad with a chainsword, lascannon, and grenade launcher), then the attacking gang is fighting against a total rating of 2523, while the defenders are fighting against a total rating of 3955.

Arbitrator forces enter from the same map edge used by the attackers and their tank. The Arbitrator rolls a die in secret to determine how many turns lapse before these "neutral" forces enter (1D turns for the Arbites forces; 1D+2 turns for the slower Planetary Guard). Their mission is simple: destroy the tank. Both the Arbites and the Guard will work towards this end, but

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they're trigger-happy--if there's a ganger in sight and closer than the tank, Arbites and Guard figures must pass individual Leadership tests to avoid firing upon said gangers! Example: Guardsman Miller and Arbitrator Renshave are 11" from the tank. There's a ganger 8" away, so both must roll 2D6 under their leadership (or the leadership of their respective leaders, if either is within 6" of said respective leader!). Arbitrator Miller rolls a 6, and doesn't fire on the ganger. Guardsman Miller rolls a 9, and whips out his lasgun to pot-shot at someone who's A) armed, B) not wearing a Guard uniform, and C) not an Arbitrator.

If fired upon by a gang, Arbitrators and Guardsmen will freely fire back at anyone in the gang that fired upon them.

ADEPTUS ARBITES

The Arbitrator squad consists of five Arbitrators and a Judge:

	M	WS	BS	S	T	W	I	A	L
Judge	4	7	7	5	5	3	7	3	9
Arbite	4	3	3	3	3	1	3	1	7

This force has a rating of 2150.

The Judge is armed with a bolt pistol, Arbites shotgun, melta bombs, power maul, and carries a bio-scanner. The Arbitrators are armed with bolt pistols and melta bombs. One of them has a grenade launcher with Choke, Frag, and Krak grenades. The other four carry either an Arbites shotgun or a bolters. All Adeptus Arbites have photo-visors, respirators and Carapace armor (4+).

Special Rules: All Adeptus Arbites wear carapace armor, but it is so well fitted and they are so used to wearing it that their Initiative is not halved. They're using radios, so all of them count as being within 2" of a friend for purposes of breaking from pinning. In addition, Adeptus Arbites' gear is well-maintained, allowing them to ignore Ammo roll rules. They don't run out of ammo, and they don't break! The Arbites will not bottle. Individual Arbitrators might panic briefly, but they cannot and will not bottle.

NEW WEAPON:

ARBITES SHOTGUN

The Arbites shotgun is a justifiably dreaded part of the Arbitrators' arsenal. Its most famous round is the Executioner, a self-targeting rocket with heat-seeking capabilities; It can be fired at a target that is detected, so long as intervening terrain doesn't block line-of-sight. The Judge's bioscanner can detect any hidden target within 36", and he radios these locations to his Arbitrators.

	Ammo	Short	Long	Str	Dam	Special
Slug	0-4"	4-18"	4	1		
	-	-1				
Scat.	0-4"	4-18"	3	1	1" blast	
	-	-1				
Exec.	0-4"	4-18"	4	1	Save-2	
	-1	+1				

THE PLANETARY GUARD

The Planetary Guard squad is a unit of fully-armed soldiers selected from the Imperial Guard Codex. Total up their points value of all equipment and

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multiply by 10 to get their points value. Since the squad is going after a tank, it is suggested that the sergeant equip himself with melta bombs, and that the squad heavy weapon be a lascannon or missile launcher.

Planetary Guard troops wear flak armor, and usually carry lasguns and frag grenades. (special and heavy weapons troopers carry laspistols instead of lasguns). They have radios, photo visors, and plenty of extra ammo and well-eared-for weapons (see the appropriate Special Rules section for the Adeptus Arbites for the effects of this gear). The Planetary Guards aren't as fanatical as the Arbites; they start taking Bolt tests once three of their number are down or out of action.