



Outlaw Scenario: Caravan Hit

By Robert J. Reiner, aka Arbitrator General

We all know that the Outlaw Scenario: Caravan had its good and bad points. Defending you cannot bottle out and attacking you got lots of money, usually. What is wrong with that? Well, lots. Here is my stab at correcting that so it is more competitive and fun, hopefully for both sides now...

This scenario originally surfaced in the Necromunda: Outlaws Rulebook and then again in Fanatic Magazine 6. This scenario is not meant to replace it unless you want to, but rather provide an alternative that will hopefully be appreciated by the attacker and defender alike.

The Van Saar's had a feeling something was up. The Guilder was going to pay them good credits if they escorted his wares through their territory. Treb had no idea that they the Caravan would show up with Cool Hand Jake, the best Bounty Hunter operating in the area and Dirty Klem, Roger Bug Eye, and Scarface Meloy. These were three of the most ruthless Scummers this side of Dust Falls.

'I don't like it Treb. Those are bad boys with Cool Hand, what does that Guilder need us for then?' The question came from a grizzled old Van Saar holding a plasmagun in a shooters cradle and bolter with a scope slung on his back. 'That type of muscle means we must be in over our heads boss.'

'Don't worry Sparks, they are here to help us if we need it. Let's just baby sit the cargo and go get some wildsnake at the Fungus Sa-Loon tonight. Just in case though make sure all the boys know to expect trouble and to buddy up. You are with me.'

'Sure boss.' Replied Sparks as he sent word down the line. He scanned the area and stole a glance at the bio-scanner Treb held in one hand while the other firmly gripping a plasma pistol.

'That's odd, this thing says there are a few contacts out there, maybe you are right.' Treb tightened his grip on his plasma pistol as lasgun and autogun fire erupted down the line.

'AMMMBBBUUSSSHHH!!! Shouted Cool Hand Jake as he returned fire with his boltgun and shotgun at the same time and the Scummers headed in various directions lighting up the area with there various weapons.

Sparks had no time to think now. Years in the underhive kicked in as he rolled to the side and kept the Caravan in close site as he let loose with his plasmagun on max power on a trench coat wearing figure that ran up to the caravan and pulled

something from it. All three shots hit the target in its center of mass. The figure fell hard and did not get up. Its bald head and dark glasses were half melted and his trench coat was on fire.

'Figures, boss, we got ourselves some Delaque over here!!!' shouted Sparks as he dove towards another crate with a better field of fire and some more cover. His plasmagun needed to recharge so he pulled his bolter over his shoulder and scanned the area for targets. Nothing. Hopefully the others would get some shots in soon.

A few barricades over Treb was with two other Van Saar were pinned down by autocannon and heavy stubber fire. 'I can see that Sparks, how about those Escher over there, what do you make of them? They just here to watch or is your sisters hanging around again?'

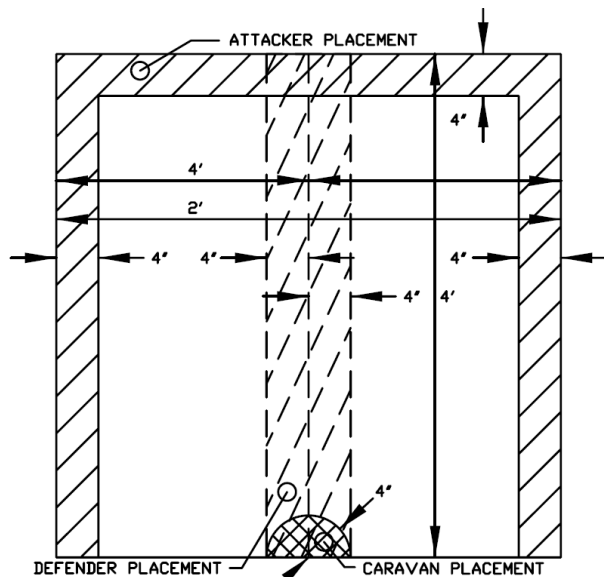
Then, as if by invite, the Escher charged into the fray too, firing on the scummers, Van Saar, and Delaque as they took their run at the caravan...

Guilder Caravans make tempting targets for outlaws and any gang trying to get credits for almost free. The penalties for attacking a Guilder is draconian, but Outlaws are desperate, hunted men and Guilder Caravans carry a small fortune in credits alone. Guilders hire local gangs and mercenaries to protect their caravans as they pass through the Underhive and even secret their paths and timing as well. Guilders try to keep their guards and hired help away from the caravan itself as the temptation can be too great for even those paid to guard it. Some caravans are even protected by multiple gangs without them knowing of the other protectors even.

SCENARIO SELECTION: Any outlaw gang may select this scenario. The only limitation is the defending player may not be an outlaw themselves.

TERRAIN: The terrain in this scenario represents a section of the Underhive that the Guilder Caravan is passing through. There should be a relatively distinctive path that the caravan is taking from one short edge of the board to another. It is recommended that at least a 4' x 4' board be used.

CARAVAN: You will need a special model to represent the caravan itself. This can be something as simple as a cart or wagon pulled by a servitor (no game effect) or a repulsor sled or something similar that a Guilder would use to transport his wares. The Caravan will only move up to D6" each turn and will move at the start of the defenders turn. The Caravan can only move if a defending fighter (must be able to act this turn, aka, not down) is within 4" of any part of the Caravan at the start of the movement phase. You can target the Caravan to try to destroy it, but it has a toughness of 8 and 6 Wounds. If the Caravan is destroyed then 6D6 loot counters will be thrown in various directions from the center of the caravan model as it explodes. Each counter is placed separately by rolling a 2D6 and the scatter die. The counter is then placed the distance rolled in the direction indicated. Multiple counters may be placed in the same location if the same dice roll is achieved.



GANGS: The defender sets up first. The Defender places the Caravan model within 4" of the center of one short board edge and then all the defenders within 4" of the centerline of the board. This scenario can mean big money for the defender so any failed rolls for Old Battle Wounds are re-rolled and the second result stands as all fighters will be needed to protect the Caravan. Once the defenders are all set-up the attacker then places all of his fighters within 4" of all the other board edges, but not closer than 10" from any defender. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside the scenario rules or in a special way cannot be used in this scenario as the Caravan is moving through territories and is not stationary.

STARTING THE GAME: Once all the fighters have been set-up the defender takes the first turn.

ENDING THE GAME: This scenario can end in a variety of different ways. The game ends when one of the following parameters is met:

- *When Caravan Exits the Board:* If the Defender gets the Caravan off the board then the defender automatically wins no matter how many loot counters were taken.
- *Caravan on the board and all Attackers off the board and/or Out-of-Action:* If the Caravan was destroyed then the attacker wins. If the Caravan has at least one 'W' and any loot exited the board then it is a draw. If the Caravan has at least one 'W' and no loot exited the board then the defender wins.
- *Attacker Bottles:* If the attacker bottles and the Caravan has at least one 'W' then no matter how many loot counters have exited the board the defender wins.
- *Defender Bottles:* If the defender bottles out then the attacker wins.

SCENARIO SPECIAL RULES: This scenario has the following special rules:

Bottling Rules: Both the attacker and defender may bottle in this scenario. The attacker is determined and will start to take bottle tests when 50% of his gang is down or out-of-action. The defender does not need to take bottle tests, but may elect to take bottle tests once 50% of his gang (not including Guildier Guards) are taken out-of-action. The money is so good that down fighters do not count for bottles checks for the defender. No gang may voluntarily bottle out in this scenario.

Loot Counters: If an attacker ends his turn in base-to-base contact with the Caravan then he will pull D3 loot counters from it. Immediately roll a D6 on the Caravan Loot Counter Table to see what type of loot each one is. It is helpful to have blank counters or number each loot counter or track each one as they are taken from the Caravan. Fighters can carry any number of loot counters. To take control of a loot counter the attacker must then get the loot counter off any board edge, but must move at least 10" from the Caravan first. If an attacker is taken out-of-action they will drop any loot counters in their possession where they were taken out-of-action. If a defender is in possession of a loot counter then he may either move to within 1" of the Caravan to toss it back in (taking no action and can be done on a pass by) or use it if he wants. At the end of the game any loot counters in the possession of the defending gang is assumed to be placed back on the Caravan.

Caravan Loot Counter Table	
D6	Loot
1	Booby Trap: The loot is booby trapped. Roll a further D6. On a result of '1-3' nothing happens. On a result of '4-6' the counter explodes and the looter takes a S3 hit causing one wound.
2	Decoy: The loot is a decoy and is empty.
3	Petty Cash: The loot is petty cash. If this loot counter makes it off the board it will be worth D3x10 credits income.
4	Cash Stash: The loot is a stash of cash. If this loot counter makes it off the board it will be worth 2D6x10 credits income.
5	Map: The loot is a map to a new territory. If this loot counter makes it off the board then you may roll a new territory on the Territory Chart in the ORB and add it to the gang's territory list.
6	Rare Trade: The loot counter is a piece of rare trade. Immediately roll on the Rare Trade Table in the ORB. This item is immediately available to the looter, but remember if he drops the loot counter the item is dropped.

Defender Payment: The Guilder will pay the defender credits to defend his Caravan and help his Guards keep it safe. The Guilder will pay the defender 20 credits per defender; however, the Guilder will deduct money if loot counters make it off the board. In this event the Guilder will take the total cost of the loot counters that got off the board (no random parts of rare trade costs are applied) and divide the total by 4. This amount is then deducted from the payment. If the total is then a negative number the defender is paid nothing and may also not buy anything this post game sequence, as no Guilder will sell them anything, common or rare. In the event that the Defender gets the Caravan off the board then no credits will be deducted no matter how many loot counters make it off the board.

Attacker Wins: If the attacker wins then the Guilders will not be too happy with their hired Mercenaries. Also, if the defenders bottle out each attacker still on the board at the end of the game will take an additional D6 loot counters as they ransack the un-guarded Caravan. If the defenders loses by any other method then each attacker still on the

ABOUT THE AUTHORS

I am Arbitrator General. I have proposed this alternative scenario here so that those of you that think like I do that the Caravan Scenario is broken will have an alternative to use in its place until (or if) the NRC fixes the Outlaw Scenario: Caravan from FM6. Who knows, maybe they will simply replace it with this one. One never knows now do they?

board will only take an additional D3 loot counters as they ransack the un-guarded Caravan.

Guilder's Revenge: If the attacker wins then the Guilders attempt to exact his revenge on the attacking gang. If the attacking gang was a 'legal' gang then the Guilder takes evidence of the attacking gang's treachery to the Enforcers for judgment. Roll on the Outlaw Table in FM 6 to see if the attacking gang is outlawed. If the attacking gang was already an 'outlaw' gang then the Guilders will pay to send mercenaries after the gang. The next gang to face the attacking gang will be joined by one Bounty Hunter at no cost to the attacker's opponent and will not add to his gang rating either. This hired gun can be re-hired after that gang using his normal rules. In the event that the Caravan was destroyed in the game then the Guilders will also report the defenders as well, so the defender will also have to roll on the Outlaw Table in FM6.

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 Gang Leader – Wins: The winning Gang Leader earns an extra 10 experience points.

+2 No Loot: If not loot counters are taken off the board then each defending gang member that survives will earn an additional +2 experience points.

+1 Loot Pull: If a fighter takes a loot counter off of the caravan they will earn an additional +1 experience point. As an example, if your loot pull D3 result was 2 then you would earn +2 experience points.

+1 Loot Exit/Loot Replaced: If an attacker exits a board edge with loot counters or a defender throws a loot counter back on the Caravan then they will earn +1 experience point per loot counter in their possession/replaced.