



To Catch a Curator

By Ross Firth

(Inspired by the Necromunda Novel 'Salvation' by C S Goto)

In this scenario, your gang has learned of a recently commissioned expedition into the Underhive on behalf of one of the Noble Houses. They are sending a lone curator to look for an ancient piece of Archeotech that relates back to their Houses founding days and lies buried somewhere beneath the sprawling mass of Underhive domes. You have decided to pose as an ally to the curator in order to gain access to this treasure and seize it for yourself.

There was hardly any sound at all from the approaching figure, but Garrond had been waiting all day so was not taken at all by surprise.

'What's the news?' The gang leader looked up from his weapon to try and meet the gaze of the informant.

'He's come through The Wall, on his way to acquire provisions from the WPO.' The cloaked figure replied from the shadows with the obvious soft voice of a Delaque.

'Does anyone else know of his arrival?' Garrond couldn't see the Informant in the dark and so casually turned his attention back to his bolt pistol.

'I did see some other gangers in the area but I believe they were just there by chance. I can't see how anyone else would know of this...' The Delaque spread his palm as a small pouch of credits was thrown his way.

'We'll soon see.' The gang leader picked up his pistol and slammed in a clip, chambering a round.

'We'll soon see....'

SCENARIO SELECTION: Any non-outlaw House gang may choose this scenario. This scenario is designed for three or more players, but two can also play quite easily.

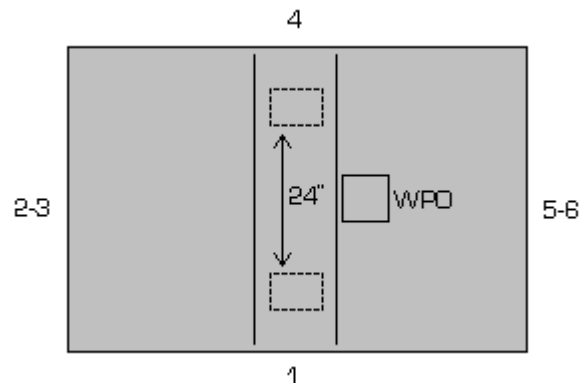
TERRAIN: Set up the terrain to represent closely knit buildings in an area roughly 4' x 4'. A long empty space should pass through the middle to represent the main street with one small building (the bunker from the Necromunda box should do fine) in the middle at one side of the street, representing the entrance to the WPO office.

GANGS: Each player must choose a maximum of ten fighters for this scenario as this event takes place on the busy streets of hive city and so no unwanted attention is needed by having such a large group of people. Also, no heavy or special weapons are allowed for this scenario and are left behind, however heavies themselves may attend.

Each player rolls a D6 and adds their gang leaders' initiative. The two players with the highest score have arrived first and are to set up in the marked areas of the street for a shoot-out (follow the shootout rules for this portion of the game).

The curator is placed just outside of the WPO building and counts as pinned.

Once the shoot-out has developed into normal game play, the remaining gangs turn up on a randomly determined table edge. Each remaining player rolls a D6 to see which edge they arrive on.



STARTING THE GAME: After the shoot-out has ended and once all remaining gangs are deployed, the game is played like a normal gang fight with the objective being to escort the curator off one of the board edges.

ENDING THE GAME: The game ends when one gang successfully escorts the curator off any board edge.

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

Low Profile: As mentioned above, the gangs are trying to go unnoticed in their abduction of the curator and so gangs are limited to a maximum of 10 members.

Also the use of anything bigger than a basic weapon is prohibited. As a result, no heavy or special

weapons may be brought along, however the heavies themselves may attend if you wish.

The Curator: The curator begins the game pinned as mentioned earlier and cannot move until an escort has made contact. He has no weapons or equipment and cannot take part in the battle, however just to be a little more complete he has the same stat-line as a basic juve.

In order to make contact a fighter must finish their movement phase in base contact with the Curator who must be on his own. Once contact has been made, the two models move as one beginning in the players' following turn.

If an enemy is already escorting the Curator than they must be taken out in close combat before the escort can commence.

While escorting the Curator you may not fight other than to defend yourself if charged in which case the Curator drops to the floor again until the escort can continue or another takes his place.

The Curator may not be harmed and as such no template attacks may be used on the escort. In the event of a misfire or similar incident where the Curator would be hit, place him outside of the template range to indicate he has been thrown clear by his escort.

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 that 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.

ABOUT THE AUTHOR

Ross 'Psycho' Firth is a long time Necromunda player since a very merry Christmas back in '96! He has models for all six house gangs as well as Enforcers, Redemptionists and other home-made house gangs. Having previously collected 40k and more recently WHFB, still sees Necromunda as the best thing Games Workshop have ever created and hopes and prays that it will live on forever. I hope you enjoy this little scenario. I would like to thank all the guys involved with Necromunda over the years, you have made and maintained one truly amazing game and aspect of the Warhammer universe. Big thanks to all the authors of the new Necromunda novels (they totally ROCK!!!) especially C S Goto (writer of Salvation) who inspired this scenario.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

+10 Successful Escort: The fighter who successfully escorts the Curator over the board edge receives an additional 10 experience points.

The Archeotech: The winning gang successfully convinces the Curator that they are his escort into the Underhive and so gain access to the treasure which he has been sent to find.

Roll a D6 and consult below:

1: On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty save a few plague zombies! You manage to escape however d3 fighters have been injured. Randomly determine the fighters who each receive one serious injury.

2: On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty.

3: On arrival you find the piece of archeotech in question however it has no apparent monetary value. The curator gives you D6 x 10 credits for your help and is off on his way back to the spire.

4: On arrival you find the piece of archeotech in question and it appears to be quite valuable. The Curator pays you 2D6 x 10 credits and is off on his way.

5: On arrival you find the site to contain not only the piece in question but various other artefacts as well. The Curator pays you 2D6 x 10 credits for the piece and leaves the rest behind for you to take earning an additional D6 x 10 credits.

6: On entering the site, the Curator unfortunately trips and stumbles onto your outstretched blade! What a pity... You empty the site of all it's contents earning you a whopping 5D6 x 10 credits.