



## The Challenge

*By Ben Isaacs (formatting by Arbitrator General)*

*A challenge is an ancient ritual, you put all your honor on the line. One leader, challenging another to settle old scores. Plain and simple.*

**SCENARIO SELECTION:** Any gang that is allowed to select the scenario may select this scenario.

**TERRAIN:** The terrain represents a small waste-zone settlement. Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

**GANGS:** Each gang secretly decides on the number of fighters (minimum one and maximum four) that will accompany his leader to the challenge, this number should be written down on a piece of paper and revealed simultaneously. Any remaining fighters not deployed are divided into reinforcement groups. All fighters are assumed to have their weapons holstered or slung at the beginning of the game. Until a weapon is drawn the special build-up and fast draw sequence of play is used. The only exception to this is the combat between the two leaders.

The two leaders are set up in hand-to-hand combat in the center of the board. The accompanying fighters are set up in a circle around (and facing) the fight. Use the large blast marker to set them up.

Each player rolls a D6, the highest scorer gets to choose an edge for his reinforcements to arrive on, the lower scorer gets the opposite table edge.

**STARTING THE GAME:** This scenario uses a modified version of the Build-Up rules. Modifications are as follows:

**Build-up:** A challenge is a tense affair, the honour of the gang is on the line, but so is the life of each gang's trusted leader. To recreate the tense atmosphere during a challenge a special series of turns called the build-up is used.

Each turn of the build-up has its own sequence of play. First the two leaders fight a round hand to hand combat as part of their challenge. Then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts. There is no movement until one of the leaders goes out of action.

In the build-up section, after the round of hand to hand, each player rolls a D6 for each fighter they

have present (excluding the leader) and writes down the result, each subsequent roll is added to this until a fighter's score goes over 20.

Once one of the leaders has gone out of action no more nerve rolls are taken. Now both groups may alternate making normal move actions with a single fighter (a fighter may not make an additional move until all other fighters have moved) towards their respective reinforcement edges. Roll a D6 to determine who moves the first fighter.

*IMPORTANT: A roll of '6' counts as '0' when making a nerve roll, so that roll would not change your score.*

Once a fighter's score goes over 20 that gang's nerve has cracked and they must reach for their guns (See The Backstab below). If both players have a fighter whose score goes over 20 on the same turn then the player with the highest score is considered to have gone for his gun first. If both players have the same score, then they both go for their guns at the same moment.

Alternatively, a player may choose to draw their guns at the end of any round of Build Up, i.e. after any round of hand-to-hand or after all fighters have moved. If they do so, their score is considered to have reached 20.

Assuming that one player drew first, then members of that gang do not earn any experience for this game. If both gangs draw their weapons neither gangs gain any experience. A player whose nerve doesn't break may choose not to draw their weapons.

**Fast Draw:** If both players go for their guns all hell breaks loose. This is called the fast draw. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order is determined separately. To decide the firing order roll a D6 for each fighter and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter uses a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's fast draw score.

Work out the fast draw score for each fighter - the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the fighter has shot the next highest score shoots and so on. In the case of a tie, a pistol will shoot before a

basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot, the normal sequence of play resumes. Each player rolls a D6, and the player with the highest score gets the first turn.

**Reinforcements:** Once normal play has resumed players have the option of bringing on a group of reinforcements at the start of each of their turns. Players nominate the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements are placed on the edge allocated at the beginning of the game and cannot be placed within 8" of an enemy model.

**ENDING THE GAME:** The game ends when one player has walked all his fighters off his reinforcement edge, or all his fighters are down or out. Neither player has to take bottle tests and a player may not voluntarily bottle unless all his fighters on the board are currently down.

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

**The Challenge:** The two leaders start the game in combat, neither one counting as charging. They are considered to have left any weapons at their hideout, the only weapon they are equipped with is a Ceremonial Knife (if this weapon is disarmed they use their basic WS and do not roll any attack dice). Each turn of build-up the active player in the combat is determined by each player rolling a D6 and adding their leader's initiative, the higher scorer is the active player (the player who gets to use their skills first). If it is a draw, add their leadership. If it is still a draw keep rolling a D6 each and adding the result until it is not a draw.

*Ceremonial Knife*

Close Combat only, Str as user, Damage 1

**Special Rules – Close Combat.** Increase the range of the lowest band of the injury table by 2 for injuries caused by this weapon (ie flesh wound becomes 1-3, down 4-5, out of action 6). If disarmed owner may make an initiative test to recover at the end of each round (opponent may let him pass automatically).

**GENERAL EXPERIENCE:** Fighters that did not draw their weapons are the only ones who gain 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.

**+? Held Nerve:** Each surviving fighter of the side that did not draw their weapons gains experience points equal to the difference between their build up score and their opponents. If neither side drew they each gain an additional D6 experience points.

**EXTRA LEADER EXPERIENCE:** No matter who ends up drawing weapons, during the challenge each Leader can also gain the following experience:

**+10 Successful Challenge:** A leader earns 10 experience points if they take the opposing leader out of action in the Challenge.

**+5 Per Wounding Hit With Ceremonial Blade:** A leader earns 5 experience points for each wounding hit he inflicts on the opposing leader with the Ceremonial Blade or one of their skills during the battle.

### **SPECIAL**

If your leader won the challenge without drawing your weapons before he did so, regardless of whether you drew your weapons after that, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the loser. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

## **ABOUT THE AUTHORS**

Ben Isaacs is an avid Neromunda Veteran. He did not write anything here, so I will take the time to just say thank you for the submission and keep up the work taking the fight to the Guilders, Bounty Hunters, and Enforcers out there.