

CIVIL UNREST

Even in the ragtag, stockaded settlements of the Underhive there is a Code of Order, of special note is that gang fights are not tolerated inside the settlements. Larger domains such as Glory Hole and Dust Falls even operate a no-weapon policy to ensure no such disruptions take place.

However Underhive gangs can be notoriously unpredictable and so when two feuding gangs meet, with a long history of hatred between them, even the busy confines of a crowded settlement plaza are not going to stop this battle.

TERRAIN

Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on. Each player takes turns setting up a piece of terrain in on the board. try to make the centre of the board more into a central plaza/square type area.

GANGS

Each player takes a turn placing 3 civilians on the board. Then each player choses a side, corner or the middle of the table. Each player then takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of table edges, or the corner or the table, or the middle of the table), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing gang figure.

LIMITATIONS

Because the gangs are in a populated settlement where weapons and equipment is severely restricted everyone is limited to

one hand-to-hand weapon, and one ranged/special weapon. No one will be allowed to bring a heavy weapon on unless they have at least one Stealth skill. If they do, then the heavy weapon can be brought in instead of the ranged/special weapon. Because figures that use heavy weapons are so attached to their weapon, any gang member that can't bring on its heavy weapon can opt to be left out of the fight, maybe he's back at the 'habs' cleaning the weapon!

Since the gangs were not originally expecting a combat situation, the gangs will have not employed any Hired Guns. Only those character models that would help out an underdog team will be along for this ride.

CIVILIANS

The civilians should be composed of miniatures that are obviously not Necromunda gang miniatures. Once combat starts, the civilians move at the very end of each combat round (treat them as a gang that rolled the worst possible initiative roll). Any civilian within 8" of a table edge will run off the edge, and out of combat: Roll a d6 for any other civilian, on a 1-3 they will run to (or stay next to) a piece of terrain that offers some cover, on a 4-6 they will try to run for the nearest map edge.

If any civilian is injured, all the gangs involved will be accused of being outlaws if they aren't already. If more than one is injured then all gangs will have a -1 penalty on their die-roll to determine the outcome of being accused of being an outlaw. If one gang injures more than half the civilians, that gang will suffer a

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-3 penalty rather than a -1 on their die-roll.

END GAME

The game will end when only one gang remains.

REWARD

There isn't much reward in this scenario. If a bloodbath starts, and civilians start dying, the single remaining gang will collect d6 credits off of each downed civilian. They can also choose to mug the rest of the civilians still on the board at the end of the game. If they chose to do so, they also get d6 credits off each of them, but they will face the -3 dice roll penalty when determining if they are an outlaw at the end of the game (rather than the -1).

EXPERIENCE

- The leader who's team doesn't bottle will receive 10 experience.
- Each gang member that participated will receive D6 experience.
- Each wound inflicted on a ganger will give 5 experience.
- Each downed civilian will give d6 experience.
- If a team decides to mug the remaining civilians, each ganger still up will receive d6 experience.