



Enfant Prodige

by Riccardo Parmeggiani

Rumors has it that a young unsanctioned psyker has been seen unleashed from a sector of Hive Primus. Immediately all authorities has been alerted, and will be given a reward for who will rescue the boy alive. But against all expectations no one has still captured the young wyrd and all rescue teams which tried to find him have never come back. Capturing an unwilling psyker it's not so easy, even if he's only a child.

Someone that you know has heard a rumor that someone else has found the wyrd's hideout. But all rumors spread too fast, and someone that someone else knows has got the same information. Now two gangs are hunting the young wyrd at the same moment, and only one of them will reclaim him...

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

TERRAIN: Set up to represent the sector of the hive that the young wyrd has chosen as his hideout.

GANGS: Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can/cannot be use din this scenario. After the gang deployment place the five "presence" tokens face down on the table, over 8" from each deployment zone and at least at 8" from each other. All tokens must be in cover (hidden to gang members LoS).

STARTING THE GAME: Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME: The game ends when the young wyrd exits from a table edge (accompanied by a ganger or not). Ignore standard Bottle test rules, the reward is too high to abandon it!

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

Presence tokens: Presence tokens represent the projections of himself that the young wyrd generates to set his hunters on the wrong track. Each token counts as an opposing model from what concern the LoS, but not fire and combat rules (the wyrd must be taken alive!!!). When a model ends his movement within 2" to a Presence token, you must reverse it. If it's a fake, remove the token from play, but if it shows the wyrd, you must substitute it with the wyrd model and resolve the "I found him!" rules.

I found him!: If there is a model (not an animal) within 2" to the wyrd base you can roll a D6 adding the result to his Ld and see the Wyrd conviction

table shown at the Appendix 2. You can add 1 to the result for each friend model not down, pinned, fleeing or involved in h-t-h combat within 2" to the boy. Ignore this rule if the wyrd is still accompanied by an another model (friend or enemy).

Follow me!: A gang member that has convinced the young wyrd through the right table result will be followed by him for the rest of the game. In every place he ends his movement, the wyrd model will be placed at the base contact with him. If the model exits from his table edge the wyrd will exit too and the game ends (see "ending the game" paragraph). If the followed model goes down or out of action the wyrd will be considered "unleashed".

Psyker unleashed: If the wyrd hasn't been taken or there isn't any model (not down or fleeing) within 2" to him during the end phase, he will run through the nearest cover (or table edge) by 2D6". If you roll a double, instead to moving he will use an instinct psychic power rolled on the table shown at the Appendix 3.

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

+10 Convincing the wyrd: If a fighter convince the wyrd then 10 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for convincing the wyrd.

REWARD: The gang that rescue the psyker gains a reward of 2D6x5 credits.

Appendix 1 : Young wyrd profile

	M	WS	BS	S	T	W	I	A	Ld
Young Psyker	4	2	2	2	2	1	3	1	4

Equipment: The young psyker is equipped with no one but his favorite toy.

Appendix 2: Conviction table

D6+Ld+*	Event
6-11	Nice try, dude! The conviction results a disaster: the only effect that the ganger reaches it's to provoke the young boy. Roll immediately on the Instinctive Psychic power table at the Appendix 3.
12	What a stubborn boy! The wyrd seems skeptical, and won't follow the ganger. Nothing happens, but during the end phase it's not considered unleashed. If the ganger wants (but at his own risk) he can try to drag the boy kicking and screaming to the table edge. If he wants to do this, he must pass a Strength test at the start of every player's movement phase. If he passes the test, the boy will follow him for this turn only (but he can't run, hide and do anything else). If he fails roll immediately on the Instinct Psychic power table (Appendix 3), and during the end phase the wyrd is considered unleashed.
13+	You're a good boy, follow me! The gang convince the boy. See the Follow me! rules.

* - +1 for every friend (not beast) model within 2" from the boy.

Appendix 3: Instinctive Psychic power

Brief note: the young wyrd is a powerful psyker, but can't control his powers. He never roll for casting a power but must roll 2D6 anyway for the Perils of the Warp risk.

D6	Psionic power
1	Leave me alone! The boy creates a wall of flames between him and the gangers. Place the 2"blast marker (the same of Scaly's scatter gun) under the boy. No one can neither pass through the wall nor trying to convince him and all the models covered by the area are moved 1" away from it. The wall remains until the next end phase, after that it will be automatically removed.
2	Burn, bad man, burn! A river of fire erupts from the boy's hands and cover the unfortunate ganger. The model suffer a S4 hit in the same way as a flamer attack (ignore ammo roll and malfunctions).
3	Boo! The boy transform himself into an horrible monster. It's only an illusion, but gangers don't know it. All models within 8" are automatically broken and must flee 2D6" to cover as described in the leadership section in the Necromunda rulebook. The next turn all models will recover automatically.
4	Bye bye stupid! The boy becomes invisible until the next end phase. While invisible he can pass through models (but not walls or obstacles) and is considered unleashed.
5	Go away from me! The boy takes the model and place him 3D6" away on a random direction. All friendly model within 4" from him must take a Ld test as if he has taken out of action.
6	You really made me bad! The boy's eyes become shining and flashing, then after few seconds a rain of sharp objects, nails and pebbles falls to the unfortunate ganger. The model takes immediately 2D3 S2 hits.

Appendix 4: How to build Presence tokens

Simply glue these tokens to five coins (front/rear):



ABOUT THE AUTHOR

My name is Riccardo, and I am 23. I live in Modena, Italy, where with some friends of mine (if I've been persuasive enough they will send scenarios too) I've built a little group of Necromunda game players (a quite rare thing in Italy, where WFB and 40K seems the only GW games played).

I play Orks and Death Guard in Wh40K, Nurgle Daemonic army in WFB, Skaven Team and Nurgle Team in Bloodbowl, Black Legion and Orks in Epic, Carnival of Chaos in Mordheim and Scavvies and Delaque in Necromunda.

Yes, I am a bit obsessed about rotten and stinking armies, I noticed that, but I am a splatter lover, what can I do?