



The Escape Artist

By Dave Parsons

One ganger...little time...a long way from home...

When another gang has one of your own and times are hard there's little you can do but load up and rescue them. But there are the occasional few who can get themselves out of trouble...they've got one shot...

SCENARIO SELECTION: This scenario is very specific to any captured gang member that has the Escape Artist skill and represents their escape and flight back to their home.

TERRAIN: The terrain represents small wasteland within the defending gangs territory. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walk-way within a 4'x4' area.

GANGS: The captured ganger (Escapee) begins the game in hiding anywhere on the board. Players then take it in turns to place each member of the defending gang. The first model must be placed next to the captured ganger and placed down (the incompetent guard – see below). No other Defender can be placed closer than 12" to the Escapee but must be within 8" of another Defender.

STARTING THE GAME: The Defender takes the first turn.

ENDING THE GAME: The game ends when either the Escapee escapes off the board, is killed or if (and it's a big if) the Defenders bottle out.

SCENARIO SPECIAL RULES:

Always a shadow: Until the alarm is raised the Escapee is considered to be hidden while he is in any sort of cover.

Incapacitated: The initial Defender that is placed down beside the Escapee has been duped and incapacitated (probably drugged or tied and gagged). He is considered to be hidden and will remain as such until another Defender spots him. Any Defender that moves into contact with the incapacitated guard may free/revive him but must forgo shooting that turn. Until he is freed he may do nothing whatsoever. The Escapee may not attack him during his turn.

ABOUT THE AUTHOR

Been playing Necromunda for about 5 years and GW in general for about 12 (much to the annoyance of my wife). Scavvy, Spyrrer and Pit Slaves mainly with mixed success all round.

He ain't gonna get away: The Defenders are oblivious to the fact that their captive has escaped. Until the alarm is raised during each Defenders turn roll a D6 for each Defender. On a 1-3 the Escapee may move that model; on a 4-6 the Defender may move that model. These models may only move and the Escapee may not put the model in any physical harm (i.e. walking off a ledge).

Raising the Alarm: The alarm can be raised in three ways. If a Defender discovers the body of the incapacitated guard (above), if a Defender moves to within spotting distance (double initiative value in inches) or if the Escapee fails to take an opponent Out of Action in the same turn in which he charges. If any of these three occur then the alarm is raised at the end of the Defenders turn. Play now continues as per the normal rules starting with the Escapee taking a turn.

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.

+D6 Escapes: If the Escapee manages to Escape they earn +D6 experience. If the alarm isn't raised then they gain 2D6 experience.

+10 Recapture: If a fighter manages to take the Escapee out-of-action then he has been re-captured and the fighter earns 10 experience points.