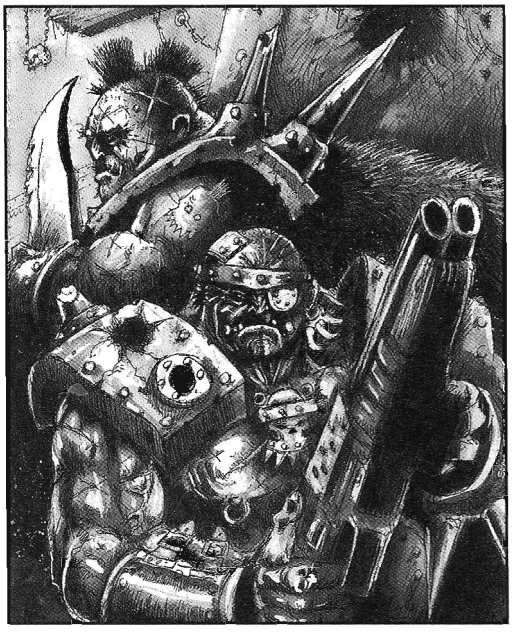
NEW SCENARIOS

By Jason Abbott & Andy Hall

Played all fourteen scenarios in the Necromunda book? Need a larger dose of Underhive action? Well Jason Abbott has come up with these excellent scenarios to increase your much needed Necro-fix.

NEW SCENARIO 1: ALLIANCE



Despite their differences, two gangs have banded together for whatever common goal only they know. Concerned with the possible change in power having these two gangs allying with each other may bring, the other local gangs are determined to break up this alliance before it begins.

TERRAIN

The defenders and the attackers will take turns setting pieces of terrain on the board.

GANGS

This is a four-player game. Two gangs will be the defenders and the other two gangs will be the attackers. If the defenders combined score is more than the attackers, they will set up first, in the middle of the board. The attackers will set up second within 8" of the table edge. If the defenders combined scores are less than the attackers then they may place up to two figures each after the attacks have placed figures (to represent sentries, wary of just this sort of an attack). All the defender's figures should be placed within 8" of each other, with the exception of the sentries. Each of the attacker's figures should be within 8" of another member of their gang, but not necessarily of other attacking gang's members.

PLAYING A 4 PLAYER GAME

For the purposes of this scenario treat the four gangs as two large gangs. So each side does its movement and shooting together even though they are separate gangs.

ENDING THE GAME

The game will end when only one side (attackers or defenders) remains.

REWARD

There is no reward in this scenario.

EXPERIENCE

If the defenders combined score was more than the attackers:

- Each defending leader who's team doesn't bottle will receive 5 experience.
- Each attacking leader who's team doesn't bottle will receive 10 experience.
- If both defending gangs didn't bottle then each ganger still standing receives 5 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.

If the attackers combined score was more than the defenders:

- Each 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.

NEW SCENARIO 2: GIANT KILLER

In the Underhive it's kill or be killed. The only way for a gang to gain respect and increase its social standing in the hive is to kill or decimate a gang or hired gun who is higher up in the Underhive pecking order. Of course, there is the reason they are more well known and respected than the fledgling gangs in the first place!

So when gangs heard a rumour that a famous hired gun may not be the powerful and feared scourge he had lead them to believe and that, in fact he would be a pushover. Some gangs dismissed this as mere rumour others saw this as an easy way to quickly rise in power and respect.....maybe.

TERRAIN

Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on, each placing a piece of terrain.

GANGS

Each player chooses a side or corner of 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), each additional figure must be within 8" of a previous gang member, and no closer than 8" of any opposing gang figure.

It is possible for one gang to select to side with the hired gun, and in that case their starting position is within 8" of the centre of the table. If more than one gang wants to defend the hired gun, the gang with the lowest gang rating will get to. For the purposes of computing handicap in this case, this lone team will be compared to the combined score of the attacking gangs.

The hired gun is always placed at the centre of the table.

THE HIRED GUN

The Hired Gun should be one of the special characters listed in the book. It should be one that would ally with the lone defending team (if there is one), or one appropriate to be fighting all the attacking gangs. Because it is fighting for it's life, the character will get one turn after each player's turn. If there is a lone defending gang, that player will control

the special characters actions. If there is no lone defending gang, then the special character will do whatever makes the most sense (logically or in *character*), decided upon by all players. In the case of a dispute resolve it's actions with a dice roll.

The Hired Gun will never bottle.

ENDING THE GAME

The game will end when the Hired Gun (and any defenders) are taken out, or when all the attackers have bottled.

REWARD

If the defender won, the hired gun will fight in it's next game for free and award them 1D6x10 credits. If the attackers win, the gang that took down the hired gun will get the 3d6 x 10 credits now and an extra 1D6 x 10 credits for another two games (roll after each game) from the extra revenue caused by the gangs rise in status.

EXPERIENCE

- Each attacker's leader who's team doesn't bottle will receive 5 experience.
- The defender's leader will receive 10 experience if their team didn't bottle.
- Each defender still standing at the end of the game will receive 5 experience.
- Each gang member that participated will receive d6 experience.
- Each wound inflicted on a ganger will give 5 experience.
- Each wound inflicted on a hired gun will give 10 experience.

NEW SCENARIO 3: LOSS OF GRACE

With the exception of House Helmawr, the Merchant Guild is the most powerful organisation in Hive Primus. The out-lying settlements of the Underhive rely on the Guild, not only for trade and commerce but for the protection the Guild supplies.

Guilders will often employ gangs to protect and police settlements especially if there is a vested interest for the Guild. If however, the settlement is no longer of use to the Guild or the settlements inhabitants have not paid their tithes then the Guilders will let it be known, in no uncertain terms, that the settlement has lost its good graces with the Guilders and is no longer under their protection.

This is the situation the outlying settlement of *Prosper's Child* is now in. Without the Guild's protection, gangs have started to circle like a flock of scavenger birds around a corpse. Suddenly one gang makes its move and all hell breaks loose.

TERRAIN

Arrange one side of the table as a ramshackle fortification with a gate in the centre (watch Mad Max 2/Road Warrior for the effect you're after). Set up the other terrain in the usual manner.

GANGS

Each gang starts on the opposite side of the settlement in the different corners about 8" in. You may play this as a 3-player scenario if you wish. The Third Gang would be loyal to *Prosper's Child* and be placed on and around the barricades in defending the Settlement.

STARTING THE GAME

The attacking gang with the highest gang rating goes first followed by the other attacking gang and then the defending gang if there is one.

THE GATE

To win, the attacking gangers must break down the main gate. The Gate has a Toughness of 6 and 3 Wounds.

ENDING THE GAME

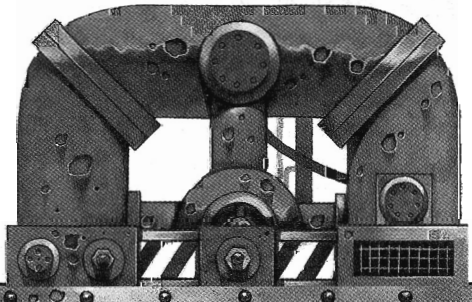
The game ends when one of the attacking gangs manages to get two or more gangers through the gate. If you are playing with a defending gang then they win if the two attacking gangs bottle.

REWARD

The Gang that wins will get to loot that settlement, unless they are an outlaw gang, in which case they can choose to either loot the settlement or take it as their new territory. If the defending gang won then they can take the settlement as their own territory.

EXPERIENCE

- The leader who's gang 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.



NEW SCENARIO 4: ON THE LAMB

Arant Defel was a young apprentice under the tutelage of Master Fenrif, an old and respected Archeotech Artificer, someone who catalogues and finds uses for the uncovered Archeotech. Fenrif was in the employ of the Merchant Guild and, in turn House Helmawr. Arant was young, impatient and greedy, he killed the old Artificer stealing a particularly valuable piece of Archeotech and fled into the Underhive.

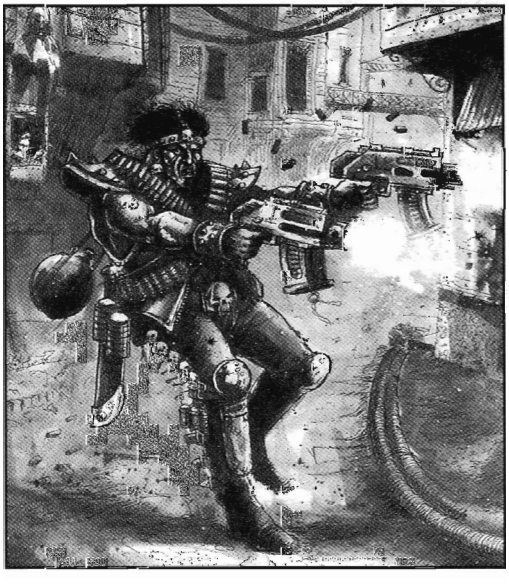
The Guild was furious of this betrayal not only had they lost a valuable piece of Archeotech but the death of Fenrif had displeased senior members of House Helmawr. The Guilders placed a large bounty on Arant's head.

TERRAIN

Setup starts with whichever gang has the lowest gang rating then it proceeds to the next gang rating and so on. Each Player takes it in turns setting up a piece of terrain on the board.

GANGS

Each player chooses a side or corner of the table. Then each player takes turns placing one gang member on the table; the first figure must be within 8" of the starting spot (the middle of the table edge, or the corner of the table), each additional figure must be within 8" of a previous gang member, and no closer that 8" of any opposing figure.



ARANT DEFEL

The apprentice should be put in the very centre of the board. At the end of each players turn he will panic and try to move 2" in a random direction, unless that would take him in base-to-base contact with any ganger, in which case he'll just stay still.

If taken down then the body can be picked up if a ganger ends their movement on where the body is. Any model carrying the body cannot use any weapons unless they drop the body. They will receive an automatic partial cover for carrying the body around though. The goods cannot be removed from the body in the middle of combat, the body must be removed from the board or the battle must be won. If the team holding the body bottles, the body stays were the model carrying the body was last positioned.

ENDING THE GAME

The game will end when only one gang remains or the apprentice leaves the table.

REWARD

The Gang that captures the body of Arant may either hand him in to the guilders to collect the bounty of 2D6 x 10 Creds or steal the Archeotech (roll three times on the Outlands trader chart, ignoring all rolls that aren't actual objects). If the Gang decides to steal the objects roll a D6, on a 4+ they are now counted as outlaws.

EXPERIENCE

- The leader who's gang 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.
- The gang that takes out the apprentice will receive d6 experience.
- Taking the apprentice's body off the map will receive 5 experience.

NEW SCENARIO 5: 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

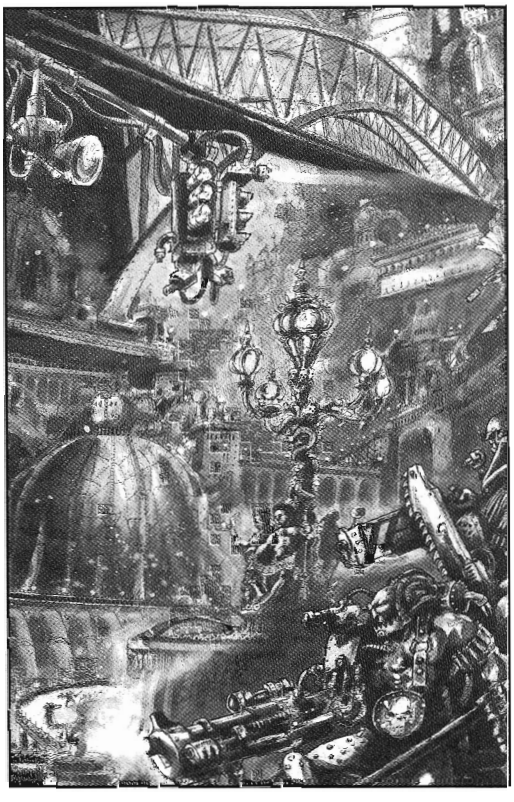
Setup starts with whichever gang has the lowest gang rating; then it proceeds to the next lowest gang rating and so on. Each player takes turns setting up a piece of terrain in on the board. try to make the centre of the board more into a central plaza/square type area.

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 serverly restricted everyone is limited to one hand-to-hand weapon, and one ranged/special weapon. No one will be

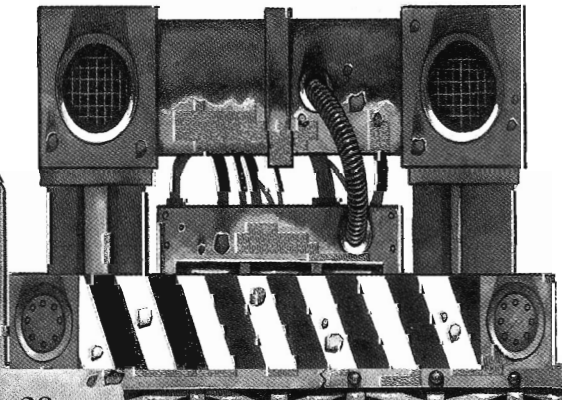


allowed to bring a heavy weapon on unless they have at least one Stealth skill. If they do, then the heavy weapon can be brought in instead of the ranged/special weapon. Because figures that use heavy weapons are so attached to their weapon, any gang member that can't bring on its heavy weapon can opt 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.

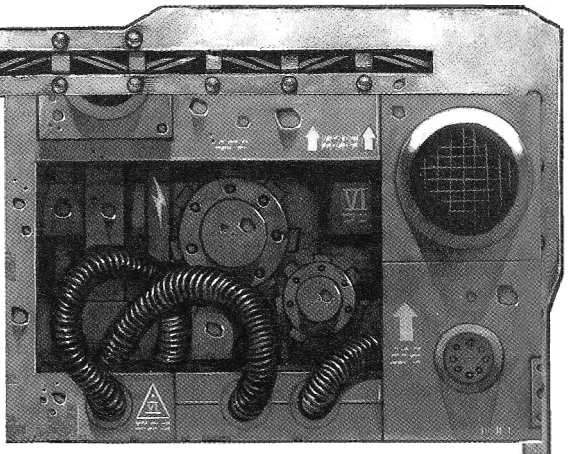
If any civilian is injured, all the gangs involved will be accused of being outlaws if they aren't already. If more than one is injured then all gangs will have a -1 penalty on their die-roll to determine the outcome of being accused of being an outlaw. If one gang injures more than half the civilians,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