

EXTRACTION

One gang now has the clue to Ironheart's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Ironheart has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the gangs sets off to rescue the inventor and save the sector. For now, the rival gang can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Ironheart has been discovered.

Now, more than ever, both gangs must work quickly. The fate of the Sector depends on it!

INTRODUCTION: In *Extraction*, the two gangs will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Ironheart is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN: It is suggested that the terrain is set up within an area 4'x4' or thereabouts. The tallest building available should be placed in the very centre of the table (to represent Ironheart's hideout) and then each player will take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway.

A figure representing Ironheart should then be placed on the very top level of the central building. He will begin the game in hiding.

Note: Tunnels and Vents may not be used in this scenario.

THE GANGS: Both players may use as many of their fighters as they wish for this scenario. Fighters may not use the Infiltration skill in this scenario.

STARTING THE GAME: Each player must set up all his fighters within 8" of his table edge.

The player whose gang ended up with the map in *Search and Destroy* will obviously be at a huge advantage at the start of this scenario. In order to reflect this, he may choose which side of the table to set up on, may set up second, and will automatically take the first turn.

IRONHEART: It may be that, during the game, Ironheart is shot at by one or other of the gangs. This may happen by accident, (for example if a shot from a weapon using a blast template misses its intended target and scatters) or deliberately, (if a gang is prepared to suffer the consequences of shooting Ironheart in order to prevent the opposing gang from winning). In either case, all the following rules will apply.

Hits: If Ironheart is shot at, roll a hit using the firer's Ballistic Skill as normal. If the shot hits, roll to wound, taking Ironheart's toughness as 3. Ironheart cannot be pinned, so any hits which do not wound are ignored.

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Ironheart is also equipped with a home-made forcefield which gives him a fixed 4+ save against all successful hits. Whenever a wound is inflicted against Ironheart, roll D6. On a 4-6 the inventor's force-field has stopped the shot and he is unharmed. On a 1-3 the shot finds its mark and Ironheart is automatically killed. As soon as Ironheart is killed, the game ends.

Reaction: If Ironheart is hit, but not killed, by a fighter from one gang, he will automatically accompany the first fighter from the opposing gang who comes into base-to-base contact with him. No Leadership or Strength roll is needed in order to determine whether or not the inventor has been successfully convinced.

Note: In this situation, a fighter from the gang who shot at Ironheart may still subsequently try and convince him as normal.

Fighters in Contact With Ironheart: Fighters in base-to-base contact with Ironheart may be shot at as normal and there will not be a 50/50 chance of hitting Ironheart as there is when shooting into hand-to-hand combat. However, if the shot misses and the 'to hit' roll was a 1, there is a chance that Ironheart may be hit accidentally. In this case, follow all the standard rules for Stray Shots from the Necromunda rulebook.

SPECIAL: The object of this scenario is to reach Ironheart before the other gang and then to bring him back with you to the Guilders.

Any fighter who is in base-to-base contact with Ironheart at the start of his turn, (and not also

in base-to-base contact with an enemy figure), may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Ironheart to accompany him by telling him about the damage to the reactor. The fighter rolls 2D6 immediately. If the score is higher than the fighter's Leadership value, Ironheart refuses to leave and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Leadership value, the fighter has succeeded in convincing Ironheart to accompany him and may move as normal. Ironheart will automatically move with him and will always remain within 2" of him until the fighter is within 4" of his starting table edge (in which case the game is won).

Force: A fighter can try and force Ironheart to accompany him by dragging or carrying him. The fighter rolls D6 immediately. If the score is higher than the fighter's Strength value, Ironheart has put up a struggle and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Strength value, the fighter has taken hold of Ironheart and may move as normal. Ironheart will remain in base-to-base contact with the fighter until he is within 4" of his starting table edge (in which case the game is won).

Fighters accompanying Ironheart may not use the Sprint skill as the inventor cannot keep up.

If any fighter accompanying Ironheart goes down or out of action, Ironheart will remain where he is until another fighter from either gang has moved into

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base-to-base contact with him and succeeded in convincing him as above.

If a fighter accompanying Ironheart goes down but then subsequently recovers to Flesh Wound, the fighter must attempt to convince Ironheart all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT... It has now been several hours since you began your hunt for Ironheart, and 'Big Black' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of *Extraction* is limited to 12 turns for each player. If neither side has achieved the objective by the end of the twelfth turn, the game automatically ends and penalties will be applied to both gangs (see below).

Note: The 12 turn limit is based on the assumption that the central building is three or four stories (9-12") high. For buildings over four stories, it may be necessary to extend the limit slightly.

ENDING THE GAME: If a player voluntarily bottles out, the game ends immediately and the opposing gang is considered to have found and retrieved Ironheart. However, as the fate of the Sector is at stake, both gangs will be determined and so need never take Bottle tests for losing over 25% of their fighters.

If a fighter ends his turn within 4" of his starting table edge and is accompanied by Ironheart the game ends immediately.

If neither gang has succeeded in retrieving Ironheart by the end of the second player's twelfth turn, the game ends.

EXPERIENCE: Fighters who take part in *Extraction* earn experience points as noted below.

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 experience points. Note: If the game ends before either player has retrieved Ironheart, neither leader will receive this bonus.

+D6 Escort. A fighter who wins the game by escorting Ironheart off the table receives an extra D6 experience points.

POST-BATTLE SEQUENCE: The post-battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any gangers left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the gangs now that the campaign has been completed. These are listed below.

REWARDS: One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both gangs have played their part in the crisis

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and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!