



FLOODWATER

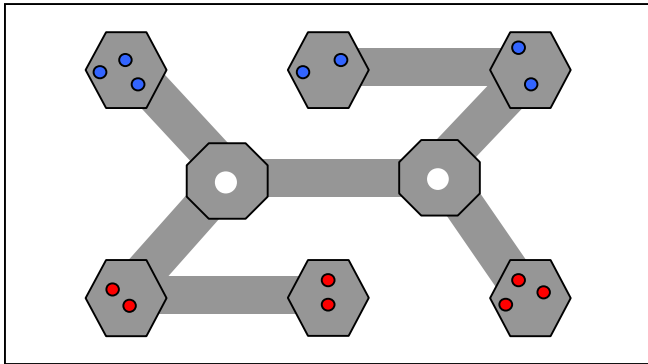
By Matthew Campbell

In the derelict ruins of the Underhive, Domes are constantly prone to collapsing, shifting and (most importantly) flooding. Flooding might be caused by large amounts of effluent draining down from above, or hive-quakes causing domes to sink. Whatever the reason, it is bad news for the areas inhabitants...

In **Floodwater** two rival Gangs are trying to escape a rapidly rising torrent that is flooding this area of the Underhive. Running for your life is the top priority, but the opportunity to cause some serious damage to your rivals should not be overlooked.

SCENARIO SELECTION: Any gang that is allowed to select the scenario may select this scenario. It is especially appropriate for players with small tables.

TERRAIN: Terrain should be set out in several high, adjoining towers, with ladders and lifts allowing fighters to ascend between levels. It should not be possible to ascend more than two levels in succession before moving to another tower. Towers should not be more than 8" from at least one other tower. There should be at least one intersection where the path of the gangs will cross.



Example Terrain Set-up

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 cannot be used in this scenario. Fighters cannot be deployed higher than one level off the ground.

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 all fighters have either escaped or gone Out of Action. Fighters escape by reaching the top of any of the towers, at which point they are removed from the table. The winner is the gang which has the most members escape. If this is a tie, then the last fighter to escape is not counted.

ABOUT THE AUTHORS

The designer of this scenario was (and still is) Matthew Campbell. He was helped by his friend Jamie, who saw it as another excuse not to study. They play Necromunda whenever they are in the same place at the same time.

Bottle Rolls are not taken in this scenario as both gangs are already running for their lives!

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

Flood Water: The water that is flooding the dome starts at ground level. At the end of turn 2 and all subsequent turns, the water will rise by 3". Any model that ends up in the water (for whatever reason) will immediately go Out of Action. It is a good idea to mark the water-level using blobs of blu-tack or by a similar method.

Rats: As well as the gangers, Giant Rats (see Beastmaster Wyrd entry for details) are trying to escape the flood. D6 Giant Rats are placed randomly on the table after each gang has set-up, but before turn one. Rats are also subject to *Frenzy*. Each time the water rises, each Rat will *Run* in a random direction, ascending a level if they reach a ladder.

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.

+1 Per-level ascended: Each fighter gains one experience point for every level they ascend.

SCENARIO TERRITORY

The winner of the scenario may add a **Flooded Dome** to their list of territories.

Income: If your gang controls a Flooded Dome it will yield D6 credits if a Ganger is sent to work it, by selling any flotsam he finds.

Territory Special Rule: If a 6 is rolled for the Flooded Dome's income then roll a further D6. On the roll of a 6 the dome has drained and becomes *Old Ruins*.