



Good Well Hunting

*A Multi-Gang Scenario by Scott J. L. Spear
Inspired by "Underhive Bestiary" by Nick Jakos*

Oh! let us never, never doubt what nobody is sure about!

The Underhive is a dangerous place, but not as dangerous as the Sump, a cesspool of the most horrid toxins and the unnatural beasts such an environment spawns. A vast network of pipes, long since defunct, leads from the Underhive down to the Sump but these passageways have been capped to prevent the foul vermin below from ingestion the citizens. However, the dangerous mix of waste has gathered in the Sump causing a great explosion, the force of which blows the caps off closed wells providing the horrors below a means of escape. In this time of tragedy the Guilders offer credits to those who can recap the open wells and destroy any creature that has escaped. Rival gangs must team up to protect the Underhive else all their lands will be overrun with vicious vermin. Because of the serious nature of the threat, even outlaws are offered the job.

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

TERRAIN: If three or fewer gangs are involved in this scenario it is suggested a normal 4' x 4' tabletop be used. If four or more gangs are involved, a 6' x 4' table is suggested. Larger tables can be used. Each player takes turns setting up terrain. If an Arbitrator is involved, he/she will also set up terrain. Terrain should be thick. There should be no open spaces larger than a 12" square.

Once all terrain is set up, a number of Well markers equal to 2x the number of gangs shall be placed. These may be placed by an Arbitrator or each gang may place two Wells on the table. The Wells should be about 1" wide (a base) and placed no closer than 12" from any edge. In addition, they may not be placed within 6" of each other. Wells do not have to be placed on the ground, but must be accessible.

GANGS: Once all terrain and the open Wells have been placed each player rolls a die (re-roll ties). The lowest scorer may pick any side and set up their gang within 4" of a table edge. Once set up, the next lowest follows and so fourth until all gangs are set up. It is possible to select the same side as another player. Because of the Sump explosion, special set-up rules for Tunnels, Vents and Infiltration may not be used for this scenario.



STARTING THE GAME: All players roll a die (re-roll ties) and the highest player goes first. The second highest follows and so on. This will remain the playing order for the game. Prior to the players, the Vermin will take a turn.

ENDING THE GAME: List how the games ends here.

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

Multiplayer: This scenario was designed to work with two or more gangs but can be played with just one and an Arbitrator. An Arbitrator may control the Vermin or they may be controlled by any active player.

Leadership: Any model may use the leadership of any gang leader if they are within the leader's leadership distance.

Friendly Fire: For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for losing your nerve if a fighter is taken 'down' or 'out-of-action' within 2".

Closest Target: This is a cooperative effort. Every moment those Wells remained uncapped is another moment closer to doom. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters. Even Redemptionists and models with Hatred may ignore those aggressive rules and fight along side their enemies during this scenario. It is worth noting that

this is not a binding truce and players may actively engage their rival gangs during this scenario, but if a rival gang is targeted directly, the attacker and their targeted gang no longer benefit from the temporary truce in aspects of Leadership and Friendly Fighter above.

Vermin: Prior to the first player's turn (including the initial) the Vermin take a turn. First, the Arbitrator or a player rolls D6 for every open Well. 1-5, the Well remains silent. On a roll of 6 something creeps out from the Sump. Roll 2D6 and consult the chart below.

Well Roll 2d6	
2	Gas Bubble
3	1 Demented Vermin
4	1 Augmented Vermin
5	1 Major Vermin
6	1 Minor Vermin
7	1 Diminished Vermin
8	d3 Diminished Vermin
9	d3 Minor Vermin
10	d3 Major Vermin
11	d3 Augmented Vermin
12	Re-roll 3 times

Re-Roll: On a roll of 12 re-roll on the chart three times. Re-roll any 2 and 12 results. All creatures (3 to 9) are placed one at a time from the same Well.

Gas Bubble: The ground begins to rumble and a shimmering thick cloud oozes from the open Well. The gas cloud floats a random distance and explodes. Roll Artillery dice and place the larger Gas Cloud blast template on the new location. Anyone covered by the template suffers an automatic S3 hit. Anyone partially covered is hit on a D6 roll of 4-6.

Vermin: If the Well Roll results in a vermin, roll D3 on the specific vermin chart and consult the Vermin's stats.

Diminished	
1	Scamper Rat
2	Sludge Skulker
3	Bugger Gnat

Minor	
1	Stinking Badger
2	Plague Zombie
3	Shadow Weasel

Major	
1	Hive Spewder
2	Tank Roach
3	Wypnotoad

Augmented	
1	Swarm of Spiders
2	Drakemantis
3	Bearwolf

Demented	
1	Sludge Bullworm
2	Sump Spider
3	Landshark

Place the Vermin one at a time in a random direction outside of the specific Well using the Artillery dice. If the target location is on top of another model place the models in base to base contact. If the target is in an impossible location (such as liquid or obstruction) place the creature as close to the target as possible. The vermin should be placed to the closest possible vertical location in relation to the Well.

Once placed, the Vermin will take its Movement, Shooting, Hand-to-Hand, and Recovery phases as normal with the following guidelines.

Caution: These Sump creatures, cautious of this unknown realm, always walk. They never run but will charge if a target is within reach.

Hunger: The creatures are hungry and search for easy prey. Vermin never target other vermin. They are looking for something new on the menu. They will use their movement phase to walk toward the closest table edge until threatened. A vermin is threatened if it is fired upon or within 12" of a player's model. When threatened they will close the distance to the closest player's model even if the model is not in line of site, so long as the model is not hidden.

Escape: If the vermin makes it to the end of the board it escapes. Having such a creature roam free will not please the guilders. Make a note of each creature that escapes.

Damage: Vermin do not take damage like normal gang fighters and can never be pinned. When reduced to zero wounds, they do not make an injury roll. Instead, they are killed outright. Make a note of the gang member who took the creature out of action as they will receive an experience reward.

Carcass: If a Vermin is killed in hand-to-hand, the gang member who strikes the killing blow picks up the beast's carcass. Remove the Vermin's figure from the table and the player makes a note of the Vermin's name on a sheet as they will receive a monetary reward. If a Vermin is killed from a distance, turn the model on its side. The first player who walks over the body collects the carcass. While this gang member will receive no additional experience from collecting another person's spoils, they will receive the monetary reward.

Instinct: Beasts have no leadership value, as they rely entirely upon instinct. They are immune to all psychology and never take leadership tests of any sort.

Capping the Wells: Open Wells can be capped, preventing the Vermin from escaping. If the model is in base contact with an open Well and does not move or shoot for their full round the Well has been capped. Make a note of each gang member who caps Wells as they will receive an experience reward. Capped Wells can not and should not be uncapped by gang members. You would have to be crazy to voluntarily release the horrors from below.

ENDING THE GAME: The fight continues until all of the Wells have been capped and all the Vermin have escaped or been killed. The game will also end if all the participating gangs (voluntary or involuntarily) Bottle out.

If all gangs bottle out before all the Wells have been capped the locals will not be happy at all. No monetary rewards for carcasses will be rewarded unless all the Wells are capped.

If a gang remains in the game until all Wells are capped and all vermin are gone, they are declared a winner. It is possible to have multiple winners and losers in this scenario.

INJURIES: CAPTURED: Vermin do not take prisoners. Injury rolls of Captured (61-63) is Dead
BITTER ENMITY: Re-roll an injury roll of Bitter Enmity (56)

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.

+10 Per Vermin Killed: A fighter earns 10 points if they strike the killing blow on a Vermin.

+10 Per Well Closed: A fighter earns 10 points for each Well they successfully cap.

+X Name: List special scenario experience if needed.

Wounding Hit: In this scenario, no one earns experience for any wounding hits.

Underdogs: Underdog experience is not rewarded in this scenario.

INCOME

ABOUT THE AUTHOR

Scott was introduced to miniature gaming with Necromunda and has been playing in the same campaign for three years.

Rewards: The local Guilders and the community at large are very appreciative if you can close the Wells. If you won the game (or are one of the winners) for one of your territories that have randomly generated income you may re-roll the dice if you do not like the first result as if you were using the Fixer skill. You must accept the result of the second roll.

So long as all the Wells are capped you will receive credits for each Vermin carcass you turn in. For each carcass you picked up you receive one half of their point rating minus 5 credits for each Vermin that escaped. For example if you were able to collect the remains of a Scamper Rat (20 pts), a Stinking Badger (34 points) and a Drakemantis (160 points) but during the course of the game two Vermin managed to escape, you would receive 0 credits for the Scamper Rat (10 for half of the points -10 for the two vermin that escaped), 7 for the Stinking Badger (17-10) and 70 for the Drakemantis (80-10).

The smallest amount of money you can receive is 0 credits. The Guilders will not take money away if too many Vermin escape; they will just not reward you.

This money is Income and must be filtered through the appropriate charts.



TERRAIN CONSTRUCTION

Wells: The Wells are best represented by a 1" long piece of 3/4" diameter PVC pipe mounted on a base of 1" (a standard base).

Vermin: Vermin can be represented by almost any model so long as their base is of the correct size. Diminished, Minor, and Major Vermin should be based on a standard 1" base such as the GW 25mm. Augmented Vermin should be based on 1.5" to 2" such as the GW 40mm bases. Demented Vermin can be based on up to 4" bases.

Diminished Vermin

Scamper Rat 20 Pts Small, Crawler

M	WS	BS	S	T	W	I	A
6	2	-	2	2	1	4	1

Razor Sharp Fangs

Razor Sharp Fangs: May reroll injury dice

These fat rats are very common in the Underhive. Often used for target practice.

Sludge Skulker 28 Pts Small, Crawler

M	WS	BS	S	T	W	I	A
4	2	-	2	2	2	4	1

Slow Moving x2, Resilient, Horns, Poison

Horns: 1 extra attack when charging

Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.

These sludge covered beasts resemble deformed dogs. While not very quick that are very dangerous when confronted.

Bugger Gnat 30 Pts Small, Flyer

M	WS	BS	S	T	W	I	A
8	2	-	2	2	2	4	1

Hit & Run

Fly above terrain

Hit & Run: May break from H2H without suffering a free hit from its opponent

An ugly 2 foot insect. They can become horrific when found in groups.

Minor Vermin

Stinking Badger 34 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
5	3	-	3	4	1	4	1

Tough, Slow Moving, Musk

Musk: Models moving within 2" must take an immediate leadership test. If failed, stop and movement ends.

This skinky beast is covered in thick, coarse hair. Best met down wind.

Plague Zombie 38 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
5	3	-	3	3	1	1	1

Slow Moving, Slow Witted, Plague-Ridden

Plague-Ridden: A model wounded by a plague-ridden creature must roll a D6. On the roll of 4-6, the wound is clean. However, on the roll of 1-3, the creature has passed the plague on and the victim must roll on the Zombie Plague Table below.

1 Clear. No symptoms of the Zombie Plague appear

2-3 Sickness. The victim falls ill and must miss the gang's next fight.

4-6 Zombie Time. The victim becomes a zombie and wanders off. He and all his equipment are lost.

A staple of Scavvy gangs these mindless creatures seek only to feed. Their bite could spell certain death.

Shadow Weasel 50 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	3	-	3	3	1	5	1

Quick, Leap, Camouflage

Leaps an additional 6" during its Movement

Camouflage: Counted as at least in partial cover when being targeted from long range

These fast creatures as often not spotted until it is too late.

Major Vermin

Hive Spewder 54 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	3	-	2	2	1	5	1

Quick, Weak, Poison, Ranged Attack

Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.

Ranged Attack: The creature can make a ranged attack of up to 8" that hits on a 4+ and causes poison.

These horrid spiders can reach 5' in length. Their maw can spew a stream of deadly poison a good distance.

Tank Roach 80 Pts Large Crawler

M	WS	BS	S	T	W	I	A
6	4	-	4	5	2	4	1

Tough, Resilient, Armored

Armored: 5+ save

A massive cockroach with a length of two men. Its hard exoskeleton is tough to pierce.

Wypnotoad 100 Pts Medium Crawler

M	WS	BS	S	T	W	I	A
6	4	-	3	4	3	4	1

Predatory, Resilient x2, Tough, Fear, Slash Attack, Severe Injury

Fear: A leadership test is required if charged by or charging this creature. Follow the rules for Fear.

Slash Attack: Creature may whip his tongue at a range of 2" during shooting phase. Victim may attempt to dodge the hit by passing an initiative test. If failed, the victim suffers 1 S3 hit.

Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.

11-16 Dead

21-23 Head Wound

24-26 Blind in one Eye

31-36 Old Battle Wound

41-46 Full Recovery

51-56 Impressive Scars

61-66 Horrible Scars

One of the most feared creatures in all of the Galaxy.

Augmented Vermin

Swarm of Spiders 134 Pts Large Crawler

M	WS	BS	S	T	W	I	A
5	4	-	4	4	3	4	2

Slow Moving, Hostile, Resilient x2, Poison, Lure, Regeneration

Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.

Lure: The creature has an Initiative of 10 for the first round of combat. In addition, models charging the creature may not use a charge bonus.

Regeneration: At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.

A large mass of black and gray roams the landscape. Upon closer inspection the horror is composed of hundreds fist sized spiders.

Drakemantis 160 Pts Large Flyer

M	WS	BS	S	T	W	I	A
8	5	-	5	5	2	4	1

Resilient, Predatory, Strong, Tough, Acidic Blood, Poison, Defensive Spines

Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.

Acidic Blood: If killed, the creature causes a S3 hit to any models in base to base contact.

Defensive Spines: When charged, the creature gets an automatic hit at its strength before combat resolution.

This winged beast resembles the unpleasant union between a dragon and a giant prey mantis. Very rare and deadly.

Bearwolf 200 Pts Large Crawler

M	WS	BS	S	T	W	I	A
7	6	-	6	6	3	4	3

Agile, Hostile x2, Resilient x2, Predatory x2, Strong x2, Tough x2

The Bearwolf is a vicious beast. A ganger who sees this monstrous creature towering before him will likely see nothing more.

Demented Vermin

Acidic Bullworm 300 Pts Large Crawler

M	WS	BS	S	T	W	I	A
6	4	-	7	5	2	4	3

Resilient, Strong x3, Hostile x2, Tough
Poison, Acidic Blood, Regeneration, Terror, Severe Injury, Burrow, Divide
Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.
Acidic Blood: If killed, the creature causes a S3 hit to any models in base to base contact.
Burrow: At the end of its movement phase, the creature may dive underneath the tabletop and reemerge at the end of its next movement phase anywhere within 24" of its previous location.
Regeneration: At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.
Terror: Follow the rules for Terror.
Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

Divide: When the creature suffers its last wound, roll a D6. On the roll of a 1-2, the creature is killed. However, on the roll of a 3-6, it is replaced with two creatures of the same type.
 It's big, scary and pink with the power to devastate a whole community. When the ground shakes, beware.

Titan Sump Spider 390 Pts Large Crawler

M	WS	BS	S	T	W	I	A
9	7	-	6	6	4	6	1

Predatory x3, Quick x2, Strong x2, Tough x2, Resilient x3, Agile x3
Entangle, Enhanced Senses, Ignore Terrain, Severe Injury, Terror
Poison: Any hit from this creature is an automatically wound. A victim suffering his final wound to a poisonous creature goes out of action on a D6 roll of 3-6. No effect on a roll of 1-2.
Entangle: The creature uses an attack like that of a Web pistol as described on page 38 of the Necromunda: Underhive book. The entangle attack has a range of 8" and hits on a 4+.
Enhanced Senses: When attempting to spot enemies in hiding, etc, the creature has 3x its initiative.
Ignore Terrain: The creature may move over obstacles or terrain without penalty. This does not include liquid.
Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

Terror: Follow the rules for Terror.
 The stuff of nightmares are made of.

Landshark 450 Pts Large Crawler

M	WS	BS	S	T	W	I	A
9	7	-	7	7	4	7	4

Agile x3, Tough x3, Hostile x3, Resilient x3, Predatory x3, Quick x3, Strong x3
Armored, Burrow, Ignore Terrain, Severe Injury, Razor Sharp Fangs
Armored: 5+ save
Burrow: At the end of its movement phase, the creature may dive underneath the tabletop and reemerge at the end of its next movement phase anywhere within 24" of its previous location.
Ignore Terrain: The creature may move over obstacles or terrain without penalty. This does not include liquid.
Severe Injury: When rolling a serious injury for models taken out by this creature, roll on the chart below instead of the normal serious injury chart.

21-23 Head Wound	24-26 Blind in one Eye	31-36 Old Battle Wound
41-46 Full Recovery	51-56 Impressive Scars	61-66 Horrible Scars

Razor Sharp Fangs: May reroll injury dice
 Essentially a building with legs and a bad attitude.