



Jumping the line

Christopher Dale

Road blocks and checkpoints are commonplace in the hive and not all gangs are willing to pay the toll. But there is often a reason to cross these points, sneaking into a territory, flanking an enemy or just pinching stuff.

A shadow hopped the wall as the sentry turn his back and begun his return journey. Then an angry whisper came from the other side.

"And how does your great plan get me over!"

"You'll have to find another way round."

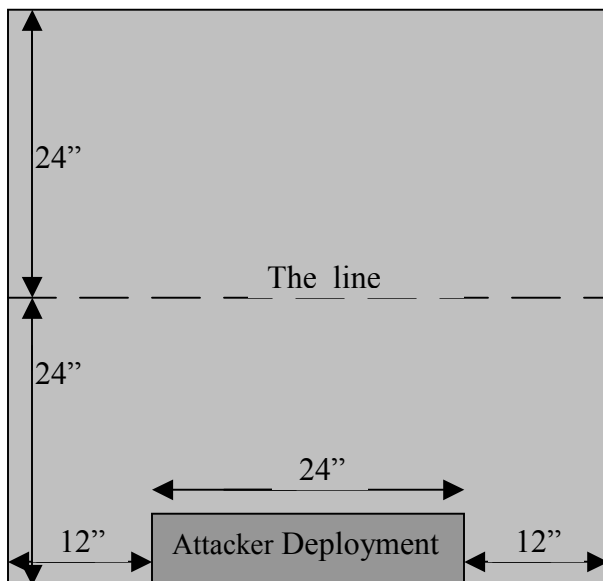
"Like hell I will... when that guard gets back run for it and make sure he sees you okay!"

"Okay..."

"And next time I make the plan!"

SCENARIO SELECTION: The player who chooses this scenario is always the attacker. This scenario may have both Outlaws and non outlaws as either attacker or defender.

TERRAIN: The terrain should comprise of scattered small pieces (barrels, rubble ext.) and buildings spaced appropriately to create alleys. As little walkways should be used as possible. A line of linier terrain (walls, pipes ext.) should make its way from one edge to another creating a wall, this should not be complete, there should be room to sneak through.



GANGS: Each gang may take D6+2 members of the players choice. 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 use din this scenario.

STARTING THE GAME: The attacker always goes first.

ENDING THE GAME: The game ends when the attacker completes his objective (see later), all the members of one gang are out of action or one player bottles out. The defenders are in their own territory and will only bottle out after losing 50% of his fighters.

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

Sentries: The defender deploys his fighters as Sentries following the same rules as in the *Raid* scenario in the rulebook.

Rule Name: The sentries use the Sounding the alarm rule following the same rules as in the *Raid* scenario in the rulebook.

On the line: Sentries must be deployed within 8" of the line and will never move more than 8" away from the line until the alarm is sounded, then they may move and fight as normal.

Giving a boost: A fighter may attempt to give another fighter a boost. They must spends a turn without shooting, fighting in close combat or using a psychic power in base contact with a wall of which cannot be higher than his strength in inches. The fighter receiving the boost must end their move in base contact with the "booster". The booster must roll below their strength on a D6, if this is done the boost receiver is launched over the wall, taking appropriate falling damage and ending up in base contact with the other side of the wall. Fighters wearing carapace armor cannot be given a boost.

Objectives: Here is a list of objectives that the attacker must complete. Roll a D6 and consult the table below;

1-2 Sabotage: The attackers attempt to smash a generator. The defender may place the generator (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the generator. The

attackers win if they manage to destroy the generator. The generator is a stationary model with 1 wound and a toughness of 5 (it doesn't suffer flesh wounds etc).

3-4 Loot: The attackers attempt to whip the opponents' stash from under their noses. The defender may place the stash (represented by an appropriate model) anywhere on the opposite side of the line to the attackers' deployment zone; they may also deploy one fighter within 8" of the stash. The stash acts in the same way as the loot counters from the *Scavengers* scenario but if the attackers capture it they get D6x10 credits added to their stash and the defenders lose the same amount from their income after the battle.

5-6 Scouting Party: The attacker is attempting to send some of his fighters round to scout out enemy movements. They must get one or more fighters off the opposite edge of the board. If this is done the gang may add or subtract one to determine what scenario they play in the next fight.

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.

ABOUT THE AUTHOR

I was introduced to Warhammer about five years ago but never really got into it because I couldn't find anyone to play against. When the fanzine magazine first came out with an issue of White Dwarf I was drawn to the Necromunda stuff because it allowed me to really personalise a gang. There are even less players of Necromunda so I've taken up writing for it, mostly exotic things like Ork slaver mobz, Stormtrooper platoons and Kroots for some bizarre reason, but this is my first scenario and I hope it comes up to muster.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

+D6 Crossing the line: Each attacker that crosses to the opposite side of the line gains D6 experience; this only counts for the first time they cross, any other times do not count.

+D6 First sight: The defender who raises the alarm gains D6 experience.

+5 Holding the line: If no attackers cross the line each participating defender gains 5 experience.

SCENARIO TERRITORY

No special territory is involved in this scenario.

TERRAIN CONSTRUCTION

No special scenery is needed to play this scenario, but make sure you have plenty of walls handy. Another fun option is to "tag" your territory. By this I mean painting graffiti on to the walls to show the bounds of your territory. Practice on cardboard walls first, don't ruin anything else.

Paint a rough filled outline of the word or symbol onto the wall in skull white or bleached bone for old dirty paint, but try to keep the texture of the wall behind. Take good eye-catching colours, reds are best, and paint the word or symbol over the lighter colour. If you can get the effect of one colour fading into another then try that but don't overdo it, keep it to two or three max. Neaten up the edges, you can add ink over it but don't use varnish; it ruins the effect. Sorry there are no pictures but my attempts came out badly, I could have used my brothers (which were quite good) but that would probably be cheating.