

The Settlement Heist

All gang leaders meet to plan a raid on a rich settlement. This might bring the wrath of the Guilders upon them and the leaders of their houses might not cover their backs. If they are successful, they will have enough money to pay their higher-ups so they might bend the rules and the anger directed at them will be lowered dramatically. If not, well, then the Guilders will try to hunt them down and they can expect no support from their houses. Being a daredevil is considered a positive trait in Necromunda's Underhive and this plan of the gang leaders has a lot of it.

Gangs

All Gangs of the campaign can participate in this scenario. Outlaws and law-abiding in general can be in a team. Gangs that obviously should not be teamed up, can not be (e. g. Scavvies and Redemptionists).

This is intended as a closing scenario where all players team up to try and earn the big money or be crushed.

Defenders

The defenders are played by the Arbitrator and should at least equal the rating of the participating gangs. They have five barricades and one watch-tower in addition to this.

Most of the defenders are gangers and juves, both of which will have just enough experience to have two advances. They should be organized in groups of fives or tens with the same advances and equipment to make the organization easier. To make things clear and easy any equipment the defenders have, has to be present on the models.

In addition to gangers and juves, the defenders may contain hirelings, heavies and Arbitrator enforcers (one for each 1000 points, rounded down). Some of the beasts from the Bestiary can be used, too, if they seem appropriate. They also have access to the extras listed in the *Storming the Barricades* scenario on page 256 of the Necromunda rulebook.

None of the defenders have to test for ammo, because their equipment is well maintained and looked for (and it makes keeping track of them a lot easier).

Setting Up

One table edge contains the entrance to the settlement, defensive structures and fortifications. There is one strip parallel to the zone of the defenders, which is clear of terrain, because the defenders cleared it to have a clear line of fire, so they can defend it easily (similar to *Storming the Barricades*).

Three quarters (rounded up) of the defenders are placed on the table, then the attackers are placed and after that, the rest of the defenders are placed.

Sequence of Play

The attackers have the first turn.

Ending the game

The game ends, when either the defenders or the attackers are wiped out or when the attackers have fled. The defenders never bottle out.

To win the attackers have to bring at least a quarter of models (no beasts, only humanoid models count) off the defenders table edge. It does not matter, from which gang they are, as all gangs work together.

The defenders have to wipe out the attackers or make them bottle out. The bottle roll for the attackers is required to make if at least three-quarters of the attackers are down or out of action. All gangs are combined to determine when to test for this, but each gang tests for itself.

Experience

- +2D6 Survives. If the fighter survives the battle then 2D6 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. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens *not* 5 per wound.
- +10 Winning Leader(s). If the attackers win, each leader gains 10 Experience points.

We are all in the same boat, so stick together

The attackers may not attack each other or intentional hurt one another. They work together as they were one gang, with the following exception. Each leader only gives his leadership to his own gang members.

Alternative

If the players and the Arbitrator agree, the rules for *Sentries* and *Sounding the Alarm* can be used (as in Sneaking around the Barricades, Page 259 of the Necromunda Rulebook).