

PRECINCT 1313 - LUCKY FOR SOME

The sergeant lounged in his chair, idly belching smoke from his cheap lbo stick, both feet resting on the edge of his desk. "Told ya not to come back into my territory," he gloated, turning to look through the bars of the holding cage at the gangers he had imprisoned. "Warned ya twice, yet ya still thought ya could get past sergeant Rosco".

Leaning back even further, the chair creaked ominously, straining against the pressure of his bulk. "Guess you guys are just gonna sit there and rot till the Judgement Wagon rolls through, then we're gonna hang the lot of you". Rosco glanced across at his deputies who all laughed on cue.

At this last verbal sally, the leader of the Executioners tipped back his hat and whispered a retort. "Don't you have bigger fish to fry than us?"

Rosco rocked with laughter, almost losing his balance "What could be bigger than taking down Nate Krieger and the infamous Executioners?" he said, the grin splitting his face ear to ear.

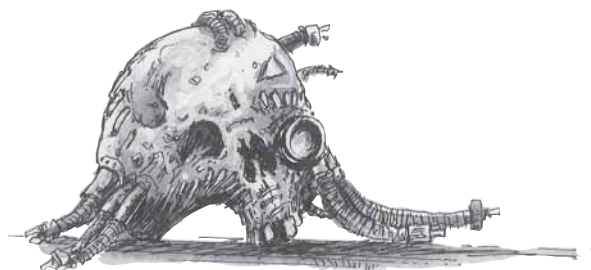
"Well... maybe they would be a bigger problem than little old us!" Nate nodded towards the security monitor on the table and as he saw what it showed, Rosco's grin froze on his face. Plague Zombies, dozens of them, climbing from the sewer grates and heading for the Precinct House. "You know", said Nate, "this might be a good time for you and me to come to some sort of a deal – unless you and your three deputies think you're up to the task on your own..."

This scenario represents the local law and one or two gangs of ne'er-do-wells fighting side-by-side against a horde of slobbering Zombies. For the gangers, holding the Zombies off will make their names in the area and hopefully get the Law off their backs. For the Enforcers it's all about saving their own necks...

GANGS

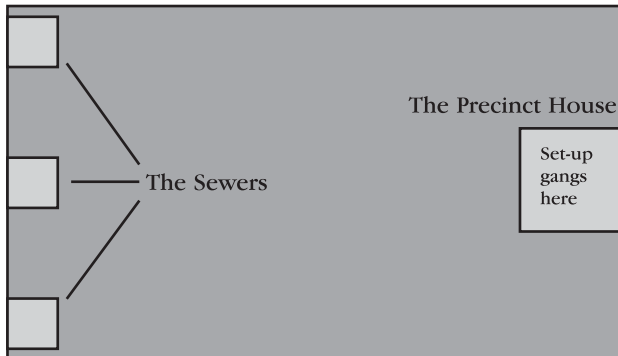
One player (or the Campaign Arbitrator) is the Zombie Master controlling the horde of Plague Zombies – see below for numbers. The other players control one of the gangs at the Precinct House and are equipped as normal, having been re-armed for the fight by the nervous Enforcers. The scenario is designed to be played with multiple gangs. The Gangers start anywhere in their deployment zone.

There are only 4 Enforcers present, including Sergeant Rosco. These can either be controlled by one of the players not already involved, or by the Campaign Arbitrator. The Enforcers start in (or on) their Precinct House.



TERRAIN

There is a 12" square deployment zone against one table edge that must only have one building in it (no walkways or barricades). This is the Precinct House where, until a few moments ago, the gangs were imprisoned. Against the opposite edge place three Sewer markers (I use 2" diameter circles of black paper), which are the objectives. Then one gang player and the Zombie Master take turns placing terrain. For this game it is suggested that you use a 6' x 4' table, as it will get crowded very quickly.



ZOMBIES

Total up the number of non-Zombie models involved (including Enforcers) then multiply by five. This is the total number of Plague Zombies allowed on the board at any one time (so you will need a shed-load of Zombie models). The Zombies start with D6 + number of enemy gangs (including Enforcers) at each entry point.

You may either use the rules below for the Zombies, or the more complete ones that come with the Scavvy gang in next issue.

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Special Rules

Zombie Shuffle: To represent their unpredictable gait Plague Zombies move 2D6" in the Movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain: Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve.

STARTING THE GAME

The Zombie Master goes first, at the end of each of his turns he places D6 more Zombies at each entry point.

RESERVES

When a Plague Zombie is taken out of action roll a D6. On a 4+ he goes back into the reserves and can be used again.

ENDING THE GAME

As the gangs are desperate to hold against the tide of Zombies they re-roll any Bottle tests. If a gang does bottle for any reason then the word goes round that they ran, as such they only gain half the income from their territories next turn, and run the risk of losing territory. The only way to win the game is for the defenders to seal the sewer grates and stop more Zombies coming through. To do this they need to be in base-to-base contact with the grates and at least 6" away from any Zombie not in combat. At the end of the turn roll a D6. On a 4+ the grate is sealed. Once all the grates are sealed the game is over.

EXPERIENCE

Fighters who take part in the game earn Experience as follows:

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

+2 per Zombie killed

+10 per sewer grate closed: Each model who successfully closes a grate gains 10 Exp.

+10 Winning gang leaders: If the defenders win, any gang leaders left on the table gain 10 Experience (out of action doesn't count as the other gang leaders take the credit).

SPECIAL

If a gang bottles and the defenders still win, then the word goes round that they're chicken. Each winning gang rolls a D6. On a roll of a 6 they gain one of the bottling gang's territories as if they had defeated them 3/1 in a gang fight.

Authors

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Further Information

Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.

Website

www.Necromunda.com