



Mugged!!!

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Your gang has gotten lucky and stumbled upon a rare stash of potentially valuable merchandise, and have decided to make off with it. Unfortunately, other gangs want in on your fortune, and have set an ambush for you.

This is a modified Ambush scenario, in which your gang has to worry about keeping or capturing available loot whilst simultaneously fighting off your rivals.

SCENARIO SELECTION: Players may select this scenario during the pre-battle sequence as normal. The player that picked the scenario will be the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

TERRAIN: Starting with the attacker, each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4'.

GANGS: Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender must also decide how many Swag Counters he wishes his fighters to carry. He must select at least one Swag Counter, and can take up to one Counter per fighter in his gang. The player must note on his Roster which fighters will begin the game with Swag Counters (remember no fighter can carry more than one Swag Counter – see special rules below).

The defender chooses one group and places it in the approximate centre of the table. The attacker then sets up his entire gang. All the attacking gang fighters must set up in or behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise may be placed anywhere you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to set up and rolls a D6. On a roll of 1-5 all the fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of a 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is not true of defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME: Once all the fighters have been set-up, the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME: If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win. The winner may claim any Swag Counters which are loose on the table when the game ends.

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

Swag Counter: At the beginning of the game, some or all defending fighters will be bearing Swag Counters. These represent sacks of valued produce that are potentially lucrative for the carrier. They are, however, heavy and burdensome, and require a free hand to carry. A fighter with a Swag Counter may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single-handed weapons at once. They also count as being Encumbered in combat, and suffer a -1 Attack Dice Modifier. No fighter may carry more than one Swag Counter at any time. Fighters who go out of action drop Loot Counters where they happen to be at the time. Remove the model but place a counter within 1" of where the model went Out of Action. Swag Counters may be picked up by any model that passes over them during its movement, but not if the model ran that turn. Fighters that take Out of Action an enemy that had been carrying a Swag Counter may pick up the Swag Counter freely if he wishes.

Fighters with Swag Counters can transfer them to other models in base-to-base contact during the shooting phase, providing neither model ran that turn. Neither model will then be able to shoot that turn.

Fighters may drop any Swag Counters they carry freely, in which case a Counter is placed within 1" of them as though they had gone Out of Action. This might be considered a good idea in tricky situations, when the best solution is to run away quickly!

SWAG: After the game is over each gang is allowed to cash in their swag. The income generated is added to the income from the gang's territory. Each Swag Counter is worth D6x5 credits.

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.

+2 Bag Man: If a fighter is carrying a Swag Counter at the end of the game he receives +2 experience points.

ABOUT THE AUTHOR

Michael is a long-time Necromunda player, with a Cawdor gang that has graced a variety of gaming tables with varying degrees of success. He has had three Necromunda articles published by Fanatic already; the Unknown Warriors and Legend of Phanta Claws house rules, and the Fight before Fistmas scenario.