

OLD HABITS DIE HARD: SPYRER SCENARIO 1

Spyrer Matriarchs and Patriarchs don't just visit the Underhive in order to find out what has happened to a Spyrer hunting team that they have sponsored. Sometimes they will travel over the wall on a hunting trip of their own, just to 'keep their hands in', as it were. They will stalk the Underhive, waiting until they come across an Underhive gang. Once they have found their prey, they will attack without mercy.

Special

The Spyrer Matriarch and Patriarch may not gain Experience, and may not take over territory from the opposing gang if they win. Members of the opposing gang scores double points for surviving and for each wounding hit inflicted on the Patriarch and Matriarch.

Taking part in this scenario does count as 'lending assistance' with regard to the Matriarch and Patriarch.

SCENARIO SELECTION

The following scenario may be played if the Spyrer player gets the choice of scenario. It recreates a battle between a Patriarch and Matriarch and an Underhive gang.

Playing The Scenario

Follow the rules for playing the Ambush scenario for this scenario, except where modified below (see page 123 of the Necromunda: Underhive rules). The Spyrer Matriarch and a Patriarch are the attackers, the opposing gang the defenders.

If the opposing gang has a gang rating of up to 1500 then either the Matriarch or Patriarch will take them on (attacker's choice). If the opposing gang has a rating of over 1500 points then both will take part.