

OPENING MOVES

Word has been reaching the local gangs all morning - the sector is in grave danger. The last big electrical storm has seriously damaged 'Big Black', the sector's main power generator, and it is now dangerously unstable. If it blows, it could well take a substantial portion of the Underhive with it!

Word has also reached the gangs that the Guilders have a plan which might just save the sector from total destruction. But they can't do it alone. They need the local gangs to help them, and are willing to pay handsomely for their aid.

In order to find out more, a few fighters from your gang decide to head out to the nearest settlement and talk to one of the Guilders in person. But you are not the only group with the same idea as you arrive at the settlement, you catch sight of a handful of fighters from a rival gang approaching from the opposite direction. And neither group seems willing to back down and turn for home.

INTRODUCTION: Opening moves is a standard Shoot-out scenario and, except where stated below; is played in exactly the same way as is set out in the Necromunda rulebook.

The local Guilders dislike gangs that bring their bards into the settlements and are unlikely to look favorably on either gang here. However, the safety of the Sector is at risk as a result the Guild representative is still prepared to discuss the Sector's crisis - but only with the victorious gang. The losers will have to find out for themselves,

and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

TERRAIN: Each player takes it in turn 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 4'x4' or thereabouts.

THE GANGS: Each player rolls a D6 to see how many of his gang are present at the Shoot-out. 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang. However, in order to reflect the fact that the gang's leader would probably want to send along a specific trusted fighter to represent the gang when dealing with the Guilders, each player may replace one of the randomly selected fighters with a different one of his choice if he wishes, though not the leader!

ENDING THE GAME: The game ends if one side fails a Bottle Test or volunteers to bottle out as normal. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed.

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EXPERIENCE: Fighters who take part in the shoot-out earn Experience points as noted below.

+? Held Nerve. Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see The Build Up rules above).

+D6 Survives. If the fighter survives the battle then D6 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 wound he **causes** 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 points per wound.

+D6 Winning Side. Each surviving fighter on the winning side earns an extra D6 points.

SPECIAL: As neither gang is expecting there to be any trouble right at the heart of Guilder territory, no hired guns (Scum, Bounty Hunters or Ratskin Scouts) may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any hired guns in his gang at the end of this scenario.

Ratskin Scouts may not be sent off to search for new territories at the end of this scenario.