



Plague

Michael Duxbury

A few members of your gang have gone down with a virulent infectious disease, and you have to get them to a rare specialist with the expertise to help save them. Unfortunately, other gangs have the same idea, and neither party is prepared to join a waiting list...

SCENARIO SELECTION: Players may select this scenario during the pre-battle sequence as normal. Bear in mind that there is a very real possibility that your gangers will contract a potentially fatal contagion in this scenario, so this is not for the faint hearted! If you do choose this scenario, then the first step before set up is to determine the dreadful disease that the gangers are suffering from. Roll on the table below, or choose an infection you like the sound of if both you and your opponent agree.

D6 Roll	Disease and effect
1	Catachan-Parasite Infestation. The ganger is the host of a colony of blood-sucking flesh-devouring parasites. For now he will be fine, but he needs medical help fast. The ganger will suffer no negative effects during this battle, but may suffer a Serious Injury at the battle's end as described in the Scenario Special rules below.
2	Tybolt's Delirium. The ganger is physically drained, and may feel too weak to attend the battle. For this battle he counts as having an Old Battle Wound – roll to see if he turns up as normal. If he is present, then he will begin the battle with a flesh wound (if this would bring his WS or BS to 0 then he may not attend the battle). If the ganger does not receive treatment after this battle, then do not roll to see what Serious Injury he gains – he will automatically gain a permanent Old Battle Wound.
3	Inefficient Limb Liveliness (ILL). The ganger's limbs lack the strength to allow for too much physical exertion. He 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. Furthermore, at the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, the character goes Down (he may recover at the end of that turn, and in other turns, as normal).

4	Mindrot. The ganger walks along a dangerous precipice between sanity and madness. At the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, his descent into insanity is complete – for now, and for the rest of the battle, the fighter acts as though under the influence of Hallucinogen Gas. Roll to see what delusions the fighter suffers from each turn. If the fighter rolls the Errrr... result, then there is still a chance he will suffer a Serious Injury at the end of the game, as described in the scenario special rules.
5	Zombie Plague! The ganger risks succumbing to the Zombie Plague and joining the ranks of Undead! For now all is well. However, if he does not receive treatment at the end of the game, then do not roll on the Serious Injuries chart – roll on the chart for victims wounded by Scavvy Zombies as in the rules for Scavvy gangs. Any opponent that this fighter successfully wounds in close combat during the game will catch this contagion as well.
6	Nurgle's Rot. The ganger has caught one the nastiest diseases imaginable – a hideous plague that rots a man's flesh and innards, causing them to die an agonising death. It is also extremely contagious. At the start of every turn, fighters with this disease must roll equal to or under their Toughness to remain unaffected. If they fail to do so, then they immediately take D3 Strength 2 hits with no Armour Saves allowed. In addition, if the fighter comes within 2" of another un-infected model (friend or foe) then the fighter he approaches must take an immediate Toughness test as described above or contract the disease as well.

Now you must determine which members of each gang are under the effects of the disease. Each player must roll a D6 to determine how many of their fighters have become infected (the number rolled equals the number of infected) – randomly determine which fighters have caught the plague by a suitably random and agreeable method.

TERRAIN: 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' or slightly

smaller so that the gangs start off a reasonable distance apart.

GANGS: Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. His opponent then sets up his gang within 8" of the opposite table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can be used in this scenario as normal.

STARTING THE GAME: Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest 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.

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

Winning Gang: The gang that wins the scenario will receive treatment from a medical specialist soon after the battle that will cure them of the diseases they suffer from. The negative effects of the diseases described above will cease to apply in future games, and no additional injuries will be suffered. The only exception to this is if characters are taken out of action during the game following injuries inflicted by ILL or Nurgle's Rot, in which case the effects of their Serious Injuries are carried out as normal. Serious Injuries suffered by characters within the fight from enemy combat/shooting etc will also apply.

Losing Gang: If a gang loses the scenario, then they will have to look elsewhere for aid, and the fate of the infected is less certain. Any characters that suffer from the diseases listed above that do not receive treatment will suffer a Serious Injury rolled on the Serious Injuries chart as normal. If the fighter was taken out of action during the battle as well, then he will roll twice on the table and apply both Serious Injury results.

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.

Serious Injury Modifications: Fighters cannot be Captured or gain Bitter Enmity as a result of Serious Injuries inflicted by untreated diseases. Count these as Full Recovery results instead.

Nurgle's Rot: For fighters suffering from Nurgle's Rot (result 6 above), chances of survival are far less optimistic. Instead of rolling for Serious Injuries after the battle, roll a D6. On a roll of a 1-3 he will die – remove the fighter from your roster. On a 4-6 he will gain Horrible Scars and cause Fear from now on. If the fighter also went out of action during the battle and failed to receive treatment following it, then he should roll once on this chart and once on the Serious Injuries chart.

Territory: If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it will gain the respect of the medical specialist they have come to seek aid from. The specialist will then agree to co-operate with the gang from now on. The gang gains the Friendly Doc territory – add this territory to the gang's roster.

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.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.