



Ransack

By Anthony Case

An easy spot of plundering before a mad dash to escape.

For prolonged expeditions into the deadzones, gangs make use of secure and hidden dens that house spare weapons, ammo and other supplies. It's rare for rival gangs to spot such veiled dens, but if they do, they present an easy raiding opportunity as their owning gang is often miles away.

This scenario represents one gang discovering and ransacking the concealed hideout of a rival gang.

SCENARIO SELECTION: Any gang can choose to play the Ransack scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

TERRAIN: Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS: The defender chooses a table edge and the attacker then deploys D3+3 fighters of his choosing within 8" of the opposite table edge. The attacker allocates D3+1 loot counters to his fighters, one per model. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

STARTING THE GAME: Both players roll a D6. The highest scoring player takes the first turn.

REINFORCEMENTS: At the start of each of the defender's turns reinforcements will arrive. To determine how many fighters turn up that turn, roll a D6. 1-2: One fighter. 3-4: Two fighters. 5-6: Three fighters. The fighters must be deployed anyway along your own table edge and may move and shoot as normal from that turn onwards.

ESCAPE: Attackers can escape the fight by moving off the defender's table edge. When this happens, move the models to one side until the end of the game. If a downed attacker escapes then he still counts as down for the purposes of serious injuries.

LOOT: The loot counters behave in exactly the same way as described in the Scavengers scenario.

ENDING THE GAME: The objective for the defender is to grab back any loot counters and drive off the attackers, while the attackers must escape with the loot. The game ends once all the attackers are out of action or have left the table. It also ends if the defenders fail a Bottle roll or voluntarily bottles out. The attacker will gain control of any unclaimed loot counters if the defender bottles, while the defender will gain control of any unclaimed loot counters if all the attackers are taken out of action or have left the table. Since the attackers are cornered they do not have to take any Bottle rolls, but they cannot voluntarily bottle either.

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.

+1 Per Loot Counter: Any fighters carrying loot at the end of the game receives +1 point per counter.

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

SPECIAL: Any attackers that escape the board with a loot counter can cash it in after the game. Each loot counter is worth D3x5 credits. The income generated from the hoard is added to the income from the gang's territory.

ABOUT THE AUTHORS

Hi there. I'm Anthony Case and have been playing Necromunda since it first arrived way back in 1995. I'm a big fan of Necromunda's vivid and engrossing background and find the mechanics of the rules intriguing, so much so that I enjoy writing new rules and background just as much as playing the game itself!