

Restaurant Takedown

A Necromunda Scenario - By Dixie

With the arrival of 'Hive Guys – Grox Burgers and Fries' in the Underhive, other gangs were quick to spot the opportunities and rival fast food chains began to pop up in every available location. Of course, there are only so many creds to go around, and sometimes the best way to shut down a rival is to take a 'hands-on' approach...

This scenario represents gang members of a rival fast food chain attempting to shut down the competitor by burning down their restaurant. Of course, gang fights are not tolerated inside the settlements, and most operate a no weapon policy to ensure no such disruptions take place. Profit is profit, however, and even the busy confines of a crowded settlement plaza are not going to stop this battle.

TERRAIN:

Nominate one main building as the target restaurant; this should be placed in the centre of the defenders board edge. The restaurant should have one main door, the attacking gang's objective is to destroy the door and throw in a Molotov cocktail to burn the place down!

Each player then takes turns setting up a piece of terrain in on the board. Try to create a central plaza/square type area in front of the restaurant.

GANGS

Players take it in turns placing at least 2D6 civilians on the board (*the more civilians the better for this scenario!*). The defender then selects up to D6 of his gang to be working in the restaurant. These are kept off the table for the moment as they will start the game inside the restaurant building, and can move out from within it from their first turn.

The attacker then deploys his gang within 8" of the table edge opposite the restaurant. The attacker has a random number of gang fighters taking part in the assault. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party. The attacker can choose which of his fighters he will commit to the raid. Special deployment rules cannot be used by either gang in assault scenario – e.g. Infiltration, Vents etc.

STARTING THE GAME

The attacker takes the first turn of the game.

LIMITATIONS

Because the gangs are in a populated settlement where weapons are severely restricted, everyone is limited to wielding a single knife. D6 of each gang can use pistols that they have smuggled into the settlement. In addition, the attacking gang have put together some Molotov cocktails – see details below.

CIVILIANS

The civilians should be composed of miniatures that are obviously not Necromunda gang miniatures. Once combat starts, the civilians are moved during the attackers turn as described below.

After the attacker completes their movement phase they must declare any shooting targets. Before resolving any shots, the civilians will move.

Prior to any shots being fired, each civilian will walk 4 inches in a random direction.

Once the attacking gang fires their first non-silenced shot, each civilian will immediately panic and run 2D6 in a random direction. (*This happens immediately after resolving the attackers first shot*) If a civilian reaches a position of cover, they will stop and go into hiding. From then on, any civilian not in cover at the start of their turn will continue to run 2D6 in a random direction. Roll a D6 for each civilian already in cover at the start of their movement; on a 1-5 they will remain hidden, but on a 6 they will panic and run out 2D6 in a random direction. Any civilian that moves to within 8" of a table edge will run off the edge, and out of combat. Any civilian moving into base contact with an attacker counts as charging into hand to hand combat and will attack a knife using the profile below, (*this interrupts the declared shooting attack*) civilians will also defend themselves if charged.

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Once all the civilians have been moved, the attacker then resolves their shooting at the declared targets. However, if a civilian has moved into the direct line of fire, the shot must be resolved against the civilian instead.

Necromunda Civilian

M	WS	BS	S	T	W	I	A	LD
4	2	2	3	3	1	2	1	5

RESTAURANT DOOR

Restaurant door has a Toughness of 6, once it takes a wound it counts as destroyed.

MOLOTOV COCKTAILS

The attackers are armed with a single Molotov Cocktail each; these are thrown exactly like a grenade but can only be used to target the restaurant once the door has been destroyed. If the shot misses and scatters outside of the building, resolve the attack in the same way as a flamer, place the template facing in the same direction as the scatter dice with the small end on the landing point.

END GAME

The game will end as soon as an attacking gang member has successfully thrown a Molotov into the restaurant through the destroyed door.

The game also ends if all the attackers are down or taken out of action, or if the attacker bottles out. As the attackers have so few gangers, and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's lucrative territory, and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

If any civilian is injured, (*by either side*) the attacking gang will be accused of being outlaws if they aren't already. If more than one civilian is injured then the gang will have a -1 penalty on their die-roll to determine the outcome of being accused of being an outlaw. If more than half the civilians are downed, the attacking gang will suffer a -3 penalty rather than a -1 on their die-roll.

REWARD

The winning gang will gain an additional 2D6x10 income (*not profit*) as word spreads about their successful attack/defence.

If the defenders win, their reputation spreads and they gain an additional territory in the post game sequence. However, if the attackers win, the defenders income in the post-game sequence is halved as they set aside credits to repair the damage caused.

In addition, if the attacking gang wins they can (*if they wish to*) collect D6 credits off of each downed civilian. They can also choose to mug any live civilians still on the board at the end of the game. If they chose to do this, they collect D6 credits off each of them, but they will face the -3 dice roll penalty when determining if they are an outlaw at the end of the game.

EXPERIENCE

Fighters who take part in the Restaurant Takedown scenario earn Experience points as noted below.

- +D6 Survives:** Fighters that survive the battle earn D6 points. Even fighters who are taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts on an opposing gang member.
- +10 BBQ:** A fighter earns 10 points if he successfully sets fire to the restaurant
- +10 Winning Side:** The winning Gang Leader earns 10 Experience points
- +D6 Civilian:** Each downed civilian earns a fighter D6 points