

SEARCH AND DESTROY

With the information you now have, your gang can begin the search for Ironheart. You have been given the location of his workshops and the Guilders believe there is quite likely to be some clue to be found there which might point to Ironheart's current whereabouts - or at least help explain what may have happened to him.

But you are not the only group following up the same leads, and there is every likelihood that you will bump into some of your old enemies, either in or around the area of the workshops. A strong show of force is now needed if you intend to be the ones to uncover the clues which will lead to the eventual discovery of the inventor.

INTRODUCTION: *Search and Destroy* is based on the *Scavengers* scenario and is played in exactly the same way as stated in the *Necromunda Rulebook* except where specifically stated below.

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.

Once you have placed the terrain you must place all six Loot counters on the table to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops. Note: The player who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other.

THE GANGS: Both players may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME: Choosing sides and taking the first turn in this scenario will both depend on what the outcome of *Opening Moves* were. The player whose fighters went for their guns second during the fast draw may choose which side of the table he wishes to set up on. The player who won *Opening Moves* may set up second and will take the first turn.

THE MONSTER ROLL: No monster rolls should be made during this scenario.

SPECIAL: The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Ironheart's disappearance. Each time a Loot counter is first picked up, the player whose fighter has picked up the loot rolls a D6 to see if the vital clue can be found hidden in that particular piece of equipment.

If the players rolls a 6, then he has found the vital clue to Ironheart's whereabouts and all Loot counters will subsequently be treated in the normal way. If no sixes are rolled for any of the first five Loot counters collected, the final counter will automatically be taken to contain the clue.

Note: The clue is actually a hastily scribbled map and it cannot be memorized during the heat of battle. Therefore, regardless of who actually discovers the clue, only the player whose fighter is holding

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that particular Loot counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME: The fight continues until one gang bottles out or until one gang has all the loot counters in its possession and the fighters carrying them are all within 8" of their own table edge at the start of their turn. The winner of the scenario may claim any Loot counters which are loose on the table when the game ends. If the clue has not been found at this point, the winning gang is assumed to have found it among the remaining loot.

EXPERIENCE: Fighters who take part in the Scavenger scenario earn Experience points as noted below.

+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.

+1 Per Loot Counter. If a fighter is carrying loot at the end of the game he receives +1 point per counter.

+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 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.

+10 Winning Gang Leader. The gang leader of the winning side

earns an extra 10 Experience points.

LOOT: All six Loot counters are treated in exactly the same way as normal and each one is worth D6 x5 credits. However, gangs may not cash in their loot until the very end of the campaign.