BOUNTY HUNTING

A NECROMUNDA MINI-CAMPAIGN

by Nick Jakos

"Something is going on in the Underhive. You can see it on the faces down here. Gangs are splitting up; fighters are going out on their own, heading for the breeches in the Hive wall. They're heading out into the Ash Wastes to find glory and riches. They're fools if you ask me. The only thing they'll find out there is death in the winds. But now it's quiet, and the Underhive is a great place to be. So get those dreams of the desert outta your head and listen up. There's money waiting to be found here."

In Necromunda's Underhive there are criminals around every corner. In the settlements, unlicensed doctors, trigger happy mercenaries and drug dealers stir up the local populations. Rogues in the trading posts buy and sell illegal equipment, swindling the unlucky customer for just a few creds. In the shadows, mutants and Chaos cults hide and wait for their opportunity to strike. And everywhere, vermin of all kinds plague the population. It is the perfect world for a gang that wants money and fame. To help discourage the constant crime of the Underhive, the Guilders post bounties on the scum they want to get rid of. There are bounties for anything you can imagine. They range from as small an offence as a citizen who walks out on his bar tab, to hideous creatures seen lurking in the depths below the domes. Every criminal is made a contract by the guild, and each contract is given a value. Gangs on the look out for money are permitted by law to work as bounty hunters in the Underhive. If a gang is willing to change their way of life a little and take up life as bounty hunters, there is only one promise: there is money waiting for them in the shadows.

Bounty hunting provides a very different and fun playing style for fans of Necromunda who are looking for something new. Instead of running entire gangs, players instead use only three or four fighters from a House. It is also a good way of bringing out the character of individual fighters. If a fighter doesn't have a reputation before bounty hunting, he will certainly have one after. This mini-campaign also works well with generally few players. When players grow few and far between, Bounty hunting is a great way to advance the story of the campaign without having to rely on every player being around.

And so what follows is the mini-campaign system – Bounty Hunters, and some accompanying scenarios. In this mini-campaign, the players hire and play with

only small groups of fighters from their House. These 'mini-gangs' then select targets to go after, anything from a pack of mutant rats rummaging around a nearby food plant to a massive mutated rampaging beast swallowing entire settlements, to renegade mercenaries holding tradeposts hostage. These gangs then move against each target in turn and clean up the streets.

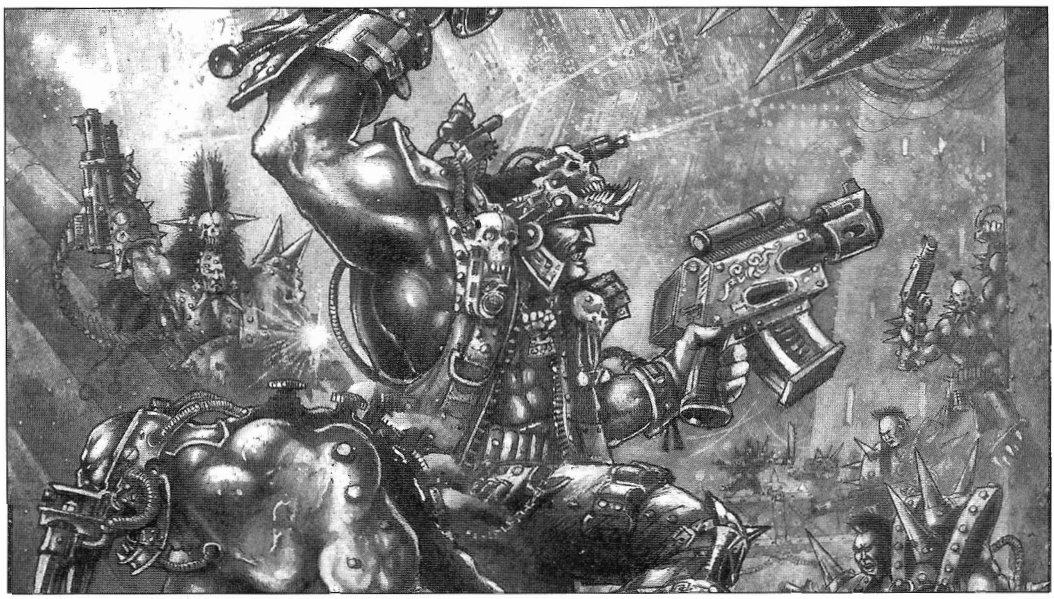
Bounty hunting allows Necromunda players a chance to work in very different ways and use a wider variety of fighters than they are usually accustomed to. Instead of using gang tactics, the players must get used to individuals fighting individuals. It also allows you to break away from the same old gangs for a while because players may band together. As the targets to hunt down are all run by an arbitrator, players who would otherwise never play the role of arbitrator now have their chance. I encourage players who want to try this mini-campaign to allow each other to use fighters that are already part of the campaign from their gangs. I have found this also helps to separate players from their gangs, and keeps them from playing it safe for fear they may lose their star fighter.

Along with the rules for the Bounty Hunting mini-campaign a few scenarios are included, ideal for a bounty hunt. These scenarios are all designed as Arbitrator scenarios although they can be customised as two player scenarios.

Finally, thank you to all you die-hard Necromunda fans for reading and, hopefully, giving this mini-campaign a try. Enjoy!

CAMPAIGN OVERVIEW

The Bounty Hunters mini-campaign takes place during a lull in gang fighting in the Underhive. As gangs divide and head for the Ash Wastes, the Guilds are having a slight difficulty maintaining control in the settlements and a large number of bounties have been offered to anyone willing to keep the peace. Now, gangers have the chance to form into bands of bounty



hunters on the lookout for the wanted. When they are finished, they will be stronger, smarter and much richer!

The campaign works best with between two and six players. Each player will form a gang of bounty hunters and each player will have to assume the role of the arbitrator at one point or another. Generally, the arbitrator will control the targets each gang is hunting.

BEGINNING THE CAMPAIGN

Once the players have decided to begin the mini-campaign, all action in the regular campaign stops. Each player must now create his Bounty Hunter warband. The gang is assembled just like a regular gang, using 1,000 creds to create the force. Bands may be made up of no more than two Heavies, and no more than half the group may be Juves (or their equivalent).

Outlanders are not permitted in the campaign. Players wishing to play with Bounty Hunters will play as arbitrators. Spyrers are not present in the campaign at all.

In addition to creating a gang from scratch, as a gang is created, the players also have the option of picking to use fighters who are already a part of the campaign. These fighters are hired in the same way as regular fighters, worth their cost plus experience in creds. Leaders that exist in the campaign may not be used in a bounty hunting warband.

HIRED GUNS

For the Bounty Hunting campaign, each gang is permitted to hire up to two Hired Guns at the beginning of the campaign. These guns will stay with the gang for the entire campaign, or until the player dismisses them. To hire a gun, the players must pay twice the standard hire fee and three times the cost for a Bounty Hunter. This is only paid once at the start of the campaign. Hired Guns count as a part of the gang for purposes of distributing the rewards (described in detail later). Once a gang has been initially created, it cannot be changed. Players cannot hire any other fighters until the campaign is over.

Once the gang has been formed, the player must nominate a leader. This does not have to be a leader purchased brand new. In fact, the leader can be any member of the gang the player wants. Maybe a very experienced Ganger, maybe a Hired Gun. Juves are the only fighters who may not be the leader. The elected leader of the gang inherits the Leadership skill for the duration of the campaign, and will be the one to go to the trading posts and make deals.

The gang is given only a single piece of territory, a settlement, from which they may collect the usual 30 creds. They may not, however, roll to acquire more Juves as in a regular campaign.

THE BOUNTIES

Once the gang have been assembled, its time to find out who they will be hunting. The number of targets to hunt can be decided any way. Usually, a roll of a D6 or 2D6 will do fine, though for larger campaigns, more bounties will be needed. Generally speaking, the more bounties there are, the smaller your battles will be – usually only involving two gangs. The fewer targets, the larger the battle, with as many as three or four gangs hunting the same bounty in the same game.

The bounties can be nearly anything, though normally hunters only look for the biggest bounties to catch. Once the number of bounties has been determined, each bounty must roll on the Bounty Table to determine what exactly it is. This roll is made on a 2D6.

BOUNTIES TABLE

2D6 ROLL	BOUNTY TYPE
2	Plague Zombies, an' lots of em
3	Vermin (a randomly determined type of vermin, ie, Rats, spiders, Ripperjacks)
4	Outlaw (1 Scum, Pit Slave, Ratskin, Sniper, Trader, etc)
5	Wyrd (Randomly selected Wyrd)
6	Wyrd Pack (1 Wyrd with D6 outlaw followers)
7	Outlaw Pack (D6 outlaws)
8	Outlander Alliance (D6+4 outlaws and Wyrds)
9	Outlaw Gang (Pit Slave gang, Ratskins, Scavvies, Cultists, etc)
10	Wyrd Gathering
11	Renegade Spyrer (lone Spyrer with 200 Exp. Generate max. advances)
12	Monster (Thing from the Sump, Gigantic Spider, etc)

Once the bounties have been selected, they must each be given a value. The easiest way to do this is by using the Bestiary in the Outlanders book and using the rating of each creature as a base. This is completely open to interpretation however. Make sure the rewards are big enough to be worth the effort, but not so big as to tip the scales to one, very rich side.

PLAYING THE CAMPAIGN

There are a number of ways to go about bounty hunting. I will cover two of them here. Each method bears its own fruit, and in my experience they have both been tremendously fun. Of course, feel free to play in as many different ways as you can think of and be sure to let me know what works best.

SINGLE GANGS

The first and easiest method to play the bounty hunt is with a single gang. In this method, a player's entire gang goes on a search for the targets together. Each player plays against the arbitrator individually and competes with every other gang.

To play this method, each gang may choose up to D3 of the listed targets they would like to go after. This means that bounties that are not worth much money will have no hunters, whilst the most expensive targets will likely have quite a few hunters. When playing using this method, the gang goes up against a target and collects the reward together, splitting the reward only after the campaign is over.

TEAMWORK

This method is a lot more fun. With this method, each player's gang is broken down and every fighter must hunt up to D3 targets on his own. This means that when multiple gangs send fighters after one target, those fighters can then band together. In terms of the battle it means that two or three players can team up against the arbitrator. This also means that more targets can be hunted though there is probably a better chance of them getting away.

If playing the team method, a reward for a bounty is divided amongst all of the fighters who took part. They then take their share back to the gang.

When bounty hunting, it is best to keep a chart or list of the players, the targets and the status of battles so far. Each target will be hunted in order until it has been eliminated or has escaped. Once all the targets have been eliminated or has escaped, the players can either choose to roll up new targets or end the campaign.

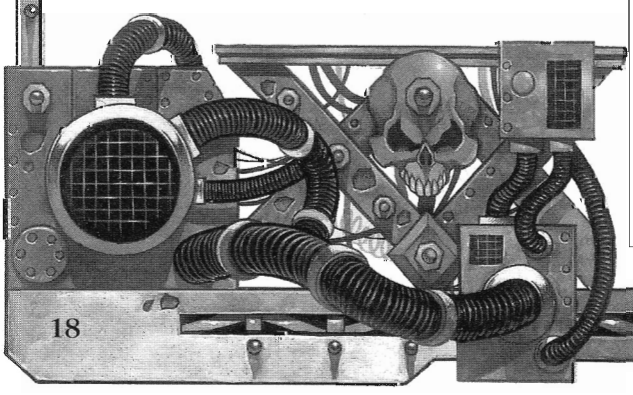
PLAYING GAMES

Once a target has been chosen and the hunters decided it's time to get playing they need to decide on a scenario. Almost all scenarios will work for a Bounty Hunt, as well as those included later. Before each game one selected player must roll 2D6 on the Bounty Hunter Scenario table opposite.

For some of the stranger bounties, such as vermin, Zombies and monsters, the games will be a bit different. Rather than only one target to eliminate, there may sometimes be hordes of creatures. The players should choose the best way to fight such creatures.

BOUNTIES SCENARIO TABLE

2D6 ROLL	RESULT
2	The target has escaped into the wastes of the Underhive and can no longer be tracked. No reward is given for the target and it is taken off the bounty list.
3	The bounty has been tracked to a particularly dangerous section of the Underhive. The arbitrator, or defender, decides which scenario will be played. In addition, the players must roll twice on the Treacherous Conditions table before the battle begins.
4-6	The target or defender chooses the scenario to be played.
7	A Purge scenario will be played from the Outlanders rulebook. The target or targets will be mixed in with the rest of the purge.
8	The Closing In scenario will be played (Details of this scenario will be featured next issue).
9	A Gang Fight will be played.
10-11	The attackers, or bounty hunters, choose the scenario to be played.
12	The attackers choose which scenario is to be played. In addition, the attackers must roll a D6. On the roll of a 6, there is already a Bounty Hunter following the target. He will be controlled by a random player or neutral player and will not assist either side. If he takes out the target, he will take all the reward money.



A DAY IN THE LIFE OF A BOUNTY HUNTER

POST GAME PROCEDURE

Once a game in the Bounty Hunter campaign has ended, the post game sequence changes only slightly from that of the normal campaign. Experience, skills and injuries are all handled in the same way as usual.

Whilst a gang is hunting a target it has little time to stop off at the tradepost or make any extra money. Whilst hunting a target, the gang may do nothing after the battle but forage for food in the same way Outlanders do. They may not purchase new weapons or equipment, go to the trading post or any other activity.

Once a target has been captured, the gang may make their way back to a settlement and trade as normal. At this time, they receive their reward, may buy equipment, trade and send one of their men to get extra money at the settlement.

THE END OF THE CAMPAIGN

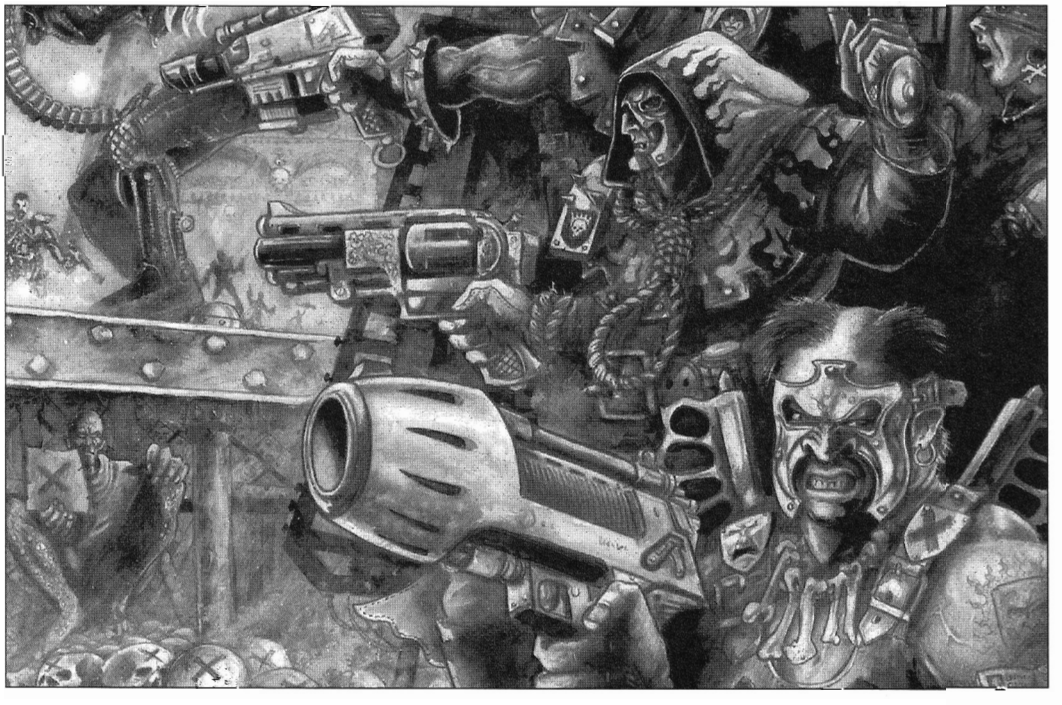
Once all of the targets have been taken out or have escaped, the mini-campaign is over. All rewards are given out and then divided evenly between the members of the gang. With their reward, the fighters return to their gangs to fight in the campaign once again.

Hunters who have not played in the campaign have a few options once the game is over. First, the player may decide to make these fighters either mercenaries or Bounty Hunters and they will keep their stats and equipment and become a Hired Gun for the usual fee.

The player may also hire the fighter into his own gang. He will join a regular gang for 75% of his cost plus Experience. From then on, he joins the gang permanently.

AND FINALLY...

Here is a list of scenarios that will work perfectly for Bounty Hunting. These will be covered next issue.

SCENARIOS

Gang Fight
Purge
Storming the Barricades
The Heist
Hit and Run
It Came from the Sump
I Survived the Zombie Lair