

SCENARIOS IN THE ASH WASTES

EXPERIMENTAL RULES

by Chris Ward & Stuart Witter

Because of the vast scale of the Necromundan ash wastes, battles rarely take place without one of the gangs having planned an ambush, raid or having some other motive to risk life and limb in the fight. In this article we offer some guidance for using scenarios from both the Necromunda rulebook and Outlanders, explaining what modifications (if any) would make the scenario play better using ash waste vehicles. We have also included five extra ash waste scenarios, all of which are played using the rolling road system from Gorkamorka – basically this means that the scenery on the table moves along a set distance each turn and your gang has to race along just to keep up with the battle. Of course the modifications we suggest are purely optional and you should adapt scenarios to best suit your gangs, scenery and campaign background.



NECROMUNDA

SCENARIO 1: GANG FIGHT

The hostile conditions of the wastes and its sheer size mean that a chance encounter rarely happens between two gangs. When it does, the results are almost always bloody firefights as both gangs battle to defend themselves. The victor will almost always be able to scavenge useful supplies and ammunition from the fallen, the highest prize on a journey that may take them months to complete.

The Gang Fight scenario needs no modification to use in the ash wastes, it works just fine as it is!

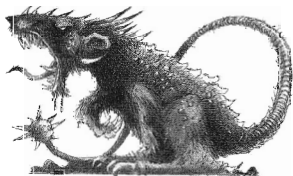
SCENARIO 2: SCAVENGERS

A gang discovers an ancient corroded wreck of a crawler, a crashed ship devastated by the chemical pollutants of the wastes or some other source of salvageable equipment. But fate is not on the gang's side and as they begin to scavenge the site, the roar of another gang's engines is heard closing on their position. It seems they won't be able to take the loot without fighting for it first.

For the Scavengers scenario it is useful first to clarify how a ganger picks up Loot counters and how they can be loaded onto vehicles. Gangers on foot pick up loot as described in the Necromunda rulebook, but can also load them onto a vehicle by moving into contact with a vehicle that is travelling at slow speed this turn (before or after the movement – not half way through). Drivers of vehicles can pick up loot but only if they spend an entire Movement phase stationary in contact with the Loot counter. This

represents the ganger pulling up, jumping off and hauling the loot onto the vehicle before mounting up again ready to speed off next turn.

The only modification to the scenario rules we have used is to adapt the monster roll slightly. A wreck is a dangerous area full of unseen hazards and pitfalls for the unwary ganger – the change to the roll is to represent these hazards rather than a monster attack. The roll of a 1 represents the ganger losing equipment as he struggles to scramble out of a crumbling cargo hold, whilst a roll of 6 means the ganger has been crushed to death by falling wreckage, or lays dead at the bottom of a tank filled with corrosive fuel. A model aboard a vehicle can never be the isolated ganger and if there are no suitable 'footers' then none of the gang is affected.



SCENARIO 3: HIT AND RUN

From time to time every gang will set up an encampment. During a protracted journey through the wastes it may be necessary to establish a temporary base from which a gang can lay in wait to launch an ambush, make running repairs to damaged vehicles, carry out surveys of the surrounding area or for simply somewhere to rest out the night. Of course staying in a fixed location for any length of time represents a much higher risk of attack from raiders...

Hit and Run needs quite a few modifications for it to work in the ash wastes. To start with, when setting up terrain you will not need a water still but will need to set up some terrain to represent the gangs encampment (Chris says "why not use the mutie tents from Digganob if you're short on scenery"). The Mission roll should be modified thus:

1. Blitz: The attackers try to wreck some important piece of the defender's camp. Pick a piece of scenery to represent a generator, auto repairer, fuel dump or

whatever. They win if they manage to destroy the objective, which has an armour value of 12, roll on the following damage table: 1-3 Armour Weakened add an extra +1 next time you roll on this table; 4+ Destroyed.

2. Bushwhack: No modifications needed.

3. Junk: The attackers aim to ambush and 'junk' an enemy vehicle that they recognise from a previous encounter. The target vehicle is chosen randomly from the vehicles on the table at the start of the game before the attackers are set up. The raiders win if they immobilise the vehicle. If the defending gang has no vehicles then re-roll this result. If the defender's gang has only beasts, then a beast other than a small beast must be randomly determined and taken out of action.

4. T.W.O.C.: The attackers don't want to wreck the enemy vehicle; they want it! This mission will be very hard, but is mainly here





because it's cool to try. The raiders win if they manage to take out the driver of the vehicle, randomly determined as above, and then drive it off any table edge. If the attacker wins the scenario then the vehicle counts as captured. If the defending gang only has beasts this mission becomes 'Rustlin' instead, and a randomly determined (not small) beast should be ridden off the table.

5. Stick up: No modifications needed, check the extra rules above under the Scavengers scenario for Loot counters.

6. Choose: No modifications needed (Stuart says 'Choose T.W.O.C., it's well difficult').

As there are varying numbers of gangs and vehicles in Necromunda: Battles in the Ash Wastes we suggest using the following rules rather than randomly rolling to see how many fighters take part in the scenario.

At the start of the game both attacker and defender must split their gangs into two groups. The attacker must randomly determine which group takes part in the raid; the others do not take part. The defenders must randomly determine which half of the gang start on the table, and which are used as reinforcements. Note that a gang's vehicles must be included in these groups and may not be chosen later.

SCENARIO 4: AMBUSH

Despite the vast open areas of the ash wastes there are still many areas ideal for ambushes. Trade routes often pass through narrow passes where some shelter is possible from the harsh conditions, and many gangs travel close to transport tubes and communication wires to avoid becoming lost in the ash deserts. This provides all the opportunity raiding Nomads or Shanty Dwellers need to set a trap or simply lie in wait for the next victims.

The Ambush scenario needs no modification to play in the ash wastes. However, we like to start the defending gang with their vehicles all facing in the same direction, as if they had just driven straight into the ambush ('No Stuart, not into the gates of hell itself – let's not be melodramatic here' – Chris).



SCENARIO 5: THE RAID

Rather than an all – out attack, Nomad gangs may sneak into a gang's encampment to try to inflict damage and disable equipment. Puncturing fuel tanks, setting timed explosives slashing tyres and poisoning a gang's beasts will all cripple a gang, leaving them defenceless by the time they realise they are under attack.

In the Raid we didn't use a gateway, and decided that all models would start on foot, and the defender's empty vehicles would be the targets (the attacker uses no vehicles or beasts, they're too noisy). Defenders may only mount their vehicles after the alarm is sounded. The game ends and the attacker wins when all the defender's vehicles are immobilised, instead of destroying the gateway. We haven't tried it, but you may want to allow the attacker to try to steal the defender's vehicles – this would invariably sound the alarm!

SCENARIO 6: RESCUE MISSION

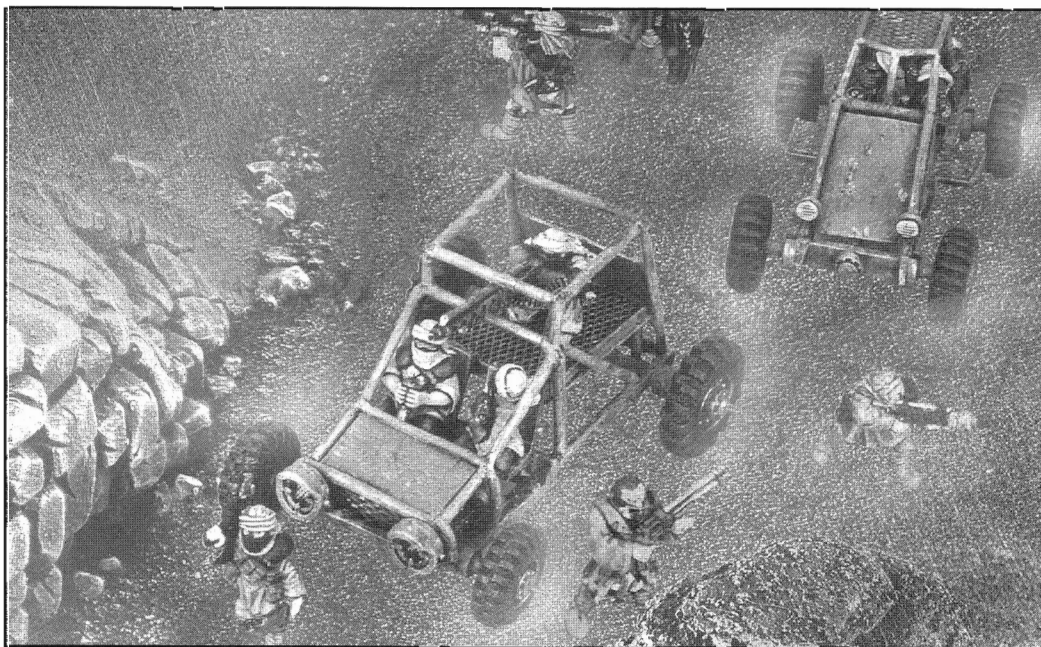
Gang fighters and their vehicles or beasts are often captured during raids and ambushes. Even a winning gang may find that their retreating enemy has dragged off an unconscious ganger, or stolen a driverless vehicle. It may then be necessary to track the attackers down in an attempt to recapture what is rightfully theirs.

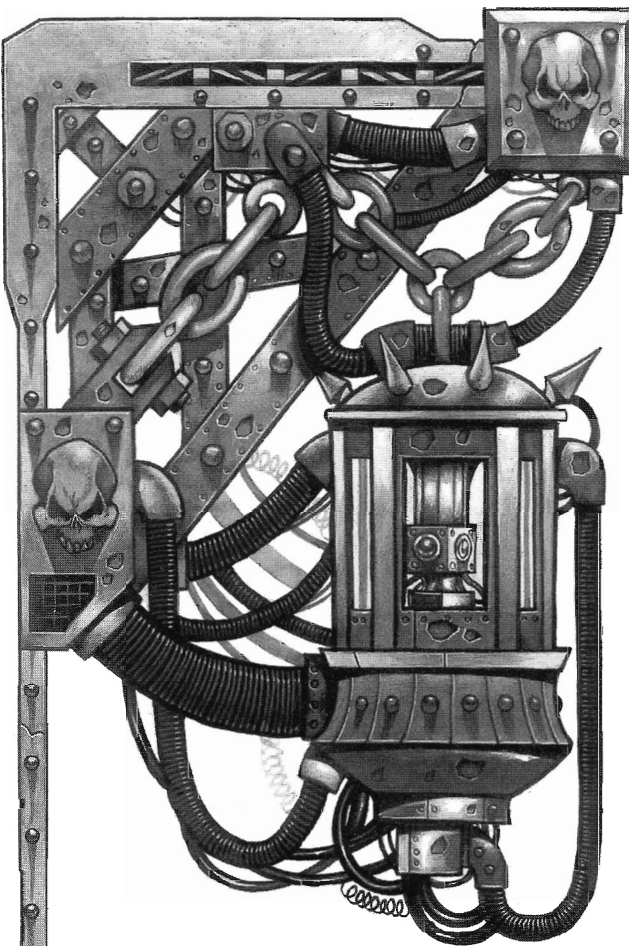
In Rescue Mission, gangs can attempt to rescue gangers, vehicles or beasts, in the case of vehicles and beasts the defender may not drive or ride the vehicle or beast at all; the attacker rescues the vehicle or beast by simply getting in or on and driving or riding it off any table edge. Other than this the scenario is played as normal.

SCENARIO 7: SHOOT OUT

Shanty towns are the only settlements where the inhabitants of the wastes can trade, stock up on supplies or hire mercenary scum. There are no laws as such, the towns elder enforces some kind of order, sending shanty gangs to throw out any troublemakers. Because of this, gangs that have been allowed to trade in the town do not want to be regarded as bad news by the local family as they need to buy food, drink and ammunition. When a gang comes across a rival group of fighters the situation is indeed tense, this might be the opportunity to kill off their leader – but – they need to buy supplies before they leave...

In a shoot out, the conflict takes part in the town and all the gang's vehicles and beasts are left outside the settlement. Other than this all the usual rules apply.





OUTLANDERS

SCENARIO 1: THE HIT

In the wastes finding the base of an enemy gang can prove extremely difficult, and catching them on the move virtually impossible. For this reason many attacks take place in or around the shanty towns, which gangs must visit for food, fuel or other supplies, not to mention the drinking and gambling that is favoured by many. Of course, the best way to strike a blow against a rival is to take out their leader, which can be made all the easier by a bottle of Second Best...

The Hit is played in a similar manner as usual but with a few changes to make it fit more into the ash wastes setting.

The defending leader must attempt to reach his vehicle and escape before the attackers take him out. The attackers in this scenario are all on foot – no vehicles are used. The defending gang likewise use no vehicles, except for their leaders. The defender

places this vehicle at the same time as the leader, at least 12" from him. Other friendly gang members may drive the vehicle, but only after the leader is on board. The defender may choose which vehicle to use if he has more than one, but it is normal to use the vehicle the leader drives, unless he is usually a passenger.

The game ends following the normal rules, or if the leader makes it to his vehicle and exits via a table edge chosen by the attacking player (the attackers see they have failed and automatically bottle out at this point).

Instead of a vehicle the defending leader may escape on one of the gang's beasts, this works just as described above.

SCENARIO 2: LOOT AND PILLAGE

Travellers in the ash wastes invariably have something of value, as almost all gangs intend to trade with other gangs and other hives. Unfortunately, this means that all gangs have to keep a close watch on their backs, as even an overnight stop can be risky with the trade routes being closely watched by Nomads and other raiders. Should a raiding gang discover the site of gang's camp or even its base in the wastes, all hell will invariably break loose as the raiders attempt to either steal or destroy anything they can lay their hands on.



This scenario does require a few modifications to make it work in the wastes. Firstly, in the terrain section we decided not to use the watchtower, as it would be unlikely to survive in the wastes, what with corrosive ash storms and the like. However, as barricades are so effective (as they are linear obstacles, vehicles will crash into them), this seems to compensate pretty fairly.

The next change was to the number of defenders. Normally in this scenario D6 defenders start on the table, but this could be all of your gang if you have spent a lot on vehicles. For this reason it is generally best to split the defending gang into two roughly equal halves, including vehicles, then randomly roll to see which half are the reinforcements and which start on the table. Alternatively, you may wish to come up with a system that brings all the reinforcements speeding to the rescue on the gang's vehicles.

Aside from these changes this scenario works very well in Necromunda: Battle in the Ash Wastes.

SCENARIO 3: THE HUNTERS

In the shanties, just as in Underhive settlements, many shoot-outs occur. Some of these may be simple coincidences, i.e. few rival gangers chancing across one another and opening fire. Others may be deliberately engineered ambushes, one half of a gang facing down a far stronger force, while their comrades drive around to the other end of town to sneak up behind the enemy.



This scenario is another one played without vehicles unfortunately. It works just as normal, and is set in the shantytown rather than the ash wastes.

SCENARIO 4: CARAVAN

In many ways Guilder caravans are even more vulnerable in the wastes than the hives. Although they must first be located, when found they tend to be poorly defended compared to those in the hive, and often contain even more valuable commodities.

This scenario is really designed for use in the hive – out in the wastes we can properly represent an attack on guilders using the vehicle and beast rules. However, this scenario can still be used to represent a gang in the shanties being paid to stop attackers from breaking through to their vehicles and chasing the caravan down. It can therefore be really good in a campaign, where the next game played is an attack using the rules in one of the ash wastes scenarios later, and only the attackers who break through take part.

This scenario is therefore played using models on foot only, with the normal rules.

ASH WASTES

THE ROLLING ROAD

Several of the Ash Waste scenarios use what is described as a 'rolling road'. In a rolling road scenario a greater illusion of speed is created by moving all the scenery on the board back towards one table edge, to represent constant movement in one direction (Veteran players: this works using the same system as 'The Chase' in Gorkamorka – the following rules just describe this).

We recommend that you use only a few pieces of scenery as it becomes very tiresome moving masses of rocks and dunes down the table each turn, and the ash wastes are fairly bleak places after all!

At the start of each turn, before the players take their turn there is a Rolling Road phase. In this phase everything on the table, except vehicles facing in the direction of movement and who are travelling at slow speed or faster, is moved 6" down the table.

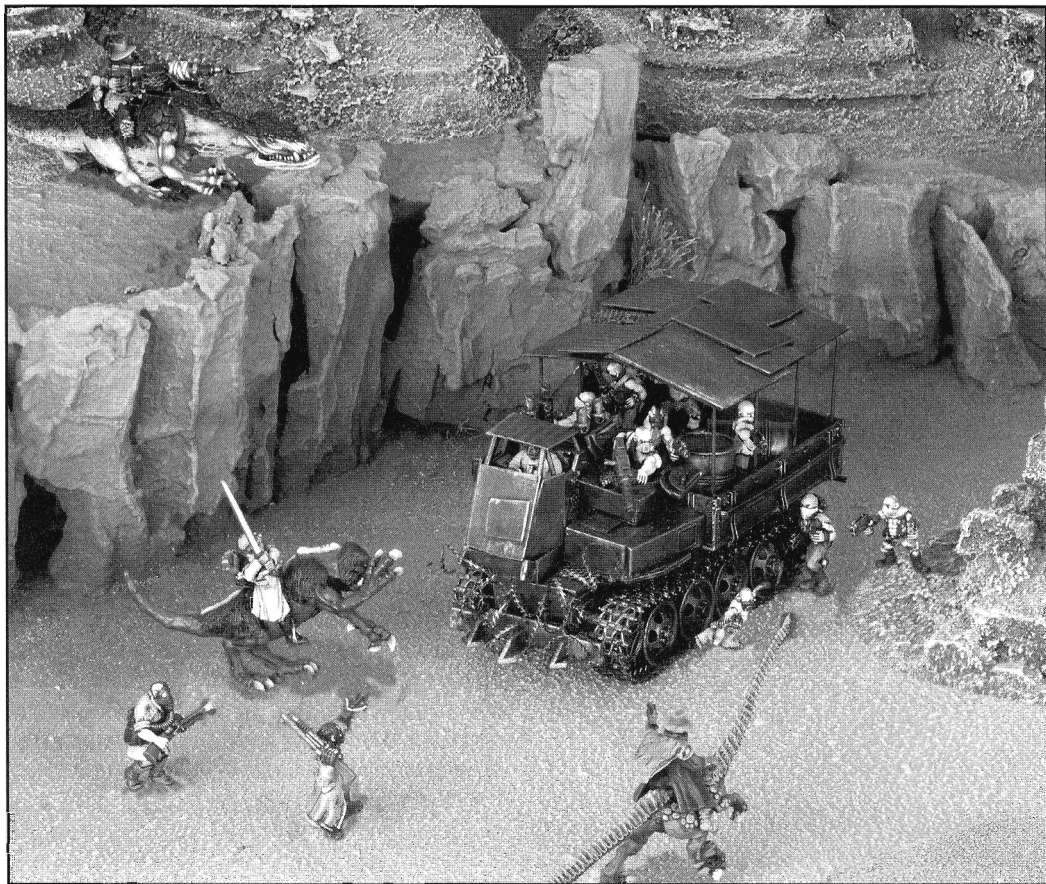
This means models on foot, vehicles facing in different directions and everything. Only vehicles facing in the direction of movement, or up to 45 degrees left or right 'keep up' with the table, everything else goes back 6".

In the Movement phase everything may then move as normal, except the vehicles which 'kept up' with the table, which have already travelled at slow speed. Any vehicle may elect not to 'keep up' and may move later, in order to avoid an obstacle for example.

Any models that fail to keep up with the rolling road and are moved off the rear of the board count as being 'down' for the purposes of bottle rolls etc.

Scenery should obviously be moved back on to the top of the board in a random location to keep the illusion of movement maintained.

Each of the following ash waste scenarios uses the rolling road rules.



SCENARIO 1 – CONVOY ASSAULT

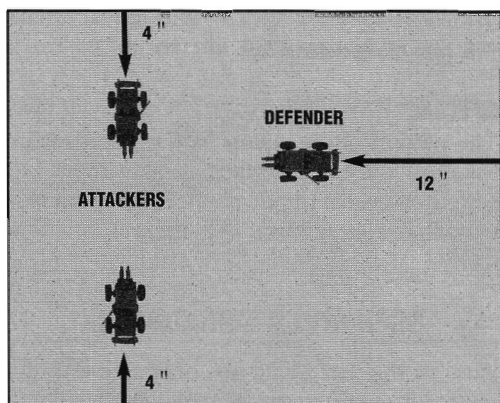
In this scenario the classic ambush has been sprung on some unsuspecting gang – as they travel through a narrow cutting the attackers pour in from the sides to try to capture the defender's precious cargo.

TERRAIN

Taking turns, each player places a piece of scenery, just as you would for a game of regular Necromunda, remembering that the ash wastes are in comparison a sparse and bland environment – so little scenery is required. We usually use six or so pieces of scenery. This scenario is best played on a 6' by 4' table, rather than a 4' by 4', so you can race the length of the table.

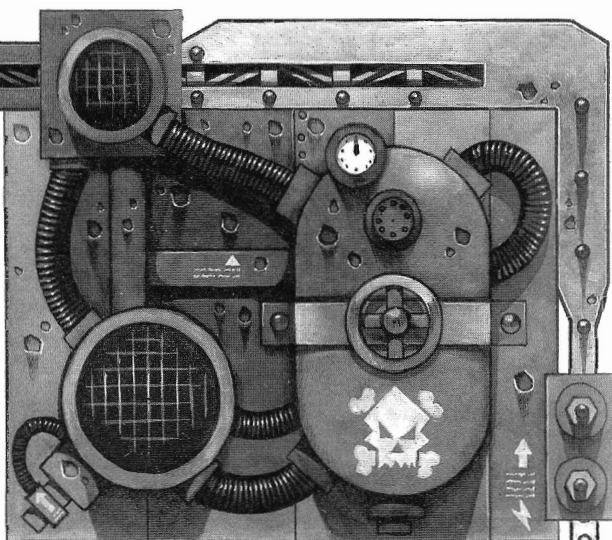
GANGS

Both players use their whole gangs in this scenario. The defending gang sets up first in the approximate centre of the table width, but no further than 12" on to the table in the direction of travel, with their vehicles facing the direction the board will roll. The defending vehicles have split between them D6 Loot counters. These may be placed on whichever of the defenders vehicles the defending player wishes. The defender should be close together – no more than 4" separating vehicles or gangers. The attacker sets up next, placing his gang within 4" of either (or both) of the long sides of the table.



STARTING THE GAME

Both players roll a D6 – the highest score goes first, depending on whether the defenders spot the attackers and burn off, or the attackers speed in unnoticed.



Don't forget the Rolling Road phase after each player has moved.

ENDING THE GAME

The game ends when either the defender or the attacker exits the table at the top edge (the direction of travel on the rolling road) or one gang bottles out. The defender is protecting his livelihood, so doesn't have to take Bottle rolls until he has taken 50% casualties, rather than the usual 25%. The rolling road will keep rolling for D6+3 turns in this game, then stop. Vehicles may exit via the top edge earlier than this to keep loot (or win the game), but will obviously have to be pretty quick!

EXPERIENCE

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

+D6 Survives

+5 per Wounding hit

+10 Defending leader. If the defenders exit from the top of the table with all the loot, the defending leader earns 10 experience points

SPECIAL

Each one of the Loot counters is worth D6x5 creds to the gang who gets them. A ganger may carry only one Loot counter at a time, but a vehicle may be loaded with any number. If a gang bottles out when its fighters are carrying Loot counters then they keep what they are holding, but if the gang voluntarily bottles out then they drop any Loot counters. Naturally, the other gang gets any unclaimed Loot counters.



SCENARIO 2 – THE RACE

The various drinking holes and gambling dens that thrive in the shanties outside each hive can be quite useful for gaining information, be that by bribing foolish prospectors with Wildsnake, overhearing whispered conversation or threatening people at gunpoint. Occasionally, two gangs will hear about the same find, such as a buried vehicle deep out in the wastes, and race off to try to get there first. Of course, disposing of the competition on the way is useful...

TERRAIN

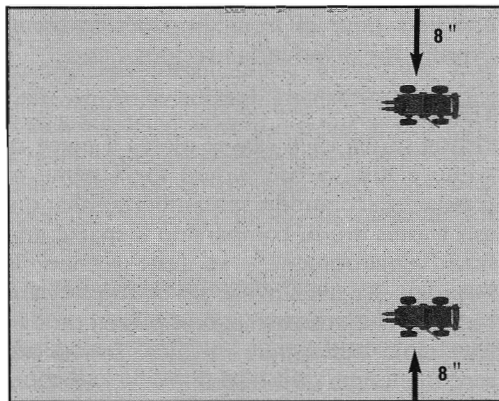
Taking turns, each player places a piece of scenery, as you would for a game of regular Necromunda, remember that the ash wastes are in comparison a sparse and bland environment – so little scenery is required. This scenario is best played on a 6' by 4' table, rather than a 4' by 4', so you can race the length of the table.

GANGS

Each player should roll a D6 – lowest scorer chooses which corner to set up in and sets up. The gangs are set up on both corners of the short table edge furthest from the direction of travel, within 8" of both edges. (see diagram).

STARTING THE GAME

Roll a D6. The player with the highest score goes first. Don't forget the rolling road phase after each player has moved.



ENDING THE GAME

The game ends when one gang moves all models off the top edge of the board (ie the edge furthest away in the direction of travel). In this game the board rolls for D6+4 turns (although you may want to vary this depending on the speed of vehicles in your gangs, in order to avoid the game being too short or too long). After this the board stops rolling and models may move up the board as normal. The game also ends if one gang bottles out.

EXPERIENCE

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

+D6 Survives

+5 per Wounding hit

SPECIAL

The winning gang claims 3D6 x 5 creds from the find they get to first. If a double 1 is rolled on any of the three dice, the gang gets no money, as it turns out the rumour was false!

SCENARIO 3 – ROADBLOCK

Parts of the ash waste are only safe enough to travel using routes learned from nomad caravans and convoys. These routes may be ways to pass through drifting dunes of loose chemical oxides, solidified paths through lagoons of toxic filth or other safe passages through otherwise treacherous terrain. Enterprising shanty dwellers, nomads and

other miscreants will take to setting up toll camps around the narrowest (or safest) sections of a pass and will charge huge fees to journeymen and other travellers. Occasionally of course there is someone who just doesn't want to pay...

TERRAIN

Taking turns, each player places a piece of scenery; this should not be a new concept. In addition, the defender in this scenario places up to six barricades (the card ones from outlanders are good) in order to create a checkpoint approximately half way up the length of the table – again this scenario is best on a long 6' by 4' table so you can race the length. Exactly how you set up the roadblock barricades is unimportant, so long as you make sure that there is room to move through in whatever vehicles you have, but that is nice and narrow. Pay attention to the fact that this scenario uses the rolling road rules and keep the number of pieces of scenery at a low level.

GANGS

The defending player sets up first. He may deploy one of his vehicles/large beasts/gigantic beasts and up to D6 members of his gang. The defending player may choose those gangers to deploy as lookouts. Lookouts are placed within 2" of the barricades, or one another.

The attacking player sets up half his gang within 4" of the bottom edge of the board, facing in the direction of travel, at least 12" from either of the long board edges (in

other words so it looks like they are driving down the middle of the board). The attacker may choose which models are used and which aren't – any not chosen may enter later as a second wave (see later), but vehicles and models on foot should be split approximately equally between the two halves.

Before starting the game the attacker has D6 Loot counters which he may divide up between his vehicles or beasts as he sees fit (including those which do not start the game on the table).

STARTING THE GAME

The attacker goes first, as he moves to assault the roadblock defenders. Note that the rolling road does not apply yet (see below).

BUSTING THE ROADBLOCK

As soon as one of the attackers moves completely past the roadblock the rolling road rules are begun (ie at the end of the defending player's turn after the attacker has 'bust through'). In addition, the defending player receives reinforcements to his roadblock. Starting with the defender's next turn, roll a D6 for each of the defending models not yet used – on a 4+ that model may be brought on from anywhere along either of the two long table edges. In the attacker's next turn the other half of the attacking gang may be brought on from the same section of the table edge the first half of the gang deployed on (again so they are moving down the centre of the table).

The rolling road will continue indefinitely in this scenario, but attacking players can still move off the top edge (in the direction of travel) to escape with the loot.

ENDING THE GAME

The game ends when the attacker exits all of the Loot counters from the top edge of the board, or when one gang bottles out. Neither gang needs to





take bottle tests until 50% casualties have been taken, rather than the usual 25% – the attacker is making a determined push through the roadblock and wants to avoid the toll, whereas the defender is damn keen on extracting it!

EXPERIENCE

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

+D6 Survives

+5 per Wounding hit

+10 Successful Defence. If the defending gang prevents the attackers from exiting with any Loot the defending gang leader earns 10 Experience.

SPECIAL

Each Loot counter is worth $D6 \times 5$ creds. The attacker may only claim the Loot counters if he exits from the top of the board with them or if the defender bottles out. If the attacker bottles out, he may not claim any Loot counters held by his models except those that have already exited from the top of the table. If the defender bottles out he may keep any loot his models are holding – the rest goes to the attacker.

SCENARIO 4 – THE TRAP

It is not unknown for experienced gangs of nomads to lay extremely well hidden ambushes along trade routes, and simply lie in wait for hours or days buried in the ash itself until some unsuspecting transport crawls by. The nomads then burst out and take the transport by surprise, leaving only wreckage and rumours that ‘the desert took them’...

TERRAIN

You should probably have the hang of this by now. 6'x4' table, not too much scenery, rolling road rules, etc.

GANGS

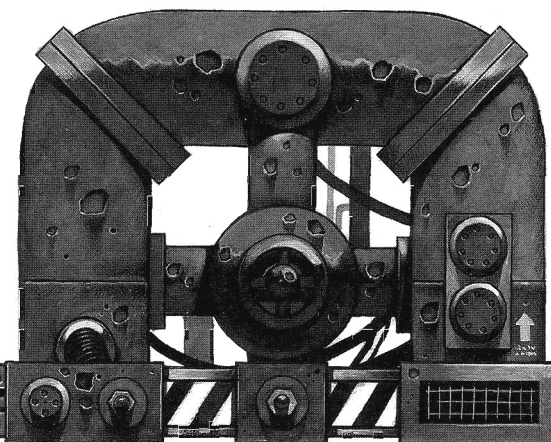
The attacker deploys first, setting up a numbered counter that corresponds to each one of his models (noted down separately on a piece of paper and hidden from the defending player). Also, for each counter that represents a model the attacker may place another counter that is just a blank. This is because the defender has no real idea of where the attacker is – any signs of life may be just mutant waste rats or the like. Note that the driver of a vehicle is included with his vehicle for the purposes of counters. The defender does not set up on the table – he moves on in his first turn from the bottom edge of the table.

STARTING THE GAME

The game starts as the defender moves onto the board from the bottom edge.

Ambush counters: The attacker's counters may be revealed in one of two ways:

1. The defender moves within his initiative distance of a counter (don't forget to use scanners etc.).



2. The attacker voluntarily reveals the models the counter represents at the start of one of his own turns.

All models must be deployed within 4" of their counter when revealed. Don't forget to move the counters down the board with the rolling road until they are revealed. Counters which move off the bottom of the board due to the rolling road are immediately replaced at the top of the board (yesss, big ambush area, you like that don't you!). The board will keep rolling until all the counters have been revealed, and for a further D6 turns, after which it will cease.

ENDING THE GAME

The game ends when the defender escapes via the top edge of the board (in the direction of travel) or one gang bottles out.

EXPERIENCE

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

+D6 Survives

+5 per Wounding hit

SCENARIO 5 – DOUBLE CROSS

Nomads, Journeymen, Guilders and other gangs are well known for the bartering, selling and general exchange of goods and hard cash that occurs in every shanty and hive wall port. Less common are even more illicit trades, secretly arranged by two gangs to take place deep in the ash deserts. These trades are invariably for commodities of incredible value, be they weapons, narcotics or other luxuries. Sometimes these trades occur as planned, but often one gang gets greedy and it's not long before the guns come out...

TERRAIN

This whole terrain section is starting to hurt my head. Best move on quickly. Oh, the usual 6'x4' rolling road board and all that.

GANGS

Both players use their whole gangs in this scenario. First both players must make a series of numbered counters – one for each model in the gang (vehicles and drivers count as one model). Taking turns, each

player should place a random counter anywhere on the board, not within 8" of any table edge, or 24" from the top of the board. Neither player should know what is on the counter they are placing – not even if it is member of their own gang. The last counter to be placed is given a Loot counter – see special below.

STARTING THE GAME

Once all the counters are placed they are revealed and the game begins with a special phase – panic fire! Each gang member immediately opens fire on the nearest member of the enemy gang, provided somebody is within range. This is done as follows:

1. All gang members with pistols fire simultaneously.
2. All gang fighters with only basic or special weapons fire next.
3. Gang members with only a heavy weapon fires last.

All panic fire requires a 6 to hit, regardless of the gangers ballistic skill.

After the panic fire is resolved, the gang with the model who has the Loot counter goes first.

ENDING THE GAME

The game ends when the model with the Loot counter moves off the top edge of the table or when one gang bottles out. Neither gang have to take Bottle rolls until they've suffered 50% casualties – there's likely to be such a bloodbath early on both gangs are expecting it!

SPECIAL

The Loot counter is worth 3D6 x 10 creds to the gang that captures it. If a gang bottles out the other gang gets it – regardless of who's holding it at the time.

