



A Fistful of Gunfights...

A couple of wild scenarios

By Tom Merrigan, aided and abetted by
Luke Browne

Tom hails from Sydney, Australia, and amidst the marvels of blistering sunshine, terrible soap operas and shark attacks enjoys a few games of Necromunda for which he runs his Delaquer gang – The Black Dragons. Tom and his principle gaming partner Luke, his cousin, also indulge in games of Warhammer 40,000, Gorkamorka (fielding 'Da Road Warriors'), Epic 40,000 and Blood Bowl (coaching 'The Worlds Edge Slayers'). Now, you would have thought that this wouldn't leave much time for anything else, but you'd be quite wrong as Tom is also a keen modeller and amongst his achievements he has constructed a truly mammoth, fourteen

**Tom – 'The next Pommie
*•@!! that calls me Bruce is
gonna get stitched!'**

storey Necromunda tower block that stands over four foot in height! This gargantuan beast of a battleground comes complete with cinema, bar and even an abandoned docking bay!

Hopefully, if Tom breaks under torture, we will discover a few of his secrets and may be able to bring you enough architectural details so that you may construct your very own Necromunda complex.

Tom and Luke spend much of their time writing and working up special rules and scenarios, and what follows are a couple of straightforward but interesting ones that they spent part of the summer playtesting.

So, without further ado:

'Tickle it, you wrigglers'.

SCENARIO 1: THE LAST STAND

When life becomes real hard for a gang they are often forced into common thievery or daring robberies to support themselves. Merchandise is often sold on the Black Market or kept to increase the gang's ability to survive in a scrap. The only problem, of course, is getting caught.

Whilst busily conducting themselves in activities of a rather dubious nature – seizing some loot from a rival gang – the gang fail to notice as a watchman sounds the alarm. Angered at the loss of valuable equipment the burgled gang is soon roused to pursue the

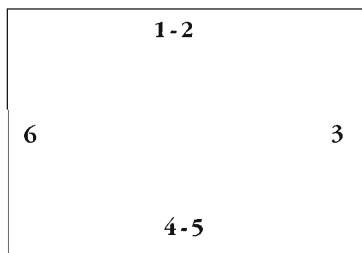
thieves. Taking refuge in a small outpost on the edge of the badzones, surrounded and outnumbered, the thieves decide to sell their lives dearly...

TERRAIN

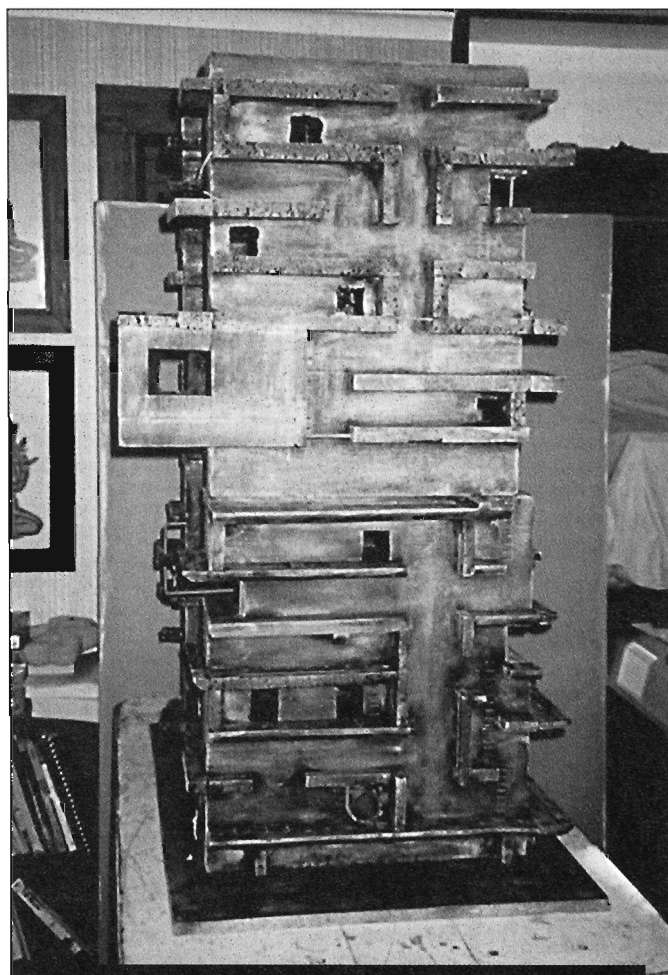
In the centre of the table place the tower building or similar piece of terrain to represent the outpost that the defending gang is holed up in. Starting with the attacker, the players then take it in turns to place either a ruined building structure, connecting walkway, or a barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

In this scenario the player who chose the scenario takes the role of the defending gang. The other player is the attacking gang. The defender sets up first. They have 3+D3 members of their gang taking part in the fight. Models may be deployed anywhere within 4"



of the outpost building and may be formed up into groups of two or more models.



Tom's pride and joy – the Nakamura Plaza!

For each group roll a D6 to determine which table edge they are deployed onto (see map).

Models may be deployed up to 4" onto the table.

STARTING THE GAME

The attacking gang has the first turn of the game as they close in on their intended victims.

AMMO

The defenders have very little ammo with them because they have travelled lightly in order to carry back more loot. Because of this, any defending model must make an ammo roll if they roll either a 1 or a 6 to hit when shooting.

THE LOOT

The defenders are carrying some type of stolen loot with them. To decide what type of loot that they have roll a D6 for each defending model.

D6 Roll Result

1-3 One Loot counter.

4-6 One Crate counter (from the *Heist*).

Loot counters are only useful after the battle, but crates may be used during the battle. At any time a model carrying a crate can open it. All the normal rules for crates detailed in the *Heist* scenario apply except that gear crates should be rolled for immediately.

ENDING THE GAME

The game ends when one of the gangs *Bottles Out*. The defenders are fighting for their lives and so do not have to take a *Bottle* test until they have suffered at least 50% casualties. The attackers

take *Bottle Tests* after losing the usual 25%. The game also immediately ends if there are no defending models on the board left standing. The defender may move his models off of the board during his turn, movement permitting, which represents them escaping. Models that have moved off the board do not count as casualties in terms of taking *Bottle Tests*.

EXPERIENCE

+D6 for any fighter that survived.

+5 per wounding hit.

+3 for each defender that escapes.

+1 for every turn after the second turn that a defender remains on the board and in action.

+10 to the attacking leader if the attacking gang wins.

POST BATTLE

For every loot counter the defenders get away with the attacking gang must subtract the amount rolled from their income for that battle. Any Crate counters that they get back that are unopened they can roll for as normal. This is because they were part of a shipment of guns, ammo and the like that the attackers had stolen and had not yet opened.

It should be noted that if the attacker *Bottles Out* the defender gets any loot or crate counters still left on the battlefield and vice versa. When a gang *Bottles Out* each gang member holding a Crate or Loot counter must pass a Leadership test, otherwise they will drop it as they flee the battle field.

SCENARIO 2: SHOW DOWN AT THE WILDSNAKE SALOON

The rivalries of the Underhive frequently explode into violence. This may be in the form of an ambitious gang's attempt to muscle in on another gang's territories or older more experienced gangs letting the 'newbies' know who is in charge. The crudest example is when the opposition tries to maim and injure



an opposing gang when they least expect it. In this scenario the attacking gang has tailed their target carefully and plan to attack them when they are frequenting a local settlement or drinking-hole, relaxing and living-it-up. Fighting is the last thing on their minds...

TERRAIN

In this scenario the player who chose the scenario is the attacker. The game is played on a standard 4' x 4' board. Before setting up the terrain both players should agree on a suitable piece of scenery to represent the drinking-hole or bar. It should be about 6"-8" long by 6"-8" wide. There should be at least three ways of getting out of the bar and gang members should be able to move around inside (see the terrain modelling section later for more



Simply AWESOME!

details). Once the bar has been placed, players should take it in turns, starting with the attacker, to place scenery in the usual manner.

THE GANGS

Before the game starts the defender splits his gang into two groups. The first group includes D3 sentries chosen from the gang roster. These sentries may be set up anywhere within 6" of the bar. The second group includes the rest of the defender's gang which must be set up inside the bar.

After the defender has set up, the attacker chooses up to 2D6 gang members from his roster and places them anywhere on the board, but at least 12" away from the bar or

any of the defender's sentries. Models in cover may be placed in *Hiding* and up to D3 may be placed on *Overwatch*.

STARTING THE GAME

The attacker has the first turn. The game is played exactly the same as the *Raid* scenario (i.e. only the sentries on the defender's gang can move until the alarm is sounded). All the normal rules for sounding the alarm apply for this scenario. Once the alarm is sounded the rest of the defender's gang may operate as normal.

ENDING THE GAME

The aim of this scenario is for the defenders to try to blast their way out of the bar and get off of the board. Therefore, the game ends immediately if there are no defending models left on the board. Models that are down do not count towards this. The defender is considered to have won arbitrarily if he gets at least half of his gang off of the board. He also wins if the attacker *Bottles Out*. Anything else is considered to be a victory to the attacker. The attacking player is determined, out for blood and attempting to prove his worth so does not have to take *Bottle Tests* until he has suffered 50% casualties. The defenders are

very much fighting for their very lives so they will not *Bottle Out* voluntarily or otherwise.

EXPERIENCE

- +D6 For each gang member that survives.
- +5 Per wounding hit caused.
- +5 For each defender who escaped off the tabletop.
- +10 For the winning gang leader.

SPECIAL

If the defenders lose, then their status in the local area will be diminished. The effect of this is decided by rolling on the table below:



Roll 1D6

Result

1-3 The attacking gang are able to extort money from one of the defender's territories while they are recovering from their bitter loss. This is equal to 50% of the defending gang's income which will be lost to the attacking gang.

4-6 The attacking gang are able to move in and take over a random territory of the defender's while they are counting the costs of their loss.

EXTRAS

Being the attacking gang in this scenario puts an additional -2 to the outlaw roll.

The saloon should include a variety of tables and chairs. It can also include a number of personalities such as a bar tender and various customers from drug-pushers to Underhive Scum. Such characters could act randomly or be controlled by either a third party or the defender if his rating is considerably lower than that of the attacker. This helps to create that sort of confused mayhem applicable to any wild-west bar shoot-out which it is supposed to resemble.

MODELLING THE BAR

The bar can be modelled in a variety of ways. The easiest method, being the very method that I first used, is to simply use some type of cardboard to represent the floor plan of the bar. I used card floor tiles from the Advanced Heroquest game, although you could easily use Quest floorplans. I also found the scenery from Milton Bradley's Heroquest very useful. There was a main bar, a guests quarter and a storage area for holding the Wild Snake.

Alternatively, and what I am in the process of doing, is to actually model an authentic looking bar in the Necromunda genre with a removable roof so that you can move models around inside. This is, by far, the best option and something well worth considering.

