



Battle Report: Goliath vs. Imperial Guard

Battle Report by Lord Chronos
Translation by Lord Chronos and Widowmaker

Introduction

I had been trying to play a Necromunda game for a long time and finally I was able to play one, so I didn't let the opportunity slip by. While I was at it, I took the advantage to test some rulebook modifications and my own rules for Imperial Guard in Necromunda.

We didn't want to make it too complex so we decided to play a "Gang Fight" though, in order to make it more interesting, we treated it as being part of a campaign.

The die was cast, it would be a "Gang Fight" with Antenor's Imperial Guard Detachment facing The Hammer Brotherhood led by Ragnarok.

Pre-Game Sequence

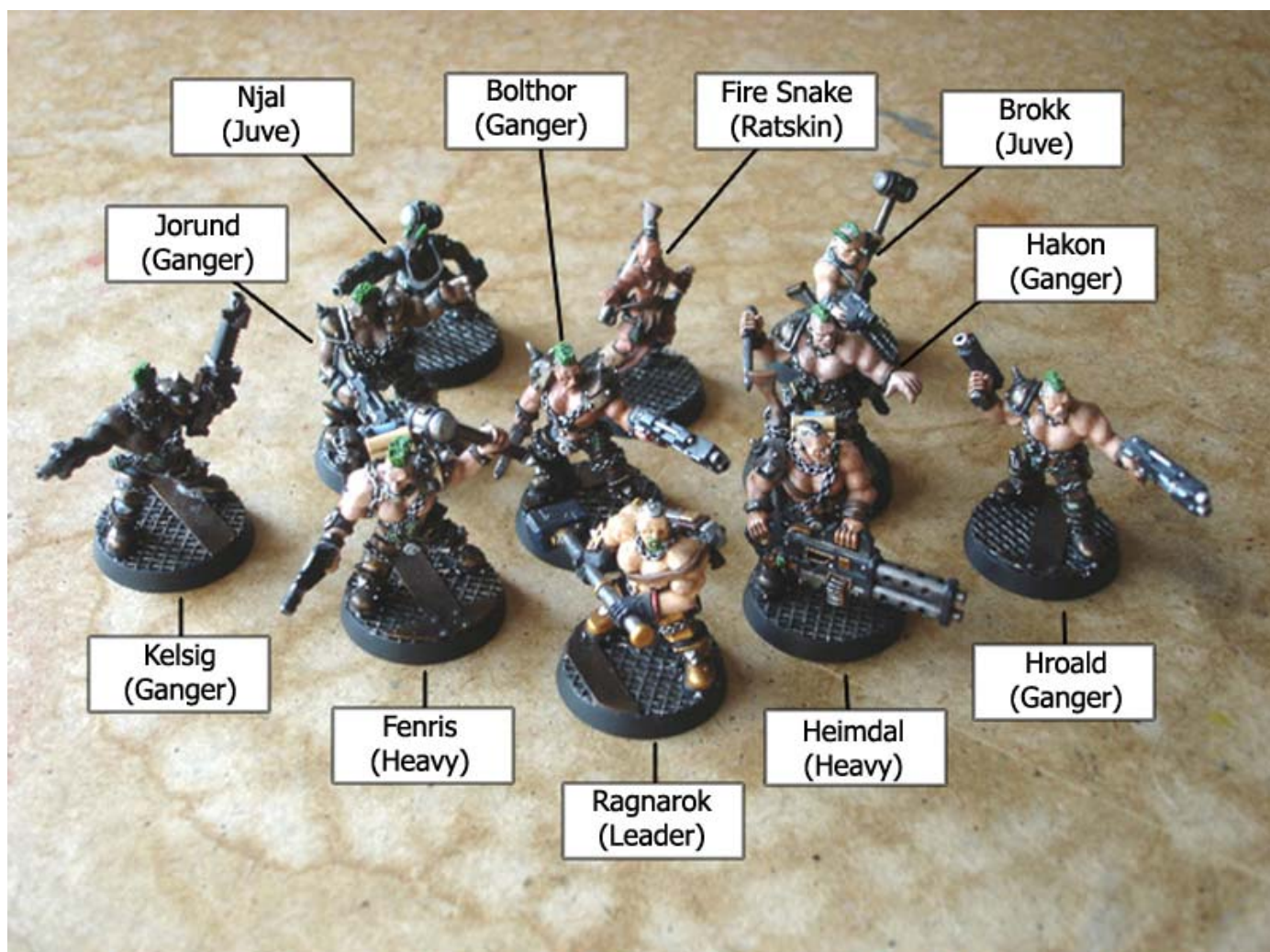
After determining the initial experience points I had to generate my territories (Imperial Guard doesn't have to generate any as it has "Base Camp" as fixed territory).

I got "Chem Pit", "Old Ruins", "Mineral Outcrop", "Gambling Den" and "Spore Cave". They are not very good territories as the most productive ones have some downsides, especially the "Gambling Den" as if you get a double while determining the income you lose those credits instead of earning them. Well, I hope I could get some interesting territories through the battles, and the Ratskin ability could help make that happen.

Finally I rolled the Ratskin's advances; he got +1 Initiative, "Sprint" and "Nerves of Steel", so that meant he would be the quickest member of the whole gang and it would be very difficult to get him pinned. Therefore he seemed to be a great spearhead.

The Gangs

Both of them were initial 1000 credits gangs. On the one side it was "The 11th Necromunda Detachment" of the Imperial Guard and on the other one "The Hammer Brotherhood" of the Goliath House.



GANG RATING		1360	HOUSE/ GANG TYPE		Goliath				GANG NAME		The Hammer Brotherhood								
TERRITORY		CREDITS	NAME		CHARACTERISTICS									EQUIPMENT, SKILLS & INJURIES		COST		EXP.	
Chem Pit		2D6	Ragnarok (Leader)		M	WS	BS	S	T	W	I	A	LD	Bolter, Laspistol, Massive Hammer, Knife.		190	64		
Gambling Den		2D6x10	Heimdal (Heavy)		M	WS	BS	S	T	W	I	A	LD	Heavy Stubber, Knife.		180	66		
Mineral Outcrop		1D6x10	Fenris (Heavy)		M	WS	BS	S	T	W	I	A	LD	Laspistol, Hammer, Knife.		85	64		
Old Ruins		10	Hroald (Ganger)		M	WS	BS	S	T	W	I	A	LD	Shotgun with Man-Stopper Shells, Autopistol, Knife.		90	22		
			Bolthor (Ganger)		M	WS	BS	S	T	W	I	A	LD	Shotgun with Man-Stopper Shells, Laspistol, Knife.		90	26		
			Jorund (Ganger)		M	WS	BS	S	T	W	I	A	LD	Lasgun, Knife.		75	22		
			Hakon (Ganger)		M	WS	BS	S	T	W	I	A	LD	Lasgun, Knife.		75	26		
			Kelsig (Ganger)		M	WS	BS	S	T	W	I	A	LD	Autogun, Laspistol, Knife.		85	25		
			Njal (Juve)		M	WS	BS	S	T	W	I	A	LD	Autopistol, Hammer, Knife.		50	0		
			Brokk (Juve)		M	WS	BS	S	T	W	I	A	LD	Laspistol, Hammer, Knife.		50	0		
			Fire Snake (Ratskin Scout)		M	WS	BS	S	T	W	I	A	LD	Shotgun, Club, Knives, Blindsnake Pouch, <i>Sprint</i> , <i>Nerves of Steel</i> .		15	60		
					M	WS	BS	S	T	W	I	A	LD						
STASH																			
15 Credits																			
NECROMUNDA																			
TOTAL																985	375		

The Plan

To tell the truth I didn't have any preconceived plan. It was a "Gang Fight" so I had to defeat as many enemies as I could, minimizing my gang's casualties, though I'm afraid that is easier said than done...

Anyway, there was one thing I was sure about... the way I was going to split my forces. I have a pretty flexible gang and it's equipped for both shooting and close combat, so I would make four different groups, two of them oriented to the close combat and the other two ones would rely on shooting to cover the advance of the close combat groups.

The first close combat group consisted of Ragnarok, Bolthor and Njal. Njal would be at the forefront, so with a bit of luck he would cover Ragnarok and Bolthor as they advanced shooting their weapons.

The second close combat group was made up of Fire Snake, who would be the spearhead thanks to the "Sprint" ability, followed up by Fenris, a close combat equipped heavy, and, providing them with fire support (and close combat support if it was necessary) it would be Hroald.



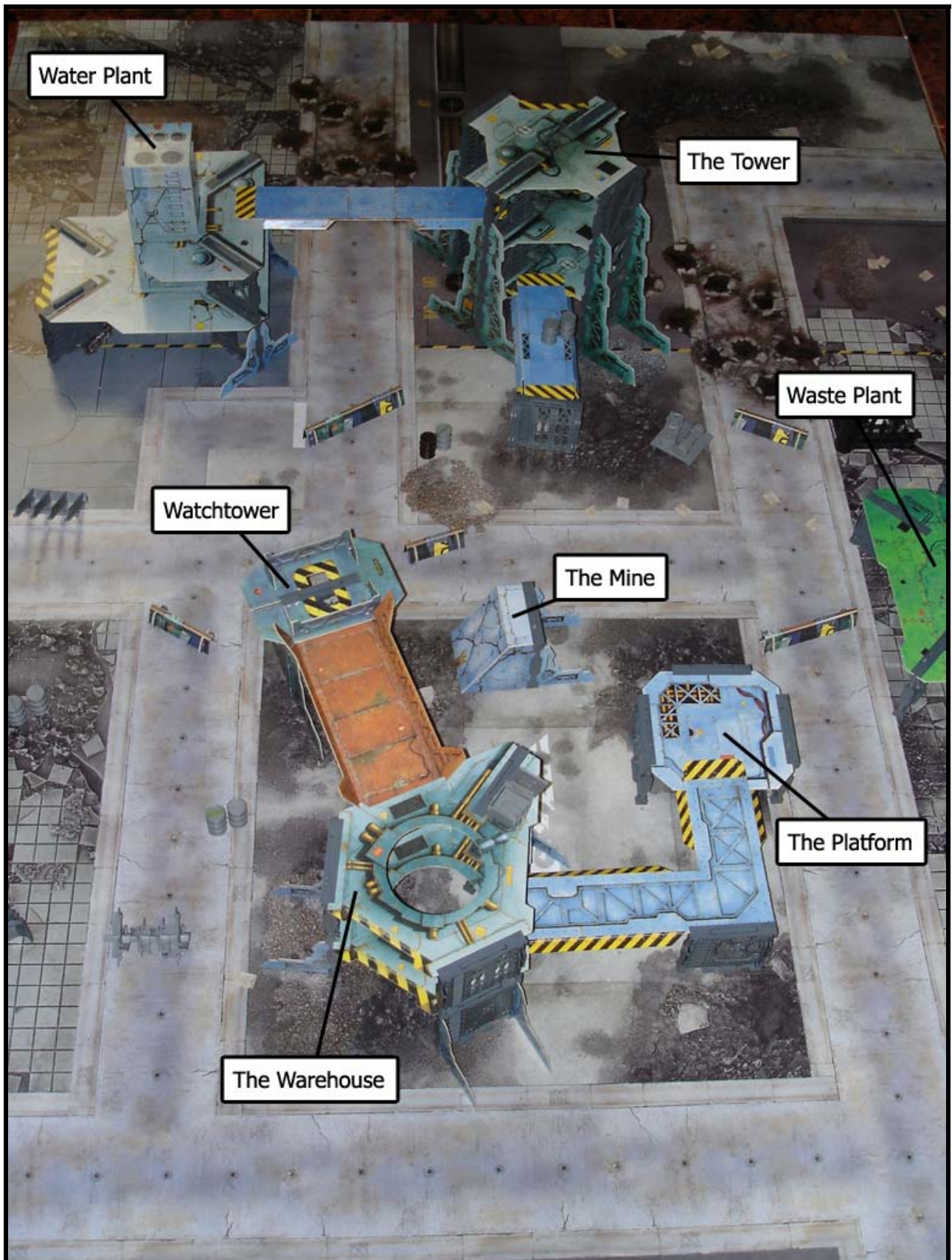
Regarding the shooting groups, one would be made up of my two lasgun armed gangers, Jorund and Hakon, while the other included Heimdal, armed with a heavy stubber, and the ganger Kelsig, who carried an autogun. The latter group was also joined by Brokk, a juve whose job it was to protect Heimdal and Kelsig (but mainly the heavy) by getting between them and the enemies (life is hard for a juve in the Underhive!).

I supposed the Imperial Guard would be able to make use of their great shooting power but it would be easy to defeat them in close combat, so I would try to engage them as soon as possible with my two close combat groups, covering their advance with my shooting groups.



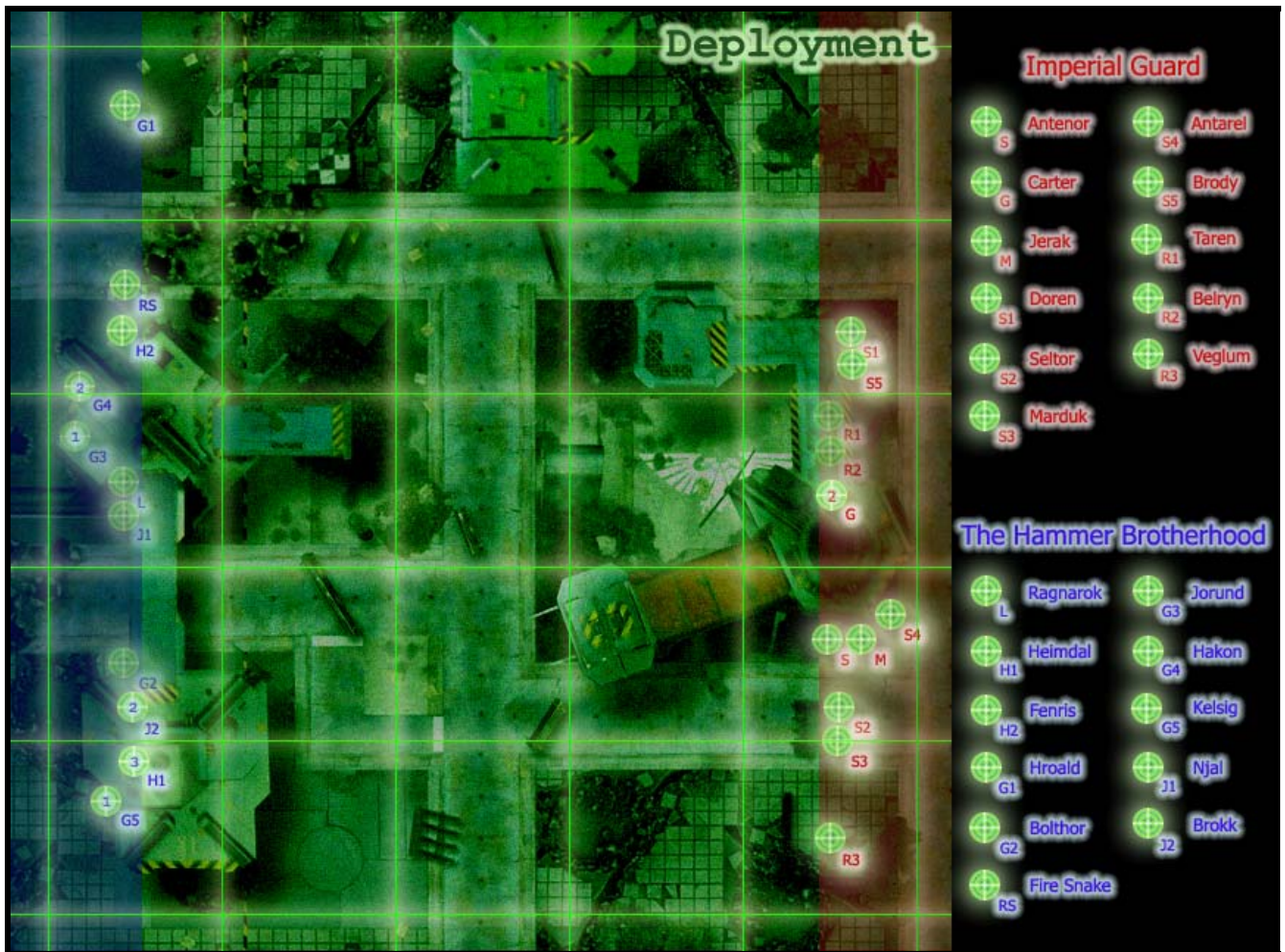
The Battlefield

We spread the scenery pieces on the battlemat so there was a building complex in each deployment area and the central area was clearer, though it was covered enough to advance across with relative safety.



Deployment

We rolled the dice to determine who had to deploy his troops first. The Imperial Guard had to, so he chose the Warehouse edge.



Imperial Guard:

Antenor, Jerak and Antarel were on the left side of their deployment area, covered behind one of the Warehouse walls. By their side were Seltor and Marduk, taking shelter behind a barricade and, even nearer the left edge, was Veglum behind some ruins.

In the central area were Carter, Taren and Belryn. Carter was on the upper floor of the Warehouse covered by some crates, from where he had an excellent view of the whole battlefield in order to shoot his Heavy Bolter. Meanwhile, Taren and Belryn were on the bottom of the Warehouse behind some cover.

Finally on the right side of the Imperial Guard deployment area were Doren and Brody, behind the Platform.

Hammer Brotherhood:

The first close combat group, made up of Ragnarok, Bolthor and Njal, was in the middle of their deployment area. They were behind some cover between the Tower and the Water Plant.

The second combat group, with Fire Snake, Fenris and Hroald, was in the Waste Plant flank, as there was more cover to advance across and, besides that, there would be less lasgun fire to face as most of the guardsmen were on the other flank.

In order to support the close combat groups advance wherever it was more necessary, I placed Jorund and Hakon in the tower, on first and second floor respectively, from where they

could cover both combat groups with their lasguns.

On the right side of the deployment area I placed Heimdal, armed with his Heavy Stubber, on top of the Water Plant, from where

he had direct line of sight to the Imperial Guard's gunner and could also oversee the entire battlefield. Kelsig was behind the Water Plant's tower and I finally placed Brokk so he was the Imperial Guard's nearest target, in order to protect my heavy.



Turn 1

The throw determined the Hammer Brotherhood would move first, and so the battle began.

Hammer Brotherhood:

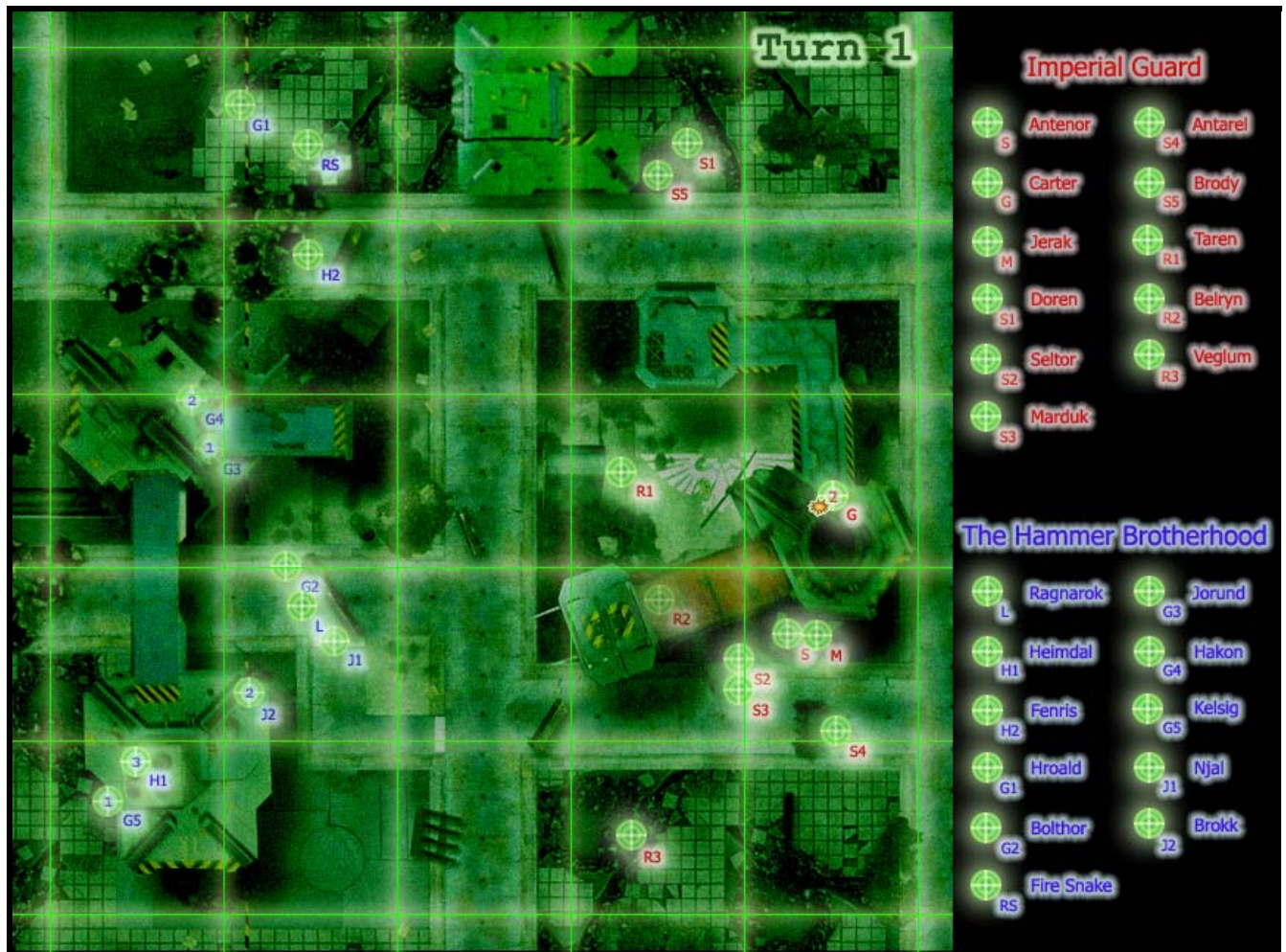
As I had planned before, the close combat group led by Ragnarok moved forward running through the central area of the battlefield, protecting themselves behind a barricade, as did the other combat group on the Waste Plant flank.

Jorund and Hakon moved to the frontal side of the tower in order to get better shooting positions and Brokk advanced to make sure he was the nearest target no matter where the

shots came from. In the shooting phase Heimdal aimed his Heavy Stubber towards the Imperial Guard's gunner and he wounded him with a lucky shot. First Heavy Stubber's shot and first injured enemy! And it wasn't just any enemy but the gunner... it wasn't a bad start at all. However my luck was over. I failed the ammo roll, so I had lost the Heavy Stubber for the rest of the game, and as if it wasn't enough, I only achieved a flesh wound. Meanwhile, Jorund and Hakon didn't have any target in range, so my turn finished.

I had ran out of ammo for my Heavy Stubber, so my right flank was reduced to one juve and a ganger armed with an autogun, and I haven't even managed to get the gunner down... how changeable luck is! On the other hand it wasn't

bad news because, due to that flesh wound, now the gunner had BS 2 so it would be more difficult for him to hit someone, and besides that, he couldn't fire during next turn as he was pinned and there was no one near him.



Imperial Guard:

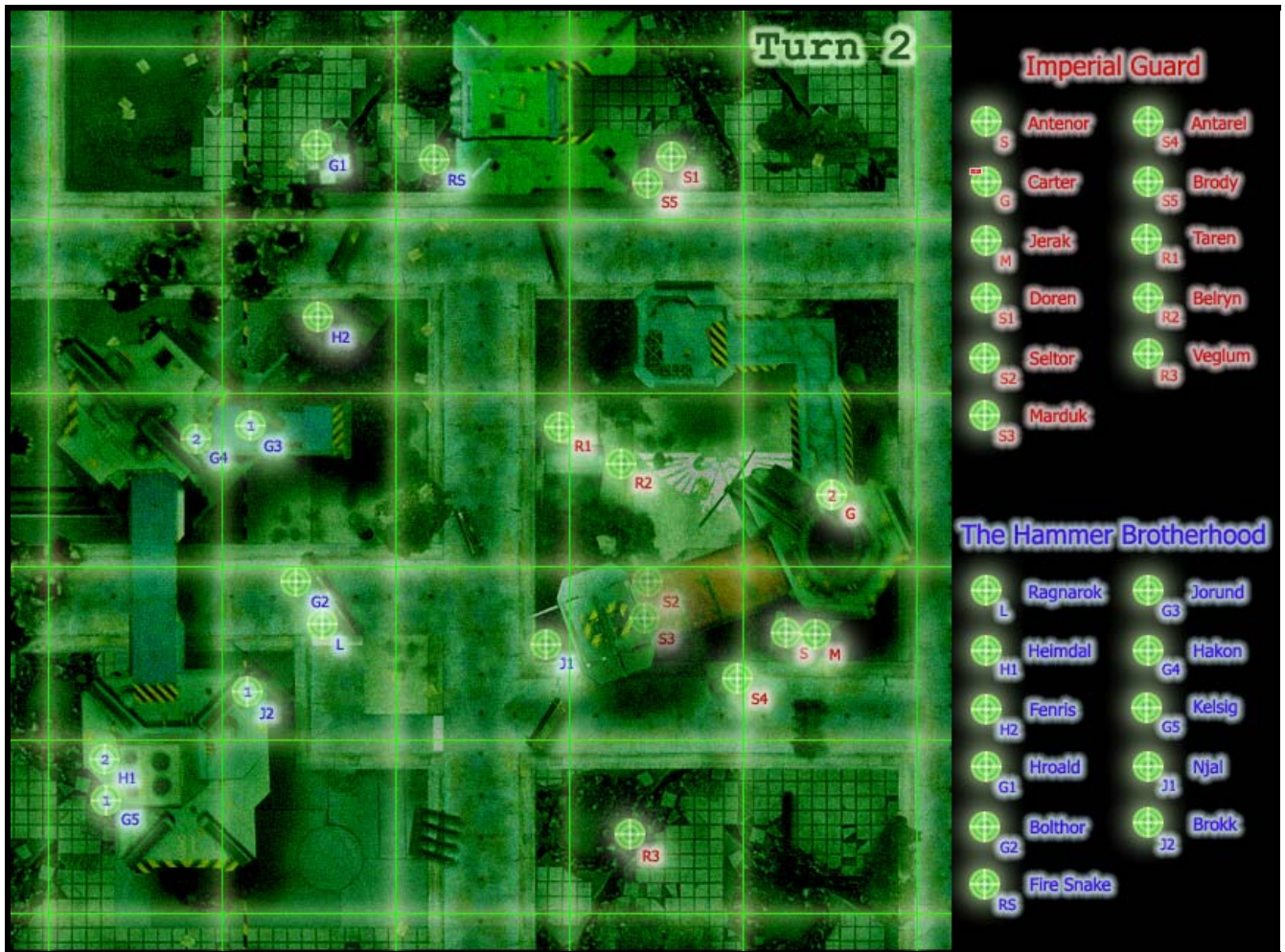
On the Imperial Guard's left flank the recruit ran forward to get behind a pair of drums. The same with Seltor and Marduk, who advanced until the next piece of cover. In turn, Antarel left the medic and the sergeant in the Warehouse as they moved in order to get better cover, and advanced to the place where Seltor and Marduk were before.

In the central area, Taren ran to get behind the Mine and Belryn did the same getting behind the Watchtower.

Finally Doren and Brody left the Platform on the right flank and moved towards the cover of the Waste Plant.

As all the guardsmen had run, or didn't have any targets in range, there weren't any shots. Carter automatically recovered from being pinned and the turn ended. The Heavy Bolter was operative again...

Turn 2



Hammer Brotherhood:

My heavy wouldn't be able to shoot his Heavy Stubber again in the battle, as it had run out of ammo, and so the mission of the right flank group changed completely. First of all, the heavy went down the tower and took cover; now he was useless at shooting I at least didn't want him to get wounded. Meanwhile, Brokk wouldn't have to protect my heavy anymore, so he would try to get into close combat. For the moment he went down to the lower floor.

In the centre of the battlefield Njal ran over to the Watchtower, while Ragnarok and Bolthor stayed behind a barricade in order to cover his advance. Jorund moved forward on the catwalk to take cover behind some drums and maybe in doing so he would get someone within his lasgun range. Meanwhile, Hakon went onto overwatch.

On my left flank the second combat group kept on moving forward through cover, though Fenris went slightly off course, towards the centre, protecting himself behind some ammunition crates.

In the shooting phase I decided not to concentrate my efforts on the gunner as, though one tends to focus his shots on the enemy's heavy weapons, the gunner had lost effectiveness, while the rest of the guardsmen were still as dangerous as they were at the beginning. Ragnarok shot at Veglum, who was behind some drums, but he didn't hit him. The rest of the gang either weren't able to shoot or didn't have anyone within their range. I hadn't even managed to get someone pinned, so I would have to face a reply from all the Imperial Guard's weapons.

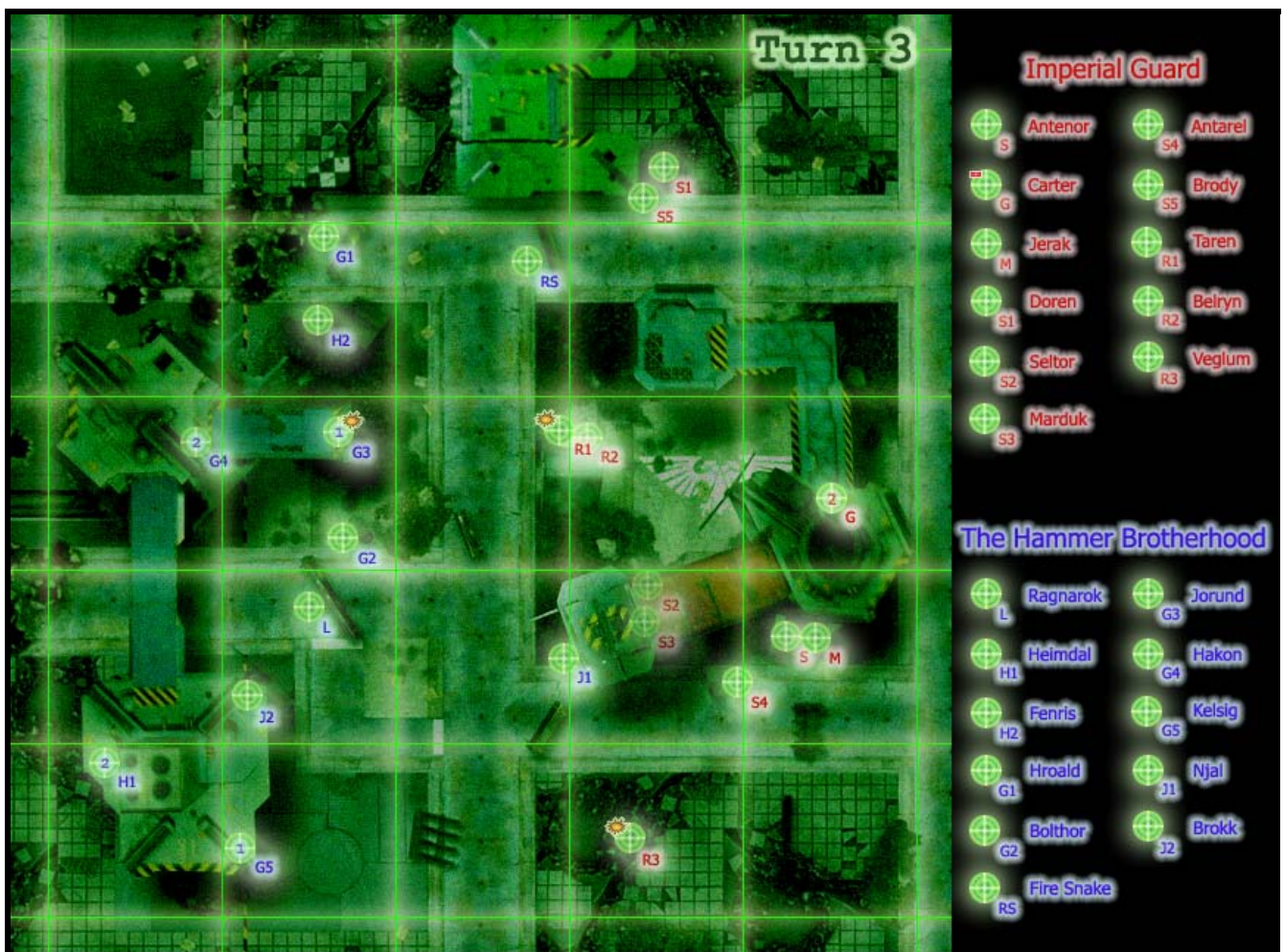
Imperial Guard:

In the central area Taren kept on moving forward and placed himself in the cover of Mine entrance, while Belryn advanced to support him from the Watchtower.

On the Imperial Guard's right flank Doren and Brody moved to get better fire positions behind the Waste Plant. On the left, Seltor and Marduk abandoned the protection of the drums to take cover behind the Watchtower while Antarel moved over to the drums they had left.

After the movement phase, it was the shooting phase... Doren and Brody had positioned themselves so they could shoot at my leader, but both of them failed to hit him. Carter tried to turn things around by also targeting my leader, but he missed as well. On his left flank Antarel joined in his fellow's failures and didn't manage to hit Brokk, even though he was in the open.

Turn 3



Hammer Brotherhood:

A whole Imperial Guard shooting phase and my gang was unharmed. I didn't even get anyone pinned! It seemed luck was on my side. Anyway, I decided not to tempt fate too much, and after noticing the attention my leader had received during the Imperial Guard's turn I

moved Bolthor forward so my leader wasn't the nearest target.

Njal moved so he had a direct line of fire to the recruit who was behind the drums on my right flank. Meanwhile, Brokk reached ground level and he was now ready to charge into close combat. Kelsig moved forward to the edge of

the first floor of the Water Plant, from where he could fire his autogun (The reason why I hadn't moved him in the previous turns was he was behind the Water Plant tower and I didn't see him, so I forgot completely he was there, sigh...)

In the central area my shooters had nothing to do, since all the targets were out of range, so I decided to advance even further along the catwalk with Jorund (That meant he would be in the open, but if I didn't risk him he wouldn't have anyone to shoot at during the whole game). Meanwhile Hakon remained on overwatch waiting for anyone to get within his lasgun range.

In the Waste Plant area, Hroald and Fire Snake moved and took cover behind their respective barricades. Fenris didn't have any cover to advance towards, and I didn't want him to run because he would lose the chance to shoot. Therefore I decided he would remain in cover trying to shoot his enemies down.

During the shooting phase, despite the fact I could shoot with almost my whole gang from good firing positions, I only managed to get two recruits pinned... the one in the Mine

entrance and the one behind the drums on my right flank. That made me think I should have gotten into close combat on my left flank as I had planned before the battle (Mental note: Next time I should follow my own plans...). At least the two pinned recruits wouldn't recover themselves until the end of the Imperial Guard's turn, as there wasn't anyone near them.

Imperial Guard:

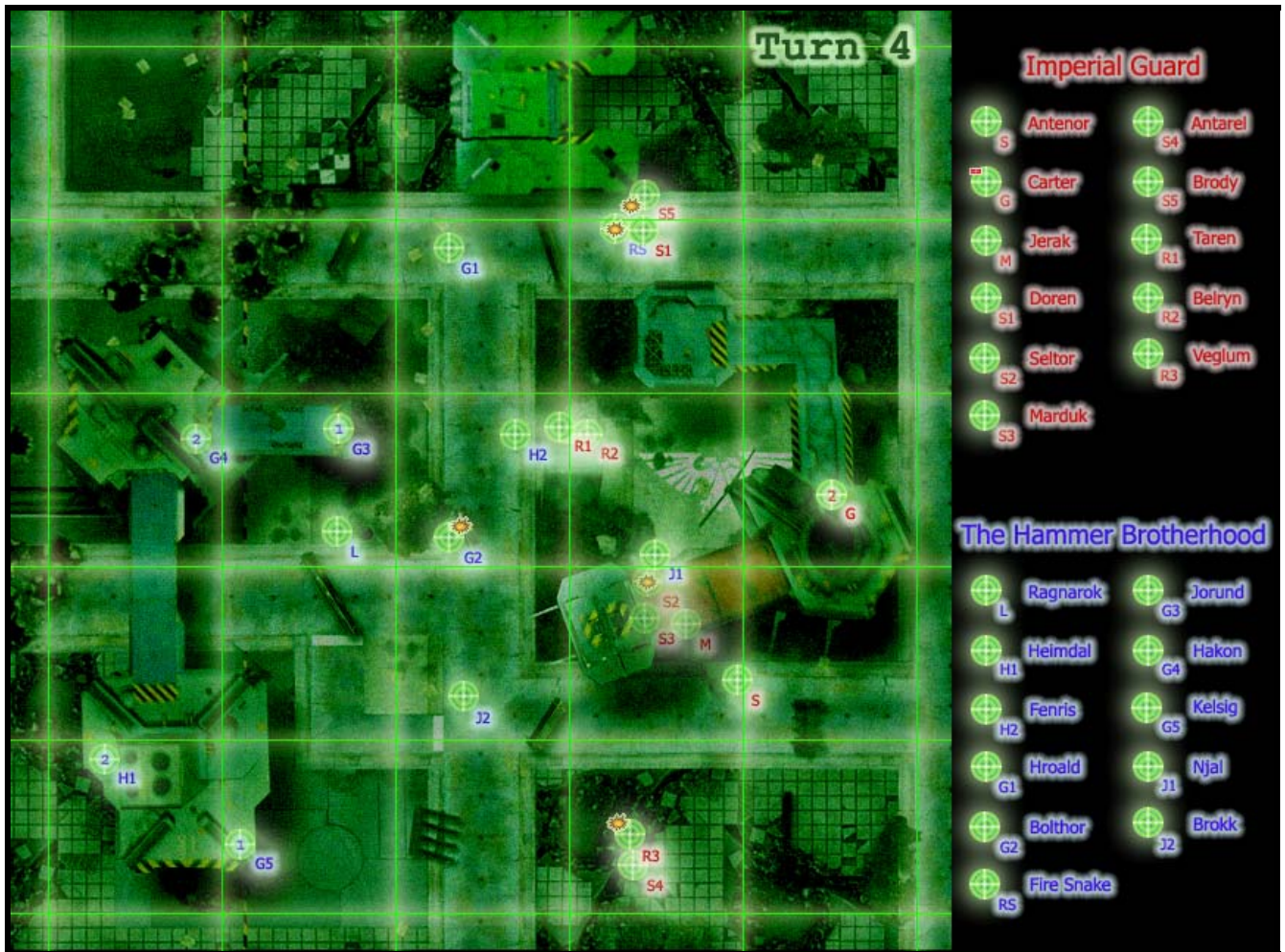
Only Belryn moved, advancing to the Mine entrance in order to support Taren. Next to the Waste Plant both Doren and Marduk positioned themselves to get better lines of fire to my Ratskin.

Doren and Marduk's shots at short range failed spectacularly and Carter also failed to hit Bolthor due to the flesh wound effects. Just when the guardsmen were beginning to think their weapons had been sabotaged, Seltor managed to hit Jorund, though he couldn't wound him. Anyway, he became pinned and wouldn't recover until the end of his turn.

After the shooting phase, Taren and Veglum recovered automatically from pinning, and so the whole Detachment was ready again.



Turn 4



Hammer Brotherhood:

I had survived another Imperial Guard shooting phase almost unscathed (though having risked moving Jorund in the open had caused some troubles for him). I hadn't managed to cause any casualties yet, but his gunner wasn't very effective due to the Flesh Wound and didn't seem to be a threat to my gang anymore. I was advancing without suffering casualties and I soon could start fighting in close combat, where I supposed I would beat the Imperial Guard easily.

The combat group in the Waste Plant area moved forward. Fenris charged to engage the recruits in the Mine, but he failed to reach them by one centimetre, so he ended up in the open and within the short range of both recruit's weapons (What a move!). Meanwhile, the Ratskin and Hroald advanced in order to shoot the guardsmen that were behind the Waste Plant.

Njal, sensing an enemy on the opposite side of the Watchtower, circled around the structure to engage Seltor.

After going down to the ground level, Brokk ran forward, thought he didn't manage to reach any cover, so he remained in the open.

In the central area, after Fenris' ill-fated movement, Ragnarok and Bolthor moved to the next piece of cover to try shooting down the recruits in the mine before they could attack Fenris.

Then I looked at the Tower, and there was Hakon on overwatch (yes, I forgot shooting at Belryn when he advanced to the Mine... it wasn't becoming a great turn for me). Anyway, I decided he would remain on overwatch just in case the recruits wanted to attack Fenris, which they probably would.

In the shooting phase my leader wounded Brody, who was behind the Waste Plant, and got a down result on the injury roll. Kelsig did the same to the recruit who was behind the drums on the right flank. Unfortunately, the rest of my shots failed to hit (to complete my terrible turn, I realised that Man-stopper ammo didn't have any short range modifier, as I had thought... I should have charged instead of shooting with my Ratskin).

In the combat phase Njal easily defeated Seltor and used his follow-up move to engage Marduk. The turn was over and thus Jorund recovered automatically from pinning.

In the end, despite my mistakes, it hadn't been a bad turn. I had managed to neutralize three enemies and my whole gang was unharmed. The only problem was that both my Ratskin and my close combat equipped heavy were too exposed, and they would be in danger during the Imperial Guard turn.

Imperial Guard:

The soldier that was left next to the Waste Plant charged at my Ratskin. On the Imperial Guard's left flank Antarel ran over to the drums where the downed recruit was. Meanwhile, the Sergeant and the Medic, who hadn't moved since the first turn, advanced behind some nearby drums and to the Watchtower respectively.

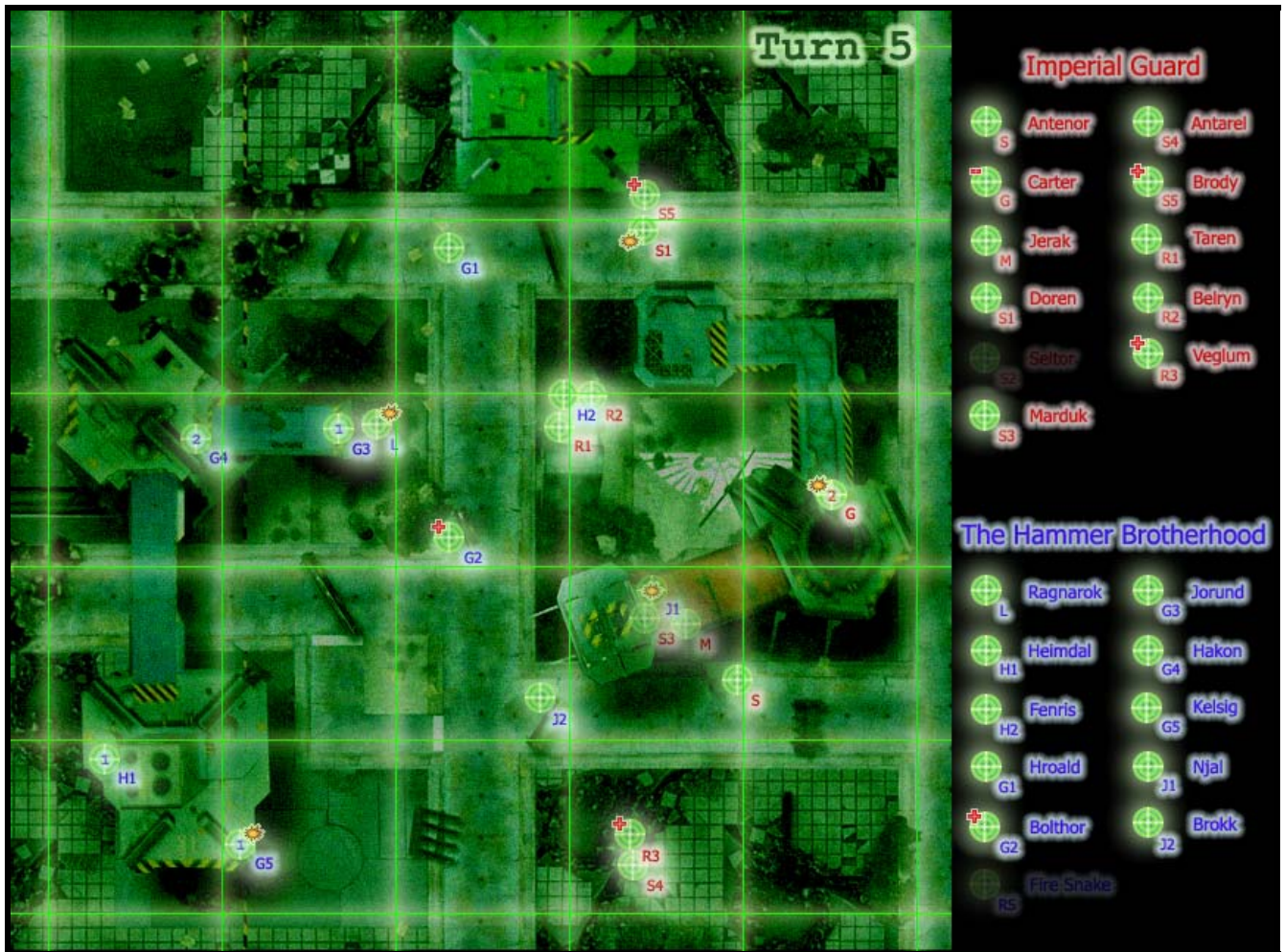
In the shooting phase both recruits in the mine incredibly missed their short range shots at Fenris. However, to make up for those failures, Carter (who I had almost forgotten about) shot his Heavy Bolter at Bolthor, taking him down and running out of ammo too.

After shooting we resolved the close combats. Njal wasn't able to defeat Marduk, so it was a stand-off. Meanwhile, Doren defeated my Ratskin, taking him out of action.

In the recovery phase Veglum passed from down to pinned getting a flesh wound.



Turn 5



Hammer Brotherhood:

Well, things were getting difficult again... It had been a good idea not concentrating my efforts on the gunner, but I should have at least pinned him, so now I wouldn't be regretting Bolthor being downed by him. Besides that, it seemed the Imperial Guard wanted to redeem themselves for their shooting mistakes in close combat. It was all turning out to be the opposite of what I had thought... Imperial Guard failing at shooting and then defeating my gang in close combat. That wasn't the way it should happen!

I had to turn the tables, and quickly. First of all Fenris charged Taren in the Mine entrance... he had escaped the turn before but this time he wouldn't be so lucky. After that, Brokk moved forward and took cover behind a barricade, from where he could shoot at the guardsmen or help Njal with the close combat if it was necessary. Meanwhile Ragnarok moved

towards the Waste Plant to get better line of fire to the enemies that were hiding there.

In the shooting phase I realised I had forgotten to shoot during the Imperial Guard turn with Hakon, who had been on overwatch (Yes, I forgot him again, d'oh!). I decided this turn he would shoot in my shooting phase, so I wouldn't forget him being on overwatch again, but he missed, so it made no difference. However, Hroald managed to down Doren, who had defeated my Ratskin the turn before, and Jorund got revenge on the gunner, taking him out of action. The rest of the shots missed, both against the recruit who wasn't engaged in the Mine's close combat and Antarel and Veglum, who were in cover behind some drums on my right flank.

The combat phase proved that the guardsmen had neglected their shooting training and had taken close combat lessons instead as my heavy

was only able to get a draw against the recruit and my close combat specialist juve was felled by a simple soldier armed with a lasgun.

In the recovery phase Bolthor stayed down, so my gang had lost two members (The Ratskin and Njal) and another one was down (Bolthor). Meanwhile, the Imperial Guard had two casualties (The gunner and Seltor) and both soldiers on their right flank were down (Doren and Brody), so I was slightly ahead.

Imperial Guard:

Belryn charged Fenris in the Mine entrance to help out Taren. Meanwhile, Marduk and Jerak kept their shooting positions in the Watchtower, and Antenor, Antarel and Veglum

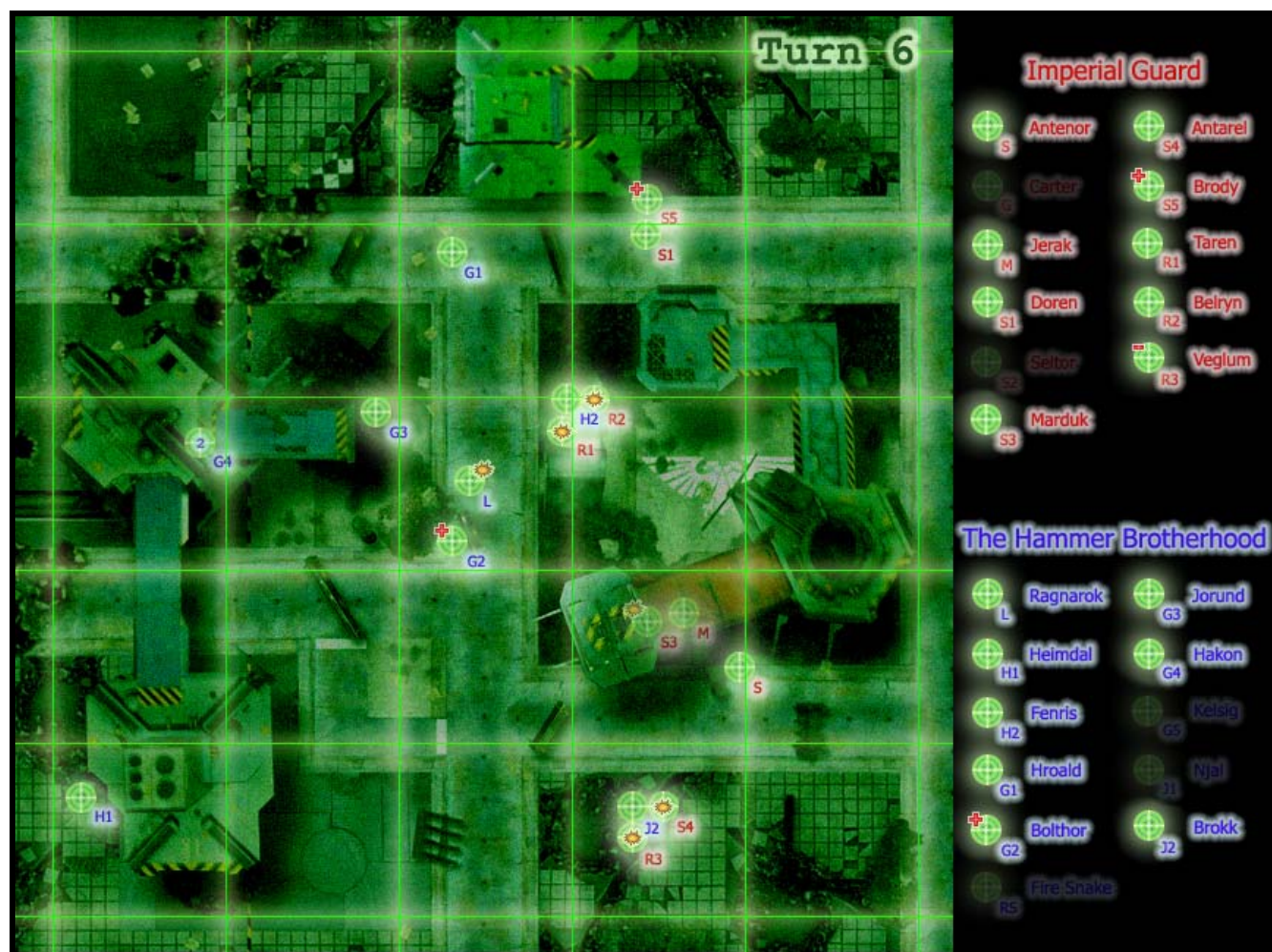
followed suit, not moving from the cover they had been in last turn.

In the shooting phase Antarel took Kelsig out of action with an accurate shot while Marduk hit Ragnarok, though he didn't manage to wound him, and so he only got pinned. The rest of the shots missed, including the Sergeant shooting at Brokk within short range.

The combat between Fenris and the two recruits proved to be a complete stand-off, with neither side able to do any harm to the other.

After that, in the recovery phase, Doren and Veglum recovered from being down, getting a flesh wound, and becoming pinned.

Turn 6



drums and Hakon went down one level in the Tower.

In the shooting phase Ragnarok took Marduk down, getting his revenge for Marduk shooting at him in the previous turn. Hroald didn't manage to hit Doren, who remained pinned.

In the combat phase things finally went well for the Goliaths, as Fenris dispatched the two recruits he was facing and used his follow-up move to get into cover behind the Mine. On my right flank I wasn't so lucky. My juve wasn't able to wound the recruit and therefore the result was a stand-off.

Finally, in the recovery phase, Bolthor couldn't bear the pain and went out of action.

Imperial Guard:

The Imperial Guard had suffered serious punishment during the previous turn. Four guardsmen were out of action and two more were down, so they had to make a bottle test, which was easily passed.

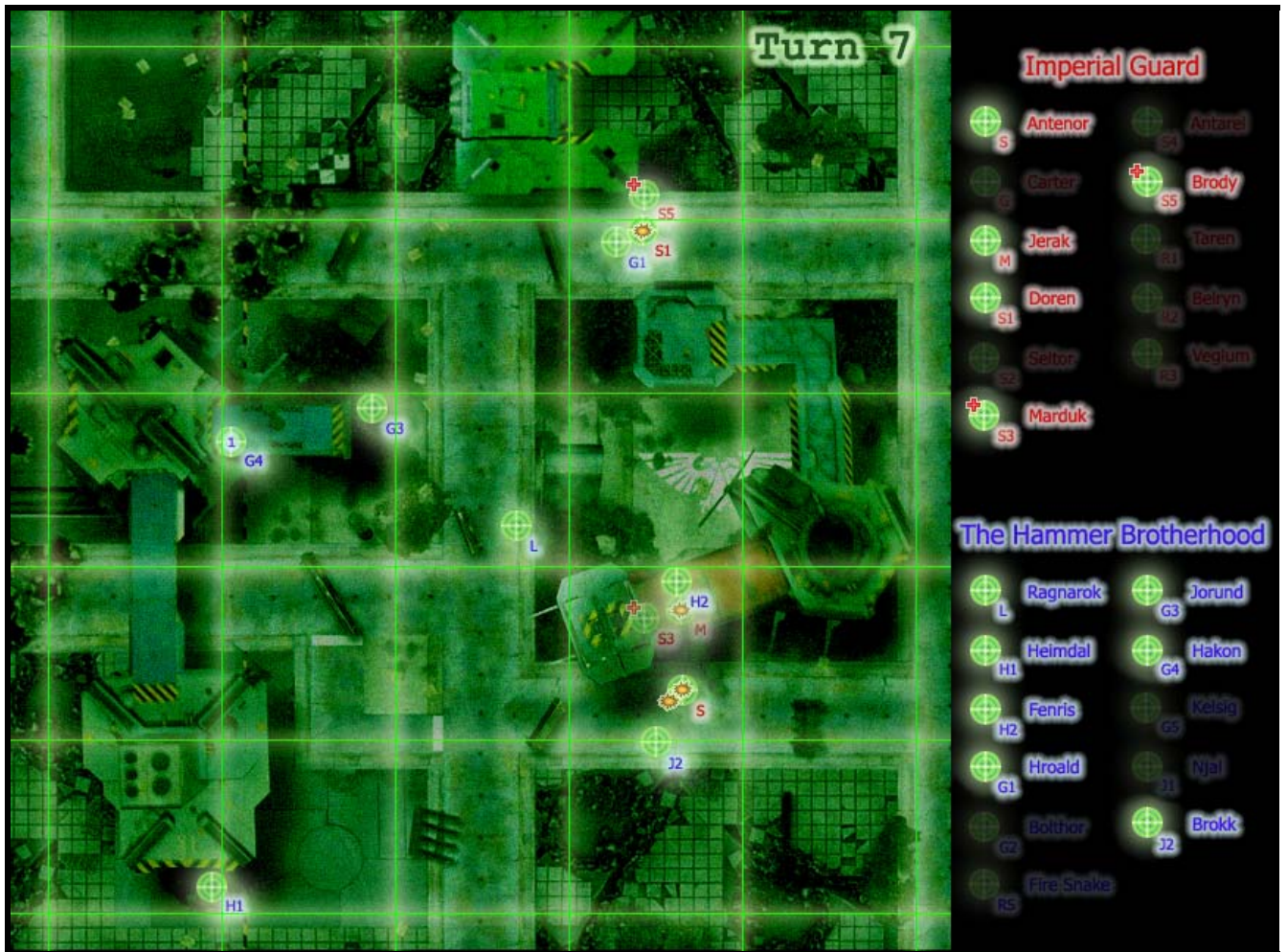
On the Imperial Guard's right flank Brody was down and Doren was pinned, and with no one left in the central area all the action would be on the left flank. Antarel charged Brokk to help Veglum in hand to hand combat while the Medic and the Sergeant took up better positions to shoot at Ragnarok, who was approaching through the central area.

Both the Medic and Sergeant hit Ragnarok with their laspistol shots, but were unable to wound the Goliath leader. With these being the only shots the game moved onto the combat phase. Brokk showed the other Goliaths how it should be done by taking both Antarel and Veglum out of action, using his follow-up move to get closer to the Imperial Guard Sergeant.

Next to the Waste Plant, Doren recovered from pinning and Brody recovered from being down, taking a flesh wound in the process, and becoming pinned. Marduk, however, remained down.



Turn 7



Hammer Brotherhood:

It seemed things were again in the Goliaths' favour. After Fenris' great performance in hand-to-hand combat I controlled the central area. In the Waste Plant area Hroald was facing two soldiers, but with one of them pinned and

the other one having a flesh wound, it didn't seem to be a difficult challenge for him. Besides that, on my right flank, Brokk had defeated another two guardsmen and the Goliaths were now closing in on the Medic and Sergeant.



Taking advantage of Doren's WS 1, due to the flesh wound he had suffered, Hroald charged into close combat. Fenris emulated him and charged the medic, while Brokk moved to get a better position in order to shoot Antenor. Ragnarok, having recovered from pinning, moved forward so he could help out in hand-to-hand combat if it was necessary, and Hakon and Jorund moved to get better lines of sight, just in case I lost any combats.

In the shooting phase, Brokk managed to pin Antenor thanks to an accurate laspistol shot and there weren't any surprises in the close combat phase. Hroald took Doren out of action, but he didn't use the follow up move to engage Brody as he couldn't get the charge bonus that way. Since Brody was pinned, and no one was near him, he couldn't recover until the end of his turn, so Hroald would be safe during the

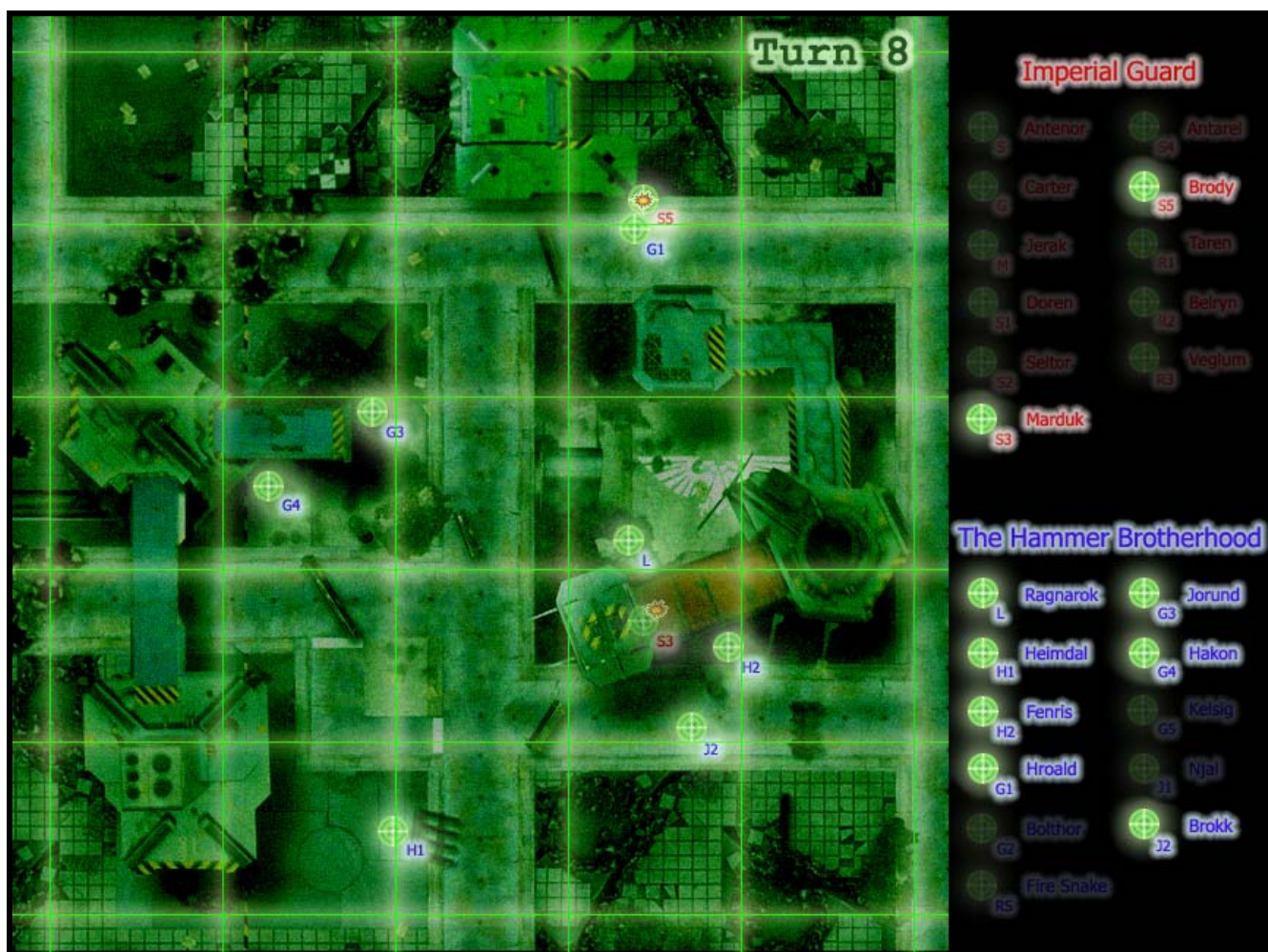
Imperial Guard turn and could charge in his next turn. Meanwhile, Fenris took the Medic down and used his follow-up move to engage Antenor.

Imperial Guard:

The battle was lost, but the Imperial Guard decided to try to take as many of the Goliaths down with them instead of voluntarily retiring. They barely passed the bottle test and as no one was able to move or shoot we moved onto the combat phase directly, where Fenris proved that his success in previous combats hadn't been a fluke, as he also dispatched Antenor, the Imperial Guard Sergeant.

After that, in the recovery phase, Brody recovered from pinning and Marduk became pinned after recovering from being down, to find himself alone and surrounded by enemies.

Turn 8



Hammer Brotherhood:

The battle was decided... there were only two guardsmen left, each one having a flesh wound, so I just had to finish them.

Hroald charged Brody while Ragnarok, Fenris and Brokk prepared to riddle Marduk with gunfire.

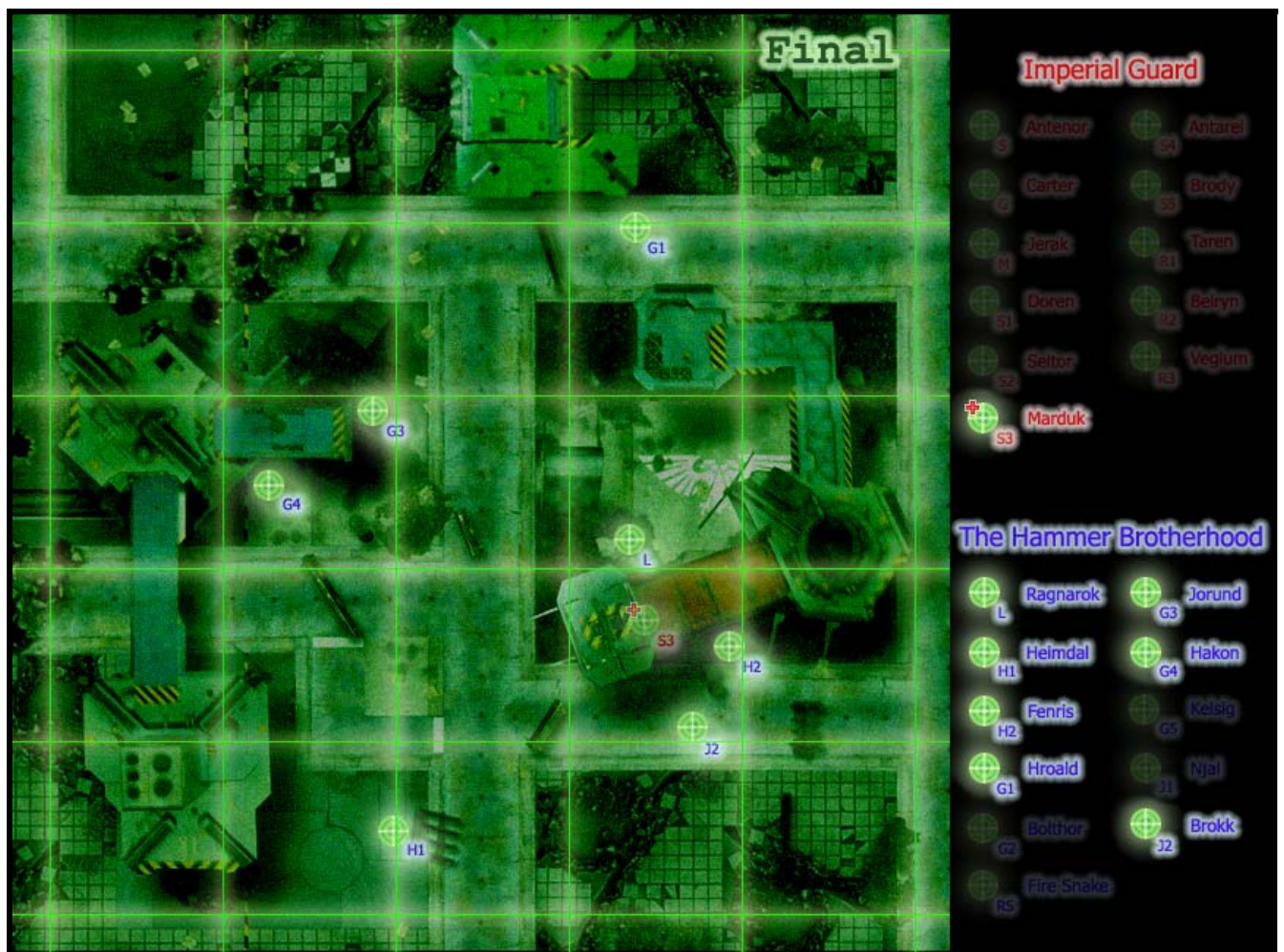
Fenris managed to wound Marduk with a shot from his laspistol, taking him down, and then Hroald defeated Brody in hand to hand combat, taking him out of action.

Imperial Guard:

There was a lonely guardsman on the tabletop and he was down. Even if he was able to recover he would suffer a flesh wound and go out of action, therefore the battle was over.



Battle End



Post-Battle Sequence

Imperial Guard:

The only guardsman left on the tabletop at the end of the battle was down, so he had to check if he went out of action or not. Fortunately he recovered, but every single guardsman except for Marduk had to roll in the Serious Injuries Chart. The results weren't too good for the Imperial Guard as Seltor and Taren died due to their injuries and Brody was captured. The rest of the detachment's members suffered a wide range of serious injuries, except for the gunner who got a full recovery.

After determining the serious injuries, experience was calculated. Antarel, Marduk and Brody were each entitled to take an

advance roll (though Brody had been captured). Everyone got some kind of characteristic increase, Antarel got Initiative, Marduk Weapon Skill and Brody got an additional attack.

An Imperial Guard Detachment calculates income differently to other gangs after each battle. The amount of income depends on the number of members and the detachment "Renown" which may change depending on the result of the battle, number of casualties, etc. They got 50 credits, which added to the 15 credits in the stash, made 65 credits in all. That was enough to cover some casualties, but the detachment was heavily damaged.

GANG RATING		1112	HOUSE/ GANG TYPE		Imperial Guard					GANG NAME		11th Necromunda Detachment					
TERRITORY		CREDITS	NAME		CHARACTERISTICS					EQUIPMENT, SKILLS & INJURIES		COST	EXP				
Base Camp			Antenor (Sergeant)		M	WS	BS	S	T	W	I	A	LD	Laspistol, Chainsword, Combat Knife, Flak Armour, Partially Deafened.	130	65	
			Carter (Gunner)		4	3	3	3	3	1	3	1	8	Heavy Bolter, Laspistol, Combat Knife, Flak Armour.	275	95	
			Jerak (Medic)		M	WS	BS	S	T	W	I	A	LD	Laspistol, Combat Knife, Flak Armour, Chest Wound.	90	50	
			Doren (Soldier)		4	2	3	3	3	1	3	1	7	Lasgun, Combat Knife, Flak Armour, Leg Wound.	80	30	
					M	WS	BS	S	T	W	I	A	LD				
					4	2	3	3	3	1	3	1	7				
					M	WS	BS	S	T	W	I	A	LD				
					4	3	3	3	3	1	3	1	7	Lasgun, Combat Knife, Flak Armour.	80	33	
			Marduk (Soldier)		M	WS	BS	S	T	W	I	A	LD	Lasgun, Combat Knife, Flak Armour, Shell Shock.	80	36	
			Antarel (Soldier)		4	2	3	3	3	1	4	1	7	Lasgun, Combat Knife, Flak Armour, Captured	80	31	
			Brody (Soldier)		M	WS	BS	S	T	W	I	A	LD				
					4	2	3	3	3	1	3	2	7				
					M	WS	BS	S	T	W	I	A	LD				
					4	2	2	3	3	1	3	1	6	Stub Gun, Knife, Head Wound.	30	5	
			Belryn (Recruit)		M	WS	BS	S	T	W	I	A	LD	Stub Gun, Knife, Arm Wound.	30	3	
			Veglum (Recruit)		4	2	2	3	3	1	3	1	6				
					M	WS	BS	S	T	W	I	A	LD				
STASH																	
65 Credits																	
NECROMUNDA																	
															TOTAL	795	317

Hammer Brotherhood:

Kelsig, Bolthor, Njal and Fire Snake had to roll on the Serious Injuries Chart as they went out of action during the game. Kelsig got a full recovery and both Bolthor and Njal suffered an old battle wound. Fire Snake rolled a Leg

Wound, but, as ratskins can re-roll the Serious Injuries result and Fire Snake's main point was speed, I decided to run the risk of re-rolling the injury (after all he was just a hired gun). As was to be expected I got a worse result and Fire

After calculating the experience points earned, quite a lot of the gang's members were able to make advance rolls, with special mention to Fenris, who got 31 experience points thanks to his impressive hand to hand performance.

Only three of my gangers were able to work the gang's territories, so I decided to collect income from the "Spore Cave", "Mineral Outcrop" and "Gambling Den". There weren't any problems, neither at the "Spore Cave" nor at the "Gambling Den", and I got a total of 150 credits, which resulted in 45 credits profit after deducting the basic maintenance costs. Adding 15 credits which I had in the stash I was left with a total of 60 credits.

With that good amount of credits in my stash I decided to send my leader to the trading post in order to search for some rare items to spend those hard earned credits on. He found Stummers and an Auto-repairer. I wasn't interested in the Stummers, and the Auto-Repairer was beyond my budget, so I decided to think later what to do with my credits, maybe hiring another ratskin and recruiting one more juve...

[illegible]

Conclusions

Imperial Guard:

What can I say about the Imperial Guard? It wasn't a good battle for them... they have lost three members, most of the survivors have suffered serious injuries and they haven't got very many advances. No, definitely it wasn't a good battle for the Imperial Guard!

During the battle, despite their bad luck in the shooting phase, they managed to make up for it with some extremely lucky hand-to-hand combats. They even got a little ahead in the fifth turn, but from then on everything went downhill for the Imperial Guard.

After receiving four casualties during the sixth turn they should have bottled voluntarily, in order to minimize negative consequences. At this time their medic wasn't out of action, so he would have been able to help during the post-battle sequence, avoiding one of the dead results. Then again, deciding when to bottle is always one of the most difficult decisions to be taken during a battle.

Personally, I had been expecting the bulk of the Imperial Guard to remain static, riddling my gang with lasfire, while I was trying to get into close combat, but instead they moved forward. I suppose that, after those terrible shooting phases, it is understandable my opponent had lost faith in his ranged weapons, but as it was proven in the last turns, guardsmen don't perform very well in hand-to-hand combat either. I think they should have established a firebase, and moved just the Sergeant and Recruits forward. Or maybe just held them in reserve to help the rest of the detachment when they were charged by the Goliaths.

I think my opponent made two major mistakes during the battle. Firstly, he deployed the gunner too exposed, so I could eliminate the threat of the heavy bolter from turn 1. Therefore, he lost that precious support fire to cover his advance. The second mistake was hiding his only good hand-to-hand fighter (the Sergeant) for almost the entire battle instead of having him help out wherever he was needed.

Anyway, it wouldn't have been so bad if they had bottled earlier. Now the detachment is too beaten up and they don't have enough credits to rebuild, so it will probably have to retire. But after this game I know my opponent will have learnt the lesson and I will have to be more careful next time.

Hammer Brotherhood:

The battle wasn't bad at all for the Hammer Brotherhood, I made some mistakes I should have avoided, but the game went off more or less as I had hoped. However, the best thing wasn't victory itself but the way the gang has improved. Many members got useful advances, I got enough credits to expand the gang a little and the few injuries my gang suffered weren't too serious. The only downside was the Ratskin loss, but even that wasn't so bad. Being a hired gun it would cost the same to maintain him in the gang as it would to hire a new one... the only difference is he can't use his ability to find a new territory.

The whole battleplan was changed by the loss of my heavy stubber, as I was relying on it to hold my right flank. However, I managed to react to this and not lose control of that flank. Of course, inflicting a flesh wound on the Imperial Guard's gunner helped with this.

I made some small mistakes during the battle that could have changed the result of the game. Firstly, I hadn't used each group the way I had planned to. I decided to shoot with one of my combat groups instead of charging into close combat and that almost caused me to lose my left flank, when my Ratskin went out of action. I also made some mistakes that - though they didn't prove to be decisive - I should take into account for future games, like not shooting with a ganger for two turns just because I didn't see him or forgetting to shoot with the gangers that were on overwatch.

Regarding the post battle sequence, I got a few good advances like Brokk getting +2BS (I will buy him a basic weapon as soon as he becomes a ganger), thought it was a pity that my leader

missed out on a leadership boost, gaining +1 initiative instead. And, after collecting income, I have 60 credits which I will probably spend recruiting another juve and hiring a Ratskin.

To sum up, it has been a good day for the Hammer Brotherhood. They have won their first battle and received some interesting improvements. My gang is evolving and has begun winning the respect of the Underhivers.



General:

It has been a very amusing game and, in my opinion, integrating it in a campaign was a very good choice, as Necromunda's strongest point is watching how your gang evolves.

This game has also proven that things never go as you expect them to. The best example of this being the Imperial Guard missing every single shot during a whole turn and then getting some awesome results in hand-to-hand combat.

Anyway, I must admit that after the battle we realised there were some things we overlooked. First of all, I don't know why, but we thought we didn't have to take Bottle Tests until getting 5 casualties instead of 3. We also completely forgot about the leadership rules so we didn't make any leadership tests during the whole game. Finally, we forgot about Imperial Guard being equipped with Flak Armour and that their weapons are better than common weapons in the Underhive so they can avoid the first failed ammo test. Fortunately the only one who failed an ammo test was the gunner and he went out of action next turn so it didn't have any influence on the battle's result.

All in all, we have had a very good time, though it is noticeable that not playing Necromunda very often made the game less smooth and it's hard to remember all the rules. But that is easy to solve. When we play the next game...

I want to give special thanks to Widowmaker from Eastern Fringe Forums who, very kindly and with great patience, read the whole Battle Report correcting my translation mistakes (Which I'm afraid were quite a lot...). Without his help, the English version of this Battle Report wouldn't have been possible.