

BLIND FIGHTING SCENARIO 1:

ESCORT

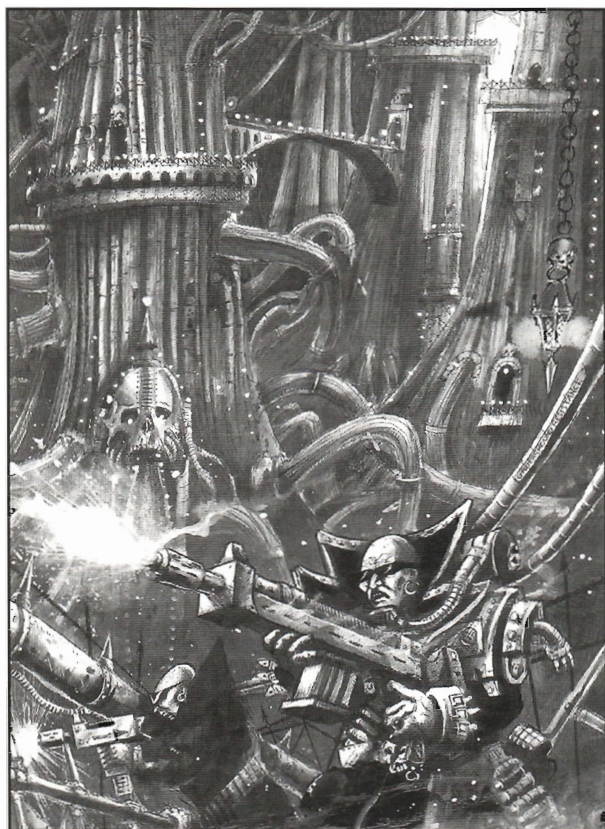
From time to time, the Houses of Hive City send representatives down into the Underhive on 'business'. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return to Hive City. Of course in the Underhive, rumours spread faster than jag plague, and it's not uncommon for other gangs to hear about such missions and realise that snatching these agents would do much to boost their own reputations and possibly provide a nice little bounty along the way!

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.



GANGS

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Important note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to represent all the fighters that could be found for the attack at short notice. The attacker must deploy all his fighters within 8" of his table edge.

The defending gang may choose any four fighters to act as the escort. In addition he must take a model for the House representative. The agent has the following characteristics.

Agent

Profile	M	WS	BS	S	T	W	I	A	LD
Agent	4	2	2	3	3	2	3	1	8

Weapons The agent carries a laspistol and dagger and cannot be given any other weapons.

Armour The agent wears mesh armour.

Special The agent will only shoot at targets within short range (8") and may never choose to charge an enemy.

STARTING THE GAME

The game begins with the defender's models moving onto the table top.

ENDING THE GAME

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a Bottle test or chooses to bottle out, or if the agent escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make Bottle tests. However, if the defender chooses to bottle out at any point and the agent has not gone out of action, he will be abandoned and automatically captured by the attackers.

EXPERIENCE

- +D6 Survives.** If a fighter survives the battle then D6 points are earned, even for fighters who are wounded and taken out of action.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.
- +D6 Gotcha!** If the agent is killed, all attacking fighters who survive gain an extra D6 points each.



SPECIAL

If the defending player wins, the agent is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal but then multiply the total by D3+1 before working out expenses and hire fees, etc.

If the attacker wins, then the agent will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the agent to be sold to the Guilders as a slave. The ransom is 2D6x10 creds.

If the agent went out of action, roll D6.

D6	Result
1-2	Captured (see above)
3-5	Close Shave. The agent makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.
6	Dead. The agent is zombie-food! Each surviving attacker receives an extra D6 Experience points as noted above.

NOTES

It is possible for the defending player to win the battle, but still end up with agent being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.

For obvious reasons, this scenario is best played between gangs representing different Houses. However, if you want two gangs from the same House to fight, make the character to be protected someone other than a House representative (a local Guilder, a hiver with secret information to deliver, a renegade from one of the attacking gang's settlements who has information they would rather not let fall into enemy hands, etc).



BLIND FIGHTING SCENARIO 2: MONSTER HUNT



Occasionally in the Underhive, a particularly vicious beast turns up, hunting for food in an area just a little too close for comfort for the surrounding gangs. When this happens, gangs are forced to swallow their pride and work together in order to defeat the creature and keep their settlements safe. Large Guilder rewards are usually offered for killing such creatures, but no amount of creds can stop most gangs from turning against their allies at the first possible opportunity...

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for if both players agree.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. The tabletop represents an area of no-man's-land in which the monster has taken up residence. To decide what type of area it is, roll a D6:

D6	Area
1-3	Old Ruins
4-5	Mine Workings
6	Spore Cave

GANGS

Each gang may send as many fighters as it wants to hunt for the monster. Write the name of each fighter present on a separate piece of paper and place them in a cup. Each player then rolls D6. Starting with whoever scores highest, the players take it in turns to nominate a specific point anywhere among the scenery (including positions above ground level) and pick out one of the pieces of paper from the cup. The chosen fighter is then placed in the chosen spot. This continues until all fighters are placed, at which point all the names are put back into the cup.

STARTING THE GAME

The player who chose second during the set-up now picks out another name from the cup. This is the fighter who is first attacked by the monster. Place a miniature to represent the monster beside the fighter. It is assumed that the creature has leapt out from the darkness and is now engaged in hand-to-hand combat.

PANIC FIRE

As soon as the monster reveals itself, the fighter lets out a desperate scream which draws the attention of all the other fighters. Turn all the figures so that they are facing the monster, even if they cannot actually see it from their position.

At this point, all the fighters with line of sight to the monster will shoot at it, regardless of distance or modifiers for cover. The nearest fighter will shoot first, followed by the next closest, and so on, until all those with line of sight have fired or until the monster has been killed. The fighter who is in contact with the monster may not fire.

Note: All fighters will be firing at models in hand-to-hand combat so any hits will only hit the monster on a 4-6. On a 1-3 they will hit the other fighter instead.

If both the monster and the fighter survive, they now fight their hand-to-hand combat. The monster will not receive a charge bonus for this attack.



THE BIG FIGHT

At this point, regardless of what is happening with the monster, all the wild shooting convinces both gang leaders that they have been set up and the whole thing is just a trap. A gang fight breaks out.

Both players may now move any or all of their fighters up to 4", though they may not shoot or charge into hand-to-hand combat with any opponents (including the monster). Decide randomly who will move first.

Once this is done, the monster will take its turn. If it is in contact with another figure, it must fight it in hand-to-hand combat, otherwise it will charge towards the nearest fighter and attempt to attack. Resolve any hand-to-hand combat if necessary and then each player rolls D6. The highest scorer will take the first turn.

From this point on, the game will proceed as a standard Gang Fight, and all rules for that scenario will apply. However, the monster moves and fights after each player's turn, and will continue to attack all fighters until it is killed or until both gangs have bottled out.

ENDING THE GAME

As with Gang Fight, the object of the game is to force the opposing player to bottle out. However, a player cannot win the game unless the monster is also killed (by either gang).

EXPERIENCE

Fighters who take part in Bug Hunt earn Experience points as noted below.

- +D6 Survives.** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Note that any flesh wounds inflicted against the monster *do* count as wounding hits for this purpose.
- +10 Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.
- +10 Monster Bonus.** The fighter who eventually kills the monster receives a bonus of 10 Experience points.

SPECIAL

If the monster is killed, the winning gang may claim its stalking ground as a new territory. Whichever area was rolled for at the start of the game will be added to the winning gang's list of territories.

Also, there is a substantial reward offered for defeating the monster. However, regardless of who actually killed the monster during the game, the winning gang will be the only



ones in a position to retrieve the carcass, and so may take it to the local Guilders who will pay them 100 creds which should be added to your income before working out expenses!

THE MONSTER

The monster is one of an as-yet unidentified species and is known only as *the Night Crawler*.

Monster

Profile	M	WS	BS	S	T	W	I	A	LD
Monster	5	6	-	4	4	1	6	2	10

Weapons The Night Crawler fights with its two powerful claws.

Special The Night Crawler can never be pinned, and will never suffer a down result. Each time it suffers a wound, roll D6:

- 1-5 Flesh wound (WS -1)
- 6 Dead

Psychology The Night Crawler is immune to all psychology. It never tests for fear, terror, or any of the other psychological factors described in the Necromunda rulebook.