THE HEIST!

By Gav Thorpe and James Ball

Gav: A short while ago we received a letter detailing a new scenario for Necromunda. The letter was from James Ball, who's a big fan of the game. His basic idea for a raid on a warehouse appealed to us and we've given it the White Dwarf treatment to present to you. Hopefully, we'll be presenting more new Necromunda scenarios in the future, so if you have any in mind, please write in and let us know. Well here it is, the *Heist* scenario…

THE HEIST SCENARIO

To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and new weapons. Occasionally a gang will be so desperate and short of creds it will attack a Guilder caravan or, as this scenario represents, raid a storage facility belonging to the vengeful Guilders. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired by the Guilders to stand watch and guard their stash of goods before they are shipped out to other settlements.

CHOOSING *THE HEIST*

If a normal or Outlaw gang rolls a "may choose" result on either the Scenario table or Outlaw Scenario table, the player may opt to play *The Heist*, in which case the player who chooses the scenario is the attacker. Note that *The Heist* is an Outlaw scenario, so any rolls on the Outlaw table (due to being reported to the Watchmen) should be modified accordingly. If both gangs are Outlaws you may still play this scenario, it is assumed that the defenders are working for renegade gun-runners or some other illegitimate traders. Outlanders cannot be the defenders.

TERRAIN

Starting with the attacker, the players take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed, the defender may place up to five barricades and the watch-tower. When all the terrain has been placed, the defender puts all the crate counters face down and takes 2D6 of them at random. Neither player may look at these. The defender must place the crate counters on the table, no closer than 8" to a table edge and no closer than 4" to another crate counter.

GANGS

The defender sets up first and may deploy his gang as he wishes, as long as each model is 8" or more from any table edge.

The attacker must randomly select a table edge and deploy his gang within 4" of that edge.

Fighters with the *Infiltrate* skill may use their skill, whether they are attacking or defending. Defending *Infiltrators* are assumed to use their skills to hide while the enemy spy out the defenders' positions before launching their assault, rather than moving into position after the attackers have burst in.

STARTING THE GAME

The attackers go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar…

THE CRATE COUNTERS

Only the attacking gang has any interaction with the crates – the defender cannot move or open the crates for fear of damaging the goods they are supposed to be protecting. The attacker, on the other hand, is only there for the crates!

Each crate counter indicates on the back what it contains – either *Ammo*, *Guns*, *Gear* or *Trap*. *Gun* and *Gear* counters have no immediate effect on the game, since they may need to be assembled, cleaned or whatever before they can be used. *Ammo* counters can be used straightaway if needed (see *Ammo* below), while *Traps* will go off the moment a fighter opens the crate! A model may pick up a crate counter by simply moving over it. An attacking model can carry a crate counter without affecting its shooting, close combat or movement in any way. Obviously, Underhive denizens and other types of creature cannot carry or open crates...

A model may open a crate by ending its movement carrying the crate counter. The model may not shoot in the same turn, and may not open a crate if engaged in hand-to-hand combat. When the model opens the crate, the attacking player may look at the back of the counter. Depending on what the counter represents, refer to the relevant section below and note down what each counter represents on a scrap of paper.

Fighters who go out of action drop any crate counters they are carrying wherever they happen to be at the time. Remove the model, but leave the counter in place. Models can transfer crates to other models in base-to-base contact during the shooting phase, but neither model may shoot that turn.

Ammo

Ammo counters represent a spare magazine, power pack or whatever for a weapon. When the counter is turned over, roll a D6 on the following table to see which type of weapon the *Ammo* counter is for:

ROLL	WEAPON RELOAD
1	Lasgun
2	Autogun
3	Shotgun – man-stopper shells
4	Bolter
5	Shotgun – bolt shells
6	Heavy Stubber

See the Necromunda Rulebook (page 69) for details of weapon reloads.

Trap

The Guilders are nobody's fool and often include booby-trapped crates amongst their hordes – as much to discourage the guards as anything else! Roll a D6 to see what effect the trap has on the unfortunate fighter. *Trap* counters should be discarded immediately after they have been resolved.

ROLL	TRAP AND EFFECTS
1	**Frag!** A frag grenade detonates. Centre the template on the model opening the crate and follow the normal rules.
2	**Incendiary!** Treat the opening model as if it had been hit by a hot-shot shotgun shell.
3	**Net!** A massive net springs out of the opened crate – the model counts as man down until it can roll equal to or under its Initiative at the start of its turn.
4	**Screamer!** As the fighters open the crate, they are knocked reeling by an intense ultrasonic scream which can shatter ear drums and burst blood vessels. Any models within 2D6" must roll equal to or under their Initiative or suffer a single Strength 3 hit with no armour saving throws allowed.
5	**Choke bomb!** Treat as if a choke grenade has exploded, centred on the model opening the crate (page 59 of the Necromunda Rulebook).
6	**Flash Flare!** Treat as if a photon flash flare has been detonated, centred on the model (page 60 of the Necromunda Rulebook).

A band of desperate Scavvies run the gauntlet of Van Saar heavy firepower to steal valuable guns and ammo.

Guns

Guns counters represent, yes you've guessed it, guns! These must be cleaned up and assembled and cannot be used until the next battle. Roll a D6 on the following table to find out what type of gun was in the crate.

ROLL	WEAPON
1	Laspistol
2	Autopistol
3	Bolt pistol
4	Autogun
5	Shotgun (with solid and scatter shells)
6	Lasgun

Gear

Gear represents some other item of equipment, such as a gunsight or (in the case of Outlaw Guilders) a cache of combat drugs. Roll on the Rare Trade Chart to find out what is contained inside the crate. If the defending gang are Outlaws, roll on the Outlaw Trade Chart, treating results of combat drugs (Spook, 'Slaught, etc.) as D6 doses with no chance of contacting a fixer. Re-roll "Special" results on the Outlaw Trade Chart.

ENDING THE GAME

The Heist scenario continues until one gang is driven off or the attackers have all of the crate counters in their possession, as described below.

If a gang fails a bottle roll, or one player voluntarily bottles out, the game ends immediately. The defending gang is being well paid for protecting the stash and is unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making bottle rolls until it has suffered 50% casualties, rather than 25%. The gang that bottles out loses and the winner is left in possession of the battlefield.

If all of the crate counters are being carried by attackers within 8" of the table edge they entered on, the game ends immediately with a victory for the attacker.

If the defender bottles out, the attacker gets any remaining crate counters. In addition, the extra time the gang has allows them to discover and deactivate any remaining *Traps*. *Traps* counters should simply be discarded.

EXPERIENCE

Fighters who take part in this scenario earn experience points as noted below.

+D6 **Survives.** If the 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 they inflict during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds their target. Although it is possible to inflict several Wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per actual Wound inflicted.

+1 **Per crate counter.** For every crate counter the fighter is carrying at the end of the game, add 1 experience point to their total.

+10 **Successful defence.** If the defending gang wins, their Leader earns 10 points.

PAYMENT

The defending gang gets paid by the Guilders for guarding their warehouse. In addition to any normal income, the defender earns 5 creds for each Wound inflicted on the attacking gang, and 5 creds for every unopened crate counter still on the table at the end of the battle.