

NECROMUNDA

"GET RICH OR DIE TRYIN"

"psst. Hey you, come here. Your gang is gaining quite a reputation down here in the Rampart. Word on the street is that you had some run-in's with the law, not only managing to stay in business, I even heard that your boys took out an enforcer or two. Not bad...not bad at all. If what they say is true, you got my respect for sure. So are you interested in making some money??? Well I got a job for you! Granted you'll probably lose some of your gangers...but hell no one lives forever. Have you ever heard of 'Otto Harkon', one of the most infamous players in the underhive's criminal...errr enterprising organizations...well of course you have. Let me get to the point, Mr. Harkon has been taken down by the local authorities and is being transported 'upstairs' for some questioning by some of those rich boys and their 'noble' houses. I need gang with a big pair of you know what to bring him back to us, and if you manage to take down some of the local authorities, all the better. Mr. Harkon is quite wealthy and has a lot of influence with the locals. So...do you and your boys got a pair?"

TERRAIN

The scenario should take place on a 4'x6' area, in order to give the players room to maneuver. The Arbities precinct should be placed on the 6' table edge, preferably in the middle. A road with three possible routes to the opposite table edge should be placed from the precinct to the opposing edge. Terrain should be placed throughout the board.

GANGS

The enforcers start off with 8 patrol members which can be placed anywhere within a 12" radius from the precinct. The vehicle containing "Otto Harkon" (one of the Underhive's most notorious suppliers of illegal weapons, drugs and information) and the enforcer driver and it's 2 bike escorts should be placed on the road directly in front of the precinct.

The first gang to set up should place all of its gang members on the opposing side of the board at either corner or the center edge of the board out of sight from any enforcer and within 12" of that point.

The second gang may set up at either of the two remaining points out of sight from any enforcer and within 12" of that point.

Vents or infiltration may be used in this scenario, but models can only be placed within any of the ganger starting points.

STARTING THE GAME

Enforcers must set up first. After all enforcer models are placed the opposing gangs roll a D6 and add their highest leadership value. The player with the higher number may choose who sets up first. The enforcer patrol gets the first turn. The player who chose who sets up first gets the second turn and the remaining player has the last turn.

ENDING THE GAME

If a gang fails a bottle roll, or a player voluntarily bottles out, that player's game ends immediately. The enforcers win the match if (1) the vehicle carrying Otto hits the table edge deemed as the exit (2) if Otto is escorted by foot to any exit and (3) if both gangs bottle out the enforcers win the game.

The gang that captures Otto and delivers him to any table edge wins the match and also a 300 cred reward from Otto Harkon's criminal empire.

EXPERIENCE

+D6 Survives. If any fighter survives the battle then D6 experience points are earned.

+5 Per Wounding Hit.

+10 Winning Gang Leader.

+2D6 Stopping the Escort. 2D6 Experience is awarded to the Ganger who manages to stop the convoy permanently.

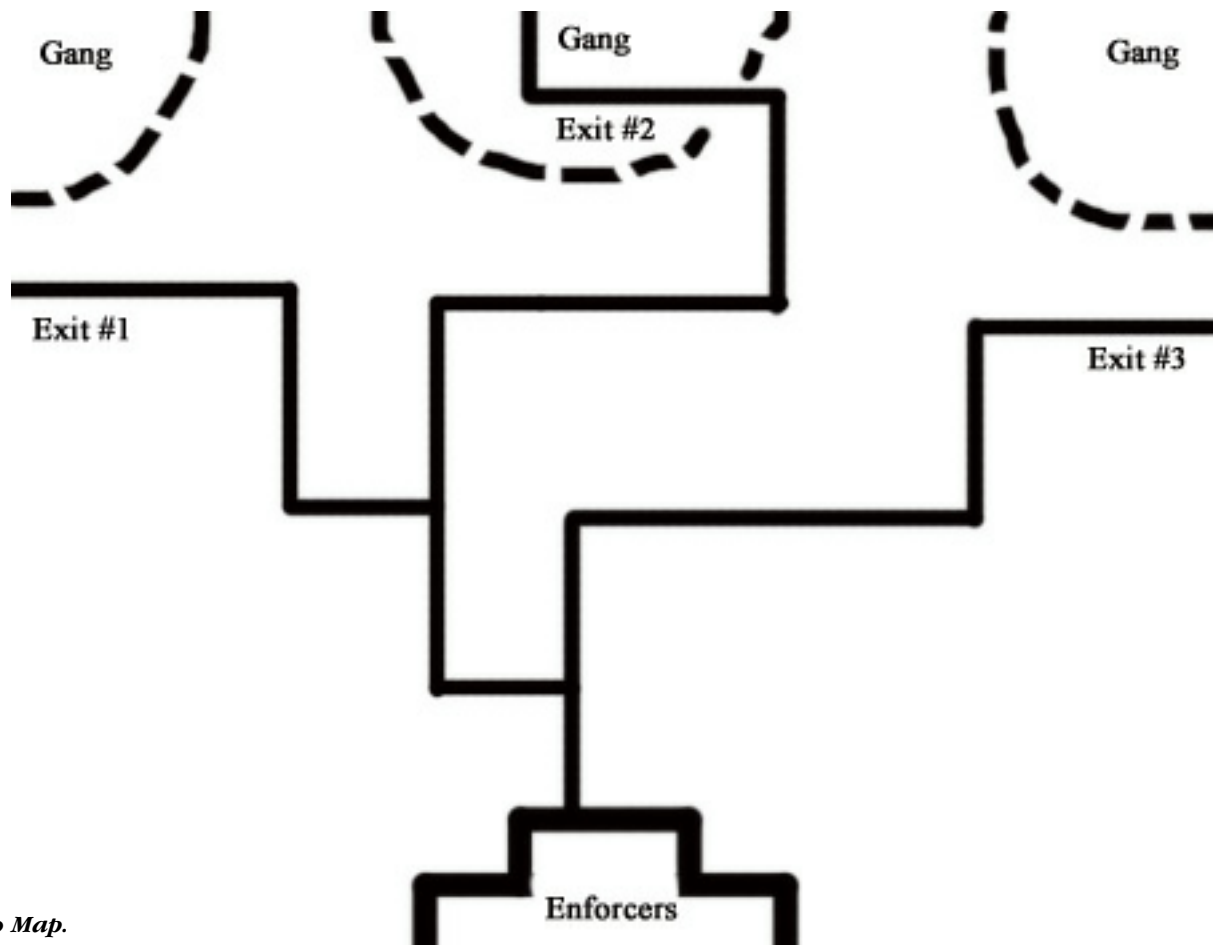
SPECIAL

In this scenario all players have a +2 leadership (to a maximum of 9) for the purposes of taking bottle tests. Both gangs roll a D6, the gang with higher roll can designate one model to carry a missile launcher (with D2 krak missiles), given to the gang by Otto's loyal employee for this mission only.

The Escort - The escort (controlled by the enforcer player) moves at a rate of 10" on the road and a rate of 8" off-road. The vehicle carrying Otto is considered to have a toughness of 5 and 2 wounds. It also has an armor save of 5+. When the escort loses both its wounds the vehicle is considered disabled. An enforcer model (driver) and Otto should be placed in base to base contact within 2" of the vehicle.

The Bikes - The bikes move at a rate of 16" while on the road and at a rate of 8" off the main roads. The bikes are armed with a mounted boltgun and its rider carries a power maul for the purposes of close combat. The bikes may never be pinned and can fire even when moved. The bikes have a toughness of 4 and an armor save of 3+. Should the bike take a "down" or "out of action" result the bike is destroyed. If the result is downed the enforcer should be placed face down. If the result is "out of action" the bike and its rider are to be removed from the game, and if the result is a flesh wound the bike continues to move at half its movement rate. Otto may never be in the custody of bike.

Otto Harkon - The player who is in sole base to base contact is considered to have Otto in its custody. Otto moves at the same rate of movement of the player in base to base. Should the model having custody of Otto be attacked in hand-to-hand, he will wander D6" in a random direction until another model comes in base-to-base contact and assumes controls. Otto cannot be killed, may not shoot, nor engage in hand-to-hand combat.



Scenario Map.