



Arbitration Scenario: Purge!!!

By Robert J. Reiner aka Arbitrator General and Tony Slade, aka Omega

This scenario first appeared in the Outlanders Rules Supplement. We have tweaked it a little and added it here to our Chaos Gate Mini Campaign. We hope you like it...

The Authorities have discovered that multiple areas of the Underhive cannot be contained by the Enforcers alone. There are just too many creatures, vermin, and weird things going on at the same time. To compound things the Noble Houses are keeping the Necromunda Defense Force close to protect themselves. It is up to the Guilders and lower houses to cleanse the Underhive.

Purge!!! is an Arbitrator Scenario, which represents Guilders hiring gangs, lawful or not, to cleanse a local area of the Underhive. During the 'Purge' Event it is recommended that each gang try to play as many of these scenarios as they want. Other scenarios can be played to, but there is great reward in a 'Purge!!!' scenario.

MULTIPLAYER

This scenario works best when two or more players and an Arbitrator participate. One player can control more than one gang or the Arbitrator can also field a gang. The Arbitrator may also want to take some time before the game is played to create some vermin (using the Bestiary Rules, by Nick Jakos) and familiarizing himself with the Daemon rules in this Mini-Campaign as well. The more experienced the gangs the more fun this scenario can get. Any gang rating can be used and as you will see, the higher the better. Since this is a multiplayer game and a lot of things are gang specific, here are some special rules for this multiplayer game:

Leadership: Any gang may use the leadership of a gang leader if they are within the leader's leadership distance.

Friendly Fighter: For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for losing your nerve if a fighter is taken 'down' or 'out-of-action' within 2" of you.

Closest Target: Although this is a cooperative effort, I know that you will ask 'Can I shoot Jed, I hate him?' The answer is yes, you can, but

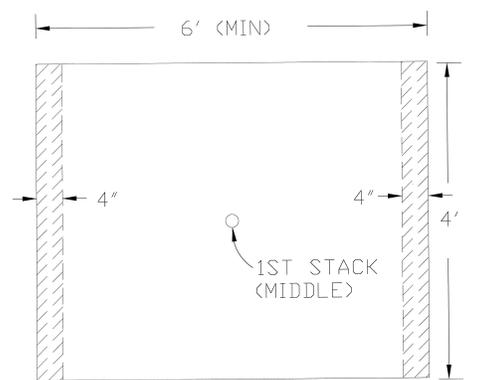
only as long as Jed is not a member of your gang. This can get ugly quick, so it is advised that you do not take out friendly fighters in this manner. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters.

TREACHEROUS CONDITIONS

The game is always played in the wastes or Badzones or similarly nasty environment. Treacherous Conditions may be used. At the discretion of the players and the Arbitrator more than one treacherous condition can be used, just make sure that a game breaker is re-rolled, like Pit of Despair or Sea of Goo. The object is to play in a Badzone, not discourage playing the game.

TERRAIN

It is suggested that a 4' x 6' board be used. The fight is taking place in a cramped section of the Underhive, so use as much terrain as possible. The Players and the Arbitrator should place terrain as they see fit.



GANGS

Once all the players are decided the Arbitrator notes all the gang ratings and adds them up. Then the gangs' set-up anywhere on the short table edges, no more than 4" onto the board. Tunnels, Vents, and Infiltration may not be used because the area is just too dangerous to go off

on your own. Keep in mind that since all the gangs are set-up at the same time it is advisable and encouraged for the gangs to split up fighters, assign gangs to certain areas, and generally collaborate to win the scenario.

ENCOUNTER CARDS

In order to fully play this scenario the Arbitrator will need a standard deck of playing cards (52 cards plus jokers). These will be used to represent the various creatures that will be purged in this scenario. The Arbitrator takes the deck of cards, gives them a jolly shuffle, and then deals the top three cards, in a pile, to the center of the board. Next, the arbitrator deal out three cards, again in a pile, and places them anywhere on the board at least 16” away from another stack of cards or 8” from a short board edge. The Arbitrator keeps dealing until there are no more cards to deal. No one is to look at the piles, not even the Arbitrator, until the stack is revealed.

STARTING THE GAME

The game starts with the gangs going first and then the Arbitrator. The gangs get one massive turn, so all fighters in all gangs act as one. This means one movement phase, one shooting phase, etc. After the gang turn the Arbitrator rolls a d6. On a result of ‘1-5’ nothing special happens and he takes his turn, assuming he has any creatures revealed. On a result of ‘6’, he can choose any one card stack, reveal it, and then continue with his turn as normal.

<i>Combined Gang Rating up to 8,000</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Black Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Black Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Black Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
Black 2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Red Card	Discard with no effect.

REVEALING ENCOUNTER CARDS

Encounter cards are only revealed when the Arbitrator rolls ‘6’ or when a fighter comes within 12” of the pile. At that time, the cards are revealed and the appropriate creatures are placed in the area of the cards. What the card represents are creatures and deviants lurking in the area that must be cleansed. The following tables can be used straight up or the Arbitrator can modify them as needed.

<i>Combined Gang Rating 8,001-12,000</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	1 Major Daemon or 1 Wyrd with all his major powers.
Red King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Hearts	Discard with no effect.

<i>Combined Gang Rating 12,000 or more</i>	
<i>Card</i>	<i>Effect</i>
Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
King	1 Major Daemon or 1 Wyrd with all his major powers.
Queen	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Jack	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
10	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-9	1 Minor Daemon or 2 Vermin or 1 Deviant Scum

ENCOUNTER CHART NOTES

The following applies to the gang rating charts:

Deviant Scum: Deviant Scum are basic gangers, outlaws, Ratskins, Scavvies, corrupted

Redemptionist, or any other fighter you want to use. They must be represented accurately and will only have what they are armed with. Deviant Scum that are taken 'down' are also taken 'out-of-action' and removed from play. Deviant Scum that are flesh wounded are pinned, but do not have their WS/BS reduced at all.

Hive Vermin: Hive Vermin are anything that you want to create with the Bestiary by Nick Jakos. Simple vermin that you may already have are Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, or Gigantic Spiders.

Jokers: If a joker is revealed then the revealing fighter is the victim of a surprise attack. Roll a D6 on the Surprise Attack Chart.

<i>Surprise Attack Chart</i>	
<i>D6</i>	<i>Surprise Attack</i>
1	Face Eater: The victim is automatically attacked by a Face Eater as described in the Bestiary, Part 2.
2	Ash Clam: The victim is automatically attacked by an Ash Clam as described in the Bestiary, Part 2.
3	Zombies: The victim is automatically attacked by D3 Zombies as described in the Skavvy Rules.
4	Brain Leaf: The victim must immediately roll under his leadership characteristic. If the test is failed then the victim is treated as an arbitrator fighter for the rest of the game. Assuming the fighter survives, he returns to normal at the end of the game.
5	Unwilling Sacrifice (Minor): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D3 Minor Daemons are to be placed within 4" of his location.
6	Unwilling Sacrifice (Major): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D6 Minor Daemons are to be placed within 4" of his location. If this fighter has 'Foothold Possessed' noted on his roster slot then D3+1 Major Daemons are brought forth instead.

Major Daemon: The Major Daemons are Fleshounds, Beast of Nurgle, Flamers, and Daemonettes. They follow the Daemon rules later in these Mini-Campaign rules.

Minor Daemon: The Minor Daemons are Bloodletters, Fiends, Pink & Blue Horrors, and Plaguebearers. They follow the Daemon rules later in these Mini-Campaign rules.

Reward: Each time a creature that is brought forth from an encounter card is taken out-of-action the gang leader who took that creature out-of-action notes what type it was. See the Bounty Rules below.

ESCAPING DEVIANTS

The goal of the deviants and creatures that are brought into the game by the Encounter Cards is to get off the short board edge. The Arbitrator controls how they move, but in general, they should attempt to get through the gangs and off either of the two short board edges. Each one that does will reduce the amount of the bounties paid to the gangs. See the Bounty Rules below.

ENDING THE GAME

The game lasts until all the cards are revealed and the last creature is taken out-of-action or leaves a short board edge or all of the gang's bottle out. This is a fight for your life, so bottle checks start at 50% instead of 25% and you cannot voluntarily bottle out until you are required to take a test at 50% down or out-of-actions.

BOUNTY RULES

Once the game ends the Guilders will pay the gangs for each creature that they cleansed (took out-of-action) in the game as follows:

<i>Bounty Chart</i>	
<i>Creature</i>	<i>Bounty</i>
Hive Vermin	10 credits
Deviant Scum	20 credits
Wyrd	75 credits
Minor Daemon	100 credits
Major Daemon	200 credits

Reduce all of the gang's bounties by 5% for each creature that escapes (i.e. if two creatures escape everyone loses 10%). If all the gangs bottled out then the Arbitrator must turn over all remaining encounter cards and any creatures on those cards (jokers are ignored) are assumed to have escaped. This can usually mean that no bounties are paid. In the event that the percentage is over 100% then no bounties are given because the Guilders would not be able to take money from

the gangs, even though they would if they could. Remember that Bounties are income and not profits.

EXPERIENCE

Fighters who take part in the Purge!!! are awarded experience points as indicated below:

+2D6 Survives: If a fighter survives the battle then 2D6 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 on an arbitrator's model during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. This also means that if you take a shot at a friendly fighter and wound him you do not gain a wounding hit for that shot. In the event that a fighter is possessed then continue to track his experience since he will get the experience for the out of body feeling and if you take him out he was an arbitrator model at the time you shot him.

+20/+D6 Master Hunters: The gang that collects the most bounty credits will each receive an additional +D6 on top of other experience, but the leader will collect +20 instead of this +D6. This means that a fighter could gain +3D6 experience or the leader could get 20+2D6.

ALTERNATIVE USE

Clever arbitrators can adjust the encounter card decks to utilize beasts from the Bestiary Rules (Parts 1-3) or other creative adversaries instead of daemons and chaos themed creatures. Feel free to use whatever you want to enhance your own campaigns.

ABOUT THE AUTHORS

This scenario was developed by Rob and Tony for use in their Chaos Gate Mini-Campaign. They hope you have as much fun with this scenario and their campaign as they had making them. You can also use this scenario in your own league, or with a group of your closest gaming buddies willing to pound each other's gangs into the dust.





Arbitration Scenario: Storming the Barricades

By Robert J. Reiner aka Arbitrator General and Tony Slade, aka Omega

This scenario first appeared in the Outlanders Rules Supplement. We have tweaked it a little and added it here to our Chaos Gate Mini Campaign. We hope you like it...

The forces of chaos are gathering and worshipping out in the open now. Enforcers, Guilders, and gangs are standing together to purge and cleanse these encampments where they can be found, but these vile, evil forces are not standing still. They are also taking the fight to the settlements and shanties, as well as to the general populous of the Underhive. This scenario represents such an attack. The forces of Chaos are trying to eliminate a Guilder, Enforcer Precinct, Settlement, you name it.

MULTIPLAYER

This scenario works best when two or more players and an Arbitrator participate. One player can control more than one gang or the Arbitrator can also field a gang. The Arbitrator may also want to take some time before the game is played to familiarize himself with the Daemon rules in this Mini-Campaign as well. The more experienced the gangs the more fun this scenario can get. Any gang rating can be used and as you will see, the higher the better. Since this is a multiplayer game and a lot of things are gang specific, here are some special rules for this multiplayer game:

Leadership: Any gang may use the leadership of a gang leader if they are within the leader's leadership distance.

Friendly Fighter: For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for loosing your nerve if a fighter is taken 'down' or 'out-of-action' within 2" of you.

Closest Target: Although this is a cooperative effort, I know that you will ask 'Can I shoot Jed, I hate him?' The answer is yes, you can, but only as long as Jed is not a member of your gang. This can get ugly quick, so it is advised that you do not take out friendly fighters in this manner. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters.

TERRAIN

A settlement, shanty, trading post, or gang encampment usually comprises an inner, heavily protected area where the valuable is kept. These valuable can be resources, trade goods, or even credits. Around this area is usually a ring of barriers or walls, which can be continuous, steep, and high. Holesteads and settlements can form up around the walls, even on both sides, but every local knows that the most protection is on the inside of the encampment.

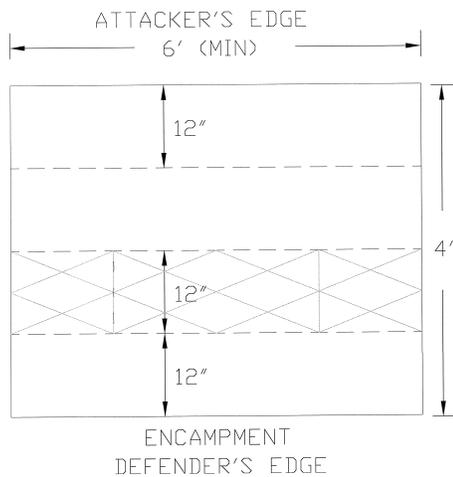
Storming the Barricades is fought along an encampment line. It is suggested that a 4' x 6' board be used. Use as much terrain as possible. The gangs will be the defenders and the Arbitrator will control the attackers. The Players and the Arbitrator should place the terrain so that there is a high concentration of buildings along one long board edge, but make sure that there is heavy terrain as much as possible. Select one long board edge to represent the encampment and this will be called the defenders board edge. If you have walls or sections of terrain that are suitable as a barrier, they are to be placed in line with the center of the length in the center of the long board edge, and roughly 12" onto the board. Once the barriers are set-up, shuffle terrain in the middle of the board so that there are no buildings or 'heavy' cover from the walls to another 12" from the defenders board edge. Place the watchtower anywhere in the clear area along the centerline of the clear area. This represents the area just in front of the walls that the defenders have cleared of obstructions so that they have a clear field of fire and set up a watchtower to keep a look out.

GANGS

As stated earlier this scenario will most likely involve multiple gangs. Total up all the gang ratings participate in 'Storming the Barricades.' Once the defender's total gang rating is determined, the Arbitrator then consults the Chaos Gate Mini-Campaign Daemon Rules and may pick Daemons such that the total point's

values of the Daemons are twice that of the defending gangs. This may also be adjusted by allowing the defenders to purchase 'Defenses' as described later. These are items that must be paid for by the defenders.

Once all the terrain is set up, the defenders each place 2 loot counters anywhere in the clear, kill zone. These represent loot, valuables, food, or other items that attackers may want. Next, the defenders place 3D6 fighters as guards and sentries anywhere on the board, but within 12" of the encampment. This should also place them behind the walls and not in the cleared, kill zone. The defenders then place all their remaining fighters into groups of 1 or more fighters and set them aside as reinforcements. Traps, wire weed, wall guns, and guard beasts are set-up next anywhere on the table on the wastes side of the wall. Any remaining defenders are considered reinforcements that will enter from the Settlement. The attackers then deploy their entire group anywhere on the board within 12" of the attacker's edge.



DEFENSES

Defending gangs can spend any amount of credits that they have on the following items. Each item purchased will add that much to their gang rating for this game.

Wall Guns (half base cost): Special and heavy weapons may be purchased at half base cost and fixed to walls, barricades, towers, or buildings. Wall guns are not purchased for a specific fighter, but rather, they represent older weapon that are too temperamental to be moved around by a fighter. Wall guns must be represented by a model or counter. They have a fixed 90-degree fire and may be fired by any fighter in contact with it, not just a heavy. Wall guns cannot be

moved and are attacked separately like any other fighter. They are T4 with W1. Any wall gun that suffers a wound is destroyed.

Traps (50 credits): Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some encampments. Trapped areas must be represented by a suitable counter. Any fighter, including defenders, that moves within 3" of a trap counter must roll under their initiative on a D6 or suffer a S3 hit causing one wound. Traps may be set off multiple times, but if a fighter rolls a '1' on his initiative test he has also disarmed the trap and the counter is removed from play.

Beasts (per Bestiary Rules): In the Underhive some creatures are herded or grown for protection. The gangs may purchase beasts using the Bestiary Rules (Part 1 and 2). The cost is the rating. These creatures are 'house' broken and will not attack friendly fighters. In addition, you may only have one beast per every three defenders.

Wire Weed (15 credits): Wire weed is a common Underhive defence. It is more effective than barbed wire and is maintenance free. Hedges of wire weed are purchased in lengths of 1" long by 1" long. Wire weed is considered difficult terrain. In addition, a fighter that wishes to cross wire weed must also roll equal to or under their initiative. If they pass they take a S3 hit causing one wound.

Extra Watch-Tower (200 credits): Defenders may purchase additional watch-towers for the clear zone. They are placed in the same fashion as listed above and must be at least 12" away from another watch-tower.

STARTING THE GAME

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6. The defenders must choose one player to roll to determine who goes first.

PICKING UP LOOT COUNTERS

Although the loot counters have been placed for this scenario, when this scenario is used in the Chaos Gate Mini-Campaign they can be ignored, otherwise loot counters may be picked up and by any fighter that passes over them per the loot counter rules in the Scavengers Scenario in the ORB. In addition, wall guns can be taken as loot also, but they will not be able to be used by the fighter this game as taking them off their wall

mounts disconnects them from their power and ammunition.

REINFORCEMENTS

Once the game starts with the sounding of the alarm, the defender may attempt to bring one group of reinforcements on per turn. Nominate one group of reinforcements and roll 2D6. If the result is equal to or greater then the number of fighters in the group then they may be brought on the board from the encampment, but not within 8" of an attacker. If the result is less then the number of fighters in the group then no reinforcements are brought on this turn. Fighters brought on this turn are treated as having moved, so move-or-fire weapons, aka heavy weapons, will be able to be used unless the fighter had the appropriate skills.

ENDING THE GAME

When the last attacker is taken out-of-action or all attackers have gotten off the encampment board edge the game ends. The defenders are fighting to defend their friends and home so they will not take bottle tests and cannot voluntarily bottle out. When this scenario is played outside of the Chaos Gate Campaign, any loot counters are worth 2D6x10 credits to the attacker and any wall guns can be sold for 25% of their base costs. In general, the defenders can only win if they prevent any attackers from getting into the settlement.

EXPERIENCE

Fighters who take part in 'Storming the Barricades' are awarded experience points as indicated below:

+2D6 Survives: If a fighter survives the battle then 2D6 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 on an arbitrator's model during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. This also means that if you take a shot at a friendly fighter and wound him you do not gain a wounding hit for that shot. In the event that a fighter is possessed then continue to track his experience since he will get the experience for the out of body feeling and if you take him out, he was an arbitrator model at the time you shot him.

+1 Disarming a trap: A fighter that disarms a trap will be awarded +1 experience points.

+20 Winning Leader: Each gang leader on the winning side will collect +20 experience points.

ALTERNATIVE USE

This scenario can also be used for multiplayer games not associated with the Chaos Gate Mini-Campaign. To do this, simply make sure that the defending gang or gangs are outnumbered by 2-3 times after buying defenses.

ABOUT THE AUTHORS

This scenario was developed by Rob and Tony for use in their Chaos Gate Mini-Campaign. They hope you have as much fun with this scenario and their campaign as they had making them.





Arbitration Scenario: Chaos Gate

By Tony Slade, aka Omega and Robert J. Reiner aka Arbitrator General

This scenario is the climax of the Chaos Gate Mini-Campaign. Break out your daemons, inquisitors and all your favorite gang fighters and throw down to close the Chaos Gate and stop the chaos incursion on Necromunda in the Underhive...

+++Start Transmission+++

Reference: Temporal Warp Rift –Classified--

Security: Vermillion

Date: Classified

Location: Classified

Source: Inquisitor Ignatius

My Revered Lord,

The fear that our order have long contemplated has happened. My investigations have lead me deep into the depths of the primary habitat hive of the Planet [censored], and the rumors and speculations have been proved true.

A deceived initiate of a heretic cult has initiated a cataclysmic sequence of events leading to a 'rip' in the fabric of reality separating our universe from that of the foul, despicable denizens of the warp. This has lead to creatures of our greatest enemy entering our realm in great number, slaughtering and murdering the innocent citizens of the hive. Planetary Defense Forces, alongside armed militia and citizens have tried valiantly to hold back the flood, but they have suffered considerable casualties and deaths.

The location of this 'Chaos Gate' is included in this Cipher-plaque, but I will give a brief description of the portal myself: The 'Chaos Gate' itself is a large, circular doorway, some 12 feet in diameter. It stands high up upon a tower in the depths of the Underhive in the Shenandoah Facility. An altar of sacrificial bodies lies beneath it, made up of so many bodies, twisted, beheaded and so charred beyond all recognition that I am unable to ascertain the number of innocent victims used to open the portal. The area within the portal itself is an ever-changing visage; colours and visions blurring and mutating into each other randomly and erratically.

Through this portal, I have witnessed myself, using my Servo-skull, the foul daemons of Chaos entering our realm. Registered signs indicate that all the major forces of chaos are present, and I fear an unholy alliance has been formed to utilize the opportunity that this prime site offers them.

It is my conclusion that a major, strategic effort is made to close this so-called 'Chaos Gate' with immediate effect. I am marshalling my forces as I write this message, and will initiate an assault at the first appropriate opportunity, but the influx of these creatures may be such that my efforts maybe in vain, therefore I urge the Order to send additional forces immediately.

Your faithful servant,

Lord Ignatius

Strength to the Emperor!

+++End Transmission+++

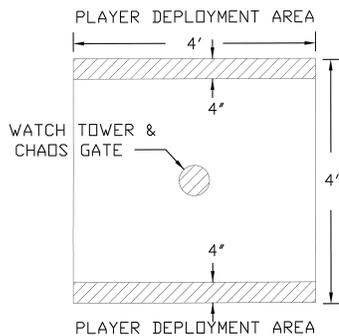
The Inquisitors have isolated multiple sources of warp energy emanating from the Underhive. The Guilders and Noble Houses have ordered your gangs to the believed location of a rift in warp-space deep in the bowels of the Underhive with the hopes that you can seal a portal through which denizens of the warp are entering.

Chaos Gate is an Arbitrator Scenario, which represents an encounter with daemons of the Warp. It is intended to be a multi-player scenario where the forces of Chaos will attempt to overrun the players' gangs while the players themselves attempt to close the rift and fend off the daemons. It is recommended that only experienced gangs take part since daemons rarely demonstrate any mercy. To assist the players, the Ordo Malleus has dispatched a member of their ranks to assist them – an Inquisitor nonetheless.

TERRAIN

It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller, so that the gangs start a reasonable distance apart. The Players and the Arbitrator should place terrain as they see fit. However, depending on the number of gangs that are playing, and as you will see, the number of daemons present at the start of the game, you may wish to play the game on a 4' x 6' table.

The most important piece of terrain is the Chaos Gate. The Chaos Gate can be represented by anything you wish but a Gas Template stood on its side and fixed to a slotta-base is quite acceptable. The gate should be placed upon a tower or similar piece of terrain in the centre of the table so it is relatively high off the ground but still accessible. The watchtower from the Outlanders Rules Supplement is ideal.



GANGS

The players should set up on different table edges (opposite if only two are playing), and you should decide this amongst yourselves. The players must set their fighters up within 4" of a table edge and on any level. Tunnels, vents, and Infiltration cannot be used in this scenario – it is just too spooky to be traveling alone!

An Inquisitor should be set up with the gangs as per the special character rules given in the Inquisitor supplement.

The Arbitrator then sets up the daemons that have already entered through the gate. The number of daemons that are set up is calculated in the following manner:

- Add up the total combined gang rating of all the gangs (not including the Inquisitor)
- Divide that number by the individual rating of the daemons (see rules below) that you are going to use, rounding the score up
- Then add two more daemons.

For example: the combined rating of the gangs is 3500. You are facing Bloodletters and since they are rated at 300 each, there will be $[3500/300] + 2 = 14$ daemons. This means that the gangs are the underdogs – who said it would be easy? The daemons should be set up by the Arbitrator within 12" of the Chaos Gate and on any level.

STARTING THE GAME

The player who has the highest gang rating and the Arbitrator should each roll a d6. If two gangs have the same rating and they are both the highest, roll off between each other until one is decided. Whoever rolls highest between the Arbitrator and the player gets the first turn.

THEY JUST KEEP COMING!!

Daemons will always move towards the nearest enemy fighter in their line-of-sight. They will always charge the nearest enemy fighter and attempt to engage them in hand-to-hand combat. Daemons that have psychic powers will always try to use those powers if they cannot engage in hand-to-hand combat and this will be against any fighter that they can see, closest first.

When a daemon is removed from the table, for whatever reason, there is a chance that another daemon may enter through the gate. At the start of the daemons turn, the Arbitrator rolls a d6 for any daemon that was removed last turn. On a 4+, a new daemon enters through the gate. The daemon gets to move and act as normal that turn, and all movement is made originating from the gate itself.

ENDING THE GAME

Ending the game can happen in one of two ways. The first is if one of the fighters manages to place a melta-bomb at the base of the gate. When the Guilders hire the gangs for this dangerous mission, they gave them melta-bombs to destroy the gate. You should select a single random member of each gang to carry the melta-bombs. They can only be carried by this fighter but can be picked up by another member if that fighter is taken out-of-action.

To plant the melta-bomb a player must be in base contact with the gate and do nothing else that turn. They cannot defend themselves and plant the melta-bomb at the same time, so if they are attacked they must stop and fight.

If they manage to win the combat, they can then try to plant the melta-bomb again. If they are taken out-of-action, they will drop the melta-bomb on the ground and you should remove the figure as normal. Mark the place where the

fighter has dropped the melta-bomb. Another fighter can pick it up if they pass over the marker and use it from then on.

If they are successful in planting the melta-bomb then the game ends at the start of the players next turn – hopefully with a satisfying explosion!

The second way to end the game is if there are no gang fighters left on the table capable of planting the melta-bomb, whether through failing a Bottle Test, by being removed from play due to wounds and injuries, or if there is no-one left who is able to plant the melta-bomb. For whatever reason they have left battle and the daemons will have won! May the Emperor protect us!

EXPERIENCE

Fighters who take part in the Chaos Gate scenario are awarded experience points as indicated 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. Make a note on the gang roster every time the fighter scores a hit and wounds his target.

+5 Closing the Gate: The fighter who plants the melta-bomb on the gate receives 5 extra experience points for doing so.

+10 Successful Outcome: If the gate is closed, each gang's leader receives 10 experience points. They receive this even if they are wounded and were taken out-of-action.

SPECIAL RULES

The following special rules apply to this scenario's post game sequence:

Warp Rift: If a fighter is taken out-of-action then there could be serious repercussions. Due to the weakness in the fabric of the Universe that has allowed the Chaos Gate to open, any recently deceased fighter could be possessed by a malevolent spirit. If a fighter rolls 11-16 'Dead' on the Serious Injury Table then roll a further d6: on the roll of a '1' the fighter's body has been possessed. The possessed fighter will attack a randomly selected fighter from their gang in a single round of close combat, using the dead fighters' stats but not his weapons or skills. Once the combat is resolved, the spirit leaves the body and nothing further happens.

Reward: If the gangs are successful in closing the gate then the gang whose fighter managed to place the melta-bomb receives 300 credits income from a grateful Guilder. The other gangs receive 100 credits income for their support. This reward is income and is still washed through the income chart. The gangs are also awarded Watchman status.

BESTIARY: DAEMONS

The following rules should be used for all things related to the Daemons present in this game. It is based on the Outlanders Bestiary, but with changes made that bring it up to date with Necromunda: Underhive rules.

DAEMON SPECIAL RULES

Daemonic Aura. All daemons are surrounded by an aura of warp energy, which sustains them in the material universe and fortifies them against any physical harm. The aura works by giving the daemon an unmodified 4+ save against any shooting or close combat damage. It is not modified by weapon or strength bonuses. However, the daemons are not afforded this protection from Wyrd powers since they are made of the same stuff.

Injury. Daemons ignore all flesh wound results, and only 'down' or 'out-of-action' results will affect them. Daemons make their recovery rolls just like other fighters at the end of their turn.

Never Pinned. Daemons are never pinned and ignore all such results.

Fear. Daemons are frightening supernatural creatures and as such they cause Fear. Any fighter facing these creatures is therefore subject to the psychological rules for fear as stated in the rulebook.

Daemonic Instability: When attempting to tap the energy of the warp to use Psychic powers, daemons are subject to daemonic instability. If, when rolling against their leadership, a daemon rolls a 2 or a 12 something goes wrong. On the roll of 2, the daemon has accessed a potent source of psychic power. The effects of the power still works but the daemon cannot contain the surge of chaotic energy coursing through him. The daemon explodes in a blast of pure psychic energy and is immediately removed from play. Resolve the effects of the power against the targeted fighter as normal. If a 12 is rolled then the power fails to work, but the daemon is otherwise unaffected. This only affects daemons of Slaanesh and Tzeentch.

In addition, when a daemon is reduced to zero wounds there is a chance that it will return to the warp. When the last wound is removed, make an immediate leadership test. If this test is failed the daemon returns back into the chaos warp, screaming and howling as it departs. Remove the model from the table immediately

KHORNATE DAEMONS

Khorne is the chaos god of blood, war, and violence. All of Khorne's daemonic creatures are malevolent and violently aggressive. When they are called forth, one can expect massacres of epic proportions.

Bloodletter

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	300

Bloodletters are armed with the fearsome Hellblade. Dripping with blood and etched with the energies of chaos, the Hellblade causes d3 wounds and cannot be parried.

Flesh Hound

M	WS	BS	S	T	W	I	A	Ld	Rating
10	5	0	5	4	2	6	1	10	350

Khorne has gifted all Flesh Hounds with the Collar of Khorne. This item protects the daemon from all psychic attacks and nullifies all Wyrd or Shamanistic powers used against it.

SLAANESHI DAEMONS

Slaanesh is the youngest of the chaos gods. He or it as the case may be, is the god of pain and pleasure, the causer of lust, envy, and avarice. Though his servants appear effeminate, do not be fooled into believing they are weak, for they are not and they can drag one down, screaming in agony and pleasure.

Daemonette

M	WS	BS	S	T	W	I	A	Ld	Rating
4	6	5	4	3	1	6	3	10	270

Daemonettes can channel the energy of the warp into psychic powers. Each Daemonette can use the Wyrd Minor Power 'Cause Pain' against a single fighter, except that rather than being taken out-of-action affected fighters are automatically downed. The power can only be used once in a turn. Follow the normal recovery rules for subsequent turns.

Fiend

M	WS	BS	S	T	W	I	A	Ld	Rating
6	3	0	3	3	1	3	3	8	190

The Fiend gives off a sickly sweet odour, which seduces the mind of fighters close to it. All fighters in close combat counts any fumble as double, i.e. +2 instead of +1, and any critical hits are ignored by the Fiend.

TZEENTCHIAN DAEMONS

Tzeentch is the Great Manipulator, the god for those that desire power and domination and of eternal change. His creatures are impulsive an anarchic, capricious and unpredictable and prone to rashness and spontaneity.

Pink Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	320

Blue Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	3	3	3	3	1	7	1	10	-

Horrors as creatures of Tzeentch are arch-users of the energies of the warp. Therefore, once per turn a Pink Horror can use the Wyrd Major Power 'Hallucinations'. In addition, when a Pink Horror goes down or out of action, it divides into two Blue Horrors immediately. Remove the Pink Horror and replace it with two Blue Horrors. These fight on until they too are removed.

You should also note that Horrors do not receive the normal protection from a daemonic aura.

Flamer

M	WS	BS	S	T	W	I	A	Ld	Rating
9	3	5	5	4	2	4	2	10	440

Flamers do not move normally, but rather bound – they can move over walls and obstacles and players without penalty. Flamers can also leap up levels without using ladders though normal distance rules apply. Flamers can also fire gouts of flames in the shooting phase. These act just like flamers. Place the flamer template at the base of the model and any fighter under the template takes d6 S3 hits. This ability is also used in close combat, and causes d3 wounds.

NURGLE DAEMONS

Nurgle is the god of stagnation and decay. Foul, pus-skinned creatures serve his cause begging for release from their unending torture. The presence of such disease-filled, pock-marked and

virus breathing creatures threatens any closely packed habitation such as the Underhive.

Plaguebearer

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	270

The weapons that Plaguebearers use are covered in a foul, viscous slime filled with the most warped creations of the God of Disease. Any fighter that is wounded by the weapons will be taken out of action on a 4+ regardless of their remaining wounds.

In addition, Plaguebearers are constantly surrounded by a cloud of blood-sucking insects. When engaged in close combat with a Plaguebearer, a fighter must deduct -1 from their combat score due to the irritation and distraction caused by the cloud of insects.

Beast of Nurgle

M	WS	BS	S	T	W	I	A	Ld	Rating
3	3	0	3	5	3	3	D6	6	320

The Beast of Nurgle has a multitude of acidic tentacles which it attacks with. As a consequence it has d6 attacks which are rolled for in each turn of combat. Additionally, the acidic film that covers the tentacles negates any armour saving throws that a fighter might normally receive. Unmodified saves still apply.

As the Beast of Nurgle crawls around it leaves a slimy trail behind itself. This slippery film makes it impossible for multiple opponents to gang up on the beast properly. Multiple opponents do not receive the additional attack die or combat score modifier after the first attacker.

SPECIAL CHARACTER: ORDO MALLEUS INQUISITOR

The Ordo Malleus is the vanguard of humankind's fight against their greatest enemy: the daemoniac forces of Chaos. Wherever their malevolent presence is felt, the warriors of the order, the Inquisition, are always found. Oaths they have sworn to spend every hour seeking out the diabolical minions of anarchy and heresy.

On Necromunda, the order is based on Temenos Hive, residing with the Adepta Sororita, the Sisters of Battle. Alongside the Inquisition, they search for heretics, witches and the impure, bringing them back into the fold of the Imperium, or burning them for their sins.

THE INQUISITOR

The Inquisitor will only give his time sparingly. The threat to humanity is a constant battle and the Order will only send their trusted agents to the most critical threats. As such, an Inquisitor will only fight alongside a gang in Necromunda if, and only if, they are facing daemoniac forces or Wyrds. The Inquisitor is subject to the Mentor Rules, and no payment is necessary. Refer to the table below to find the d6 roll required to gain free assistance from the Mentor. You must be the underdog to get an Inquisitor to help you. If you fail to roll the required number or greater then the Inquisitor will not assist you.



Difference in Gang Rating	D6 ROLL
0-499	Will not help
500-749	6+
750-999	5+
1,000 or more	4+

However, in the Arbitrator Scenario – Chaos Gate, the Inquisitor will assist your gangs without having to roll on the table. In any scenario, the Inquisitor has been sent specifically by the Order to remove the presence of the daemoniac forces in this part of the Underhive. The Inquisitor will bolster the forces of the weakest gang fighting, therefore, whichever gang has the lowest gang rating controls the Inquisitor for the game. If that gang bottles out, control passes to the gang with the next lowest rating.

M	WS	BS	S	T	W	I	A	Ld	Save
4	4	4	3	3	2	4	2	10	5+/3+

WEAPONS: An Inquisitor is always armed with a One-in-a-million Bolt Pistol, Force Weapon, and one of the following:

One-in-a-million Boltgun

One-in-a-million Lasgun w/Hot Shot Pack

ARMOUR: The Inquisitor is protected by Anointed Carapace Armour and is not subject to initiative modifiers. This gives a 3+ save. He is also protected by a Refractor Field giving an unmodified 5+ save.

SKILLS: Nerves of Steel (Ferocity), True Grit (Ferocity), Combat Master (Combat), and Crackshot (Shooting).

EQUIPMENT: Photo-contacts, Filter Plugs, Red-Dot Laser Sight (Bolt Pistol).

PSYCHOLOGY: The Inquisitor is immune to all psychological tests.

ALLEGIANCE: The Inquisitor will only fight for lawful gangs that are fighting Chaos creatures or against gangs employing Wyrds.

RATING: The Inquisitor increases the rating of the gang by +1000 or is a stand-alone gang of 3000 points. See the Retinue Rules for further details on gang rating.

PAYMENT: The Inquisitor requires no payment.

BOUNTY: You are joking aren't you?

SPECIAL RULES: The following special rules apply to the Inquisitor:

Inspirational: Any fighter that is on the same side as the Inquisitor may re-roll all psychological tests as long as they can see the Inquisitor.

Psyker: The Inquisitor is a sanctioned Imperial Psyker and is trained in the mystical arts. The Inquisitor is not subject to the Perils of the Warp because he is formally trained. The Inquisitor may roll up to four times on any Wyrd Major Power Chart. Due to his Inquisitorial training, you do not need to roll all your powers on the same table. You may also elect to exchange one of the Major Powers (before Rolling) for two Minor Wyrd Power (re-roll no power results).



Hero: The Inquisitor is always treated as having a friend within 2" for the purposes of escaping pinning.

Inquisitorial Homing Beacon: The back of the one the Inquisitor's gauntlets is a powerful teleportation homing beacon. This allows his staff on his battle barge to monitor his every move. When his vital signs drop below mandated levels he will be teleported back to the battle barge for assistance. In game terms this means that if an Inquisitor is taken out-of-action then he will be immediately teleported to his ship and does not need to roll for serious injuries. In addition, all members of his retinue (as listed in these rules) are also equipped with these devices and follow this special rule.

RETINUE

If an Inquisitor is not used during an Arbitrator Scenario: Chaos Gate, then he may be accompanied by a retinue. This retinue is made up of crack Imperial Guardsmen and special Ordo Malleus servants. Any suitable figure can be used. They have the following characteristics:

Servo-skull: The Inquisitor is always accompanied by a Servo-skull. The Servo-Skull is a bizarre construction often made from the skulls of Imperial servants. It acts as the eyes and ears of an Inquisitor, hovering around him and investigating nooks and crannies that the Inquisitor cannot reach and relaying information back.

The Servo-Skull can shoot, and fight in close combat. It should be treated as having the profile of a basic Juve when moving, shooting, or fighting and has a charge distance of 8". Because the Servo-skull floats above the ground, it is not subject to terrain modifiers and may move up and down levels at will. Use Laspistol specifications when resolving shooting. If shot at, the Servo-skull is classed as a small target and there is a '-1' modifier to the shot.

The Servo-Skull also negates the ability to hide. If the Servo-skull is in a position where it can clearly see a fighter that is hiding it can relay that information back to the Inquisitor. If the Inquisitor then has a line of sight to part of the 'hidden' fighter, then the Inquisitor can fire at them if he wishes, subject to the normal shooting restrictions (closest model, etc.).

The Servo-Skull must remain within 18" of the Inquisitor at all times and if this distance is not met, the skull must move back to within that 'control' range. If it cannot get within that range, it moves towards the Inquisitor at full speed and can do nothing else that turn. While outside the 18", the Inquisitor does not gain any of the abilities that the Servo-skull normally gives him.

If the Inquisitor is taken out of action, the Servo-skull deactivates itself and you should remove the model from the table immediately.

Gun-Servitor: Necromunda is not safe place, even for an Inquisitor. The Inquisitor is always accompanied by a single Gun-Servitor. A Gun-Servitor is a servitor that has been outfitted with heavy weapons. It is equipped with a Heavy Bolter, Red-Dot Laser Sight, and metal sheathing. Because of these upgrades and the fact that the Gun-Servitor is a cyborg it lacks the ability of free thought, so cannot hide. A Gun-Servitor's program gives him a 360-degree fire arc when he is on overwatch because they are programmed primarily for perimeter security. In addition, a Gun-Servitor has Bulging Biceps. The Gun Servitor has the following Characteristics:

M	WS	BS	S	T	W	I	A	Ld	Save
4	2	3	3	3	2	3	1	6	4+

When first deployed, the Gun-Servitor must be within 4" of the Inquisitor and must always attempt to be within 8" of him. If he is not within 8" of the Inquisitor at the start of the turn he will attempt to use his movement to get at least 4" closer, if possible. All Gun-Servitors are fitted with Inquisitorial Homing Beacons to allow their immediate teleportation back to the battle barge if the Inquisitor desires it or they malfunction.



Inquisitorial Storm Troopers: The Inquisitor is always accompanied by at least three Imperial

Guard Storm Troopers, the medic and two standard storm troopers. These are all Veteran Imperial Storm Troopers. The Inquisitor will be accompanied by as many Storm Troopers as he needs, but typically this will range from 3-10 as follows:

0-1 Storm Trooper Sergeant: Has Gang Leader statistics, Laspistol w/Hot Shot Power Pack, Carapace Armour (no Initiative Modifier), Power Sword, Frag Grenades, Bio-Scanner, Auto-passes first failed ammunition check, Inquisitorial Homing Beacon, and can escape pinning when alone.

1 Storm Trooper Medic: Has Ganger statistics, Laspistol, Lasgun with Hot Shot Power Pack, Carapace Armour (no Initiative Modifier), Knife, Auto-passes first failed ammunition check, Medi-Pack, Refractor Field (5+ unmodified Save), Inquisitorial Homing Beacon, cannot engage in hand-to-hand except to defend himself, due to his training to put others first, a Storm Trooper Medic cannot be pinned unless he is wounded, and can escape pinning when alone.

2+ Storm Troopers: Have Ganger statistics, Laspistol, Lasgun with Hot Shot Power Pack, Carapace Armour (no Initiative Modifier), Knife, Frag Grenades, and Auto-passes first failed ammunition check, Inquisitorial Homing Beacon, and can escape pinning when alone. In addition, one may exchange his Lasgun with Hot Shot Power Pack for a Flamer or Meltagun and one may exchange his Lasgun with Hot Shot Power Pack for a Plasmagun or Grenade Launcher with Frag and Krak Grenades. (Cost +200 each)

Gang Rating: The gang rating of an Inquisitor and his personal Retinue is +1000 or 3000 points for the Inquisitor, Retinue, and Crimson Guard. Remember that an Inquisitor and his retinue include the Inquisitor, Servo-Skill, Gun-Servitor, Storm Trooper Medic, and two Storm Troopers.

ABOUT THE AUTHORS

Tony Slade been dodging and diving, over and through, the pipes and walkways of the Underhive for many years. Rob has a bunch of Necromunda things under his belt, but with all the 40K campaigns out there and players using chaos and daemons, he just loves the opportunity to put his cool looking Inquisitor backed up by his Kasrkins in the Underhive for a mission or two. Does your gang have what it takes to defend the Hive?