



# DOG FIGHT SCENARIO

A new Scenario for Necromunda  
by Kiel Copeland

*In this scenario, 2 players have decided to pit their dogs against each other in a semi-controlled fight. Perhaps this is a scheduled match, or an impromptu solution to settle a score of pride outside of direct combat. Such an event often attracts the attention of others. Even people considered a day earlier to be enemies may be welcomed to stand and watch. Gambling is often at the forefront and as civility takes a back seat, rarely does such an event end as easily as it begins.*

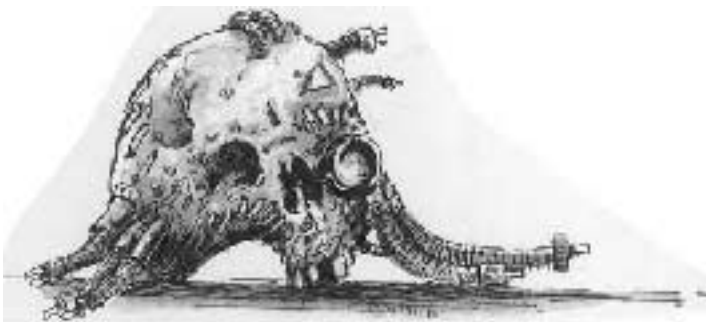
## SETUP

Both *Participant* players involved in the fight will have d6 fighters in attendance. Except for the fighting Dog and his Handler (counting as 1 "fighter" total), the remaining fighters are chosen at random.

Other players wishing to attend as *Spectators*, so as to bet on the fight, may attend on a roll of a 4+ (not all matches are scheduled). If they can attend they must set up d3 fighters chosen randomly, in the manor described below.

Each *Participant* rolls a d6. The lower score sets up his dog anywhere on ground level, preferably in the open where a number of people can gather around and watch. He then places the handler of the dog 4" away. The opposing *Participant* then places his dog in contact with the first dog and places his handler 4" away from the dogs.

*Participants* and *Spectators* then alternate placing remaining attendants 4" away from the dogs.



## PRE-FIGHT GAMBLING:

*Participants* should announce to the crowd the name and stats of their dogs; recite previous victories, special skills, etc. After both sides have pimped their dogs, *Spectators* and *Participants* alike can bet on any terms they see fit. Remember, not all dogs are equal, so the odds may as well be uneven. Except for a Gang's equipment, anything can be wagered, including territory!

## SPECIAL MODIFICATIONS:

To allow the dog fight to be dramatically drawn out, instead of being simplified like a normal close combat the following rules are modified for the dogs during the fight:

- 1) *Dogs are given +1 Wound.*
- 2) *Only roll one die to wound, even if you won the round of combat by more than one.*
- 3) *Neither Dog will count as charging unless they have the "Sprint" skill. If both possess the skill, they both count as charging for the first turn only.*
- 4) *If a Dog has the "Disarm" skill and successfully uses it on a die roll, instead of disarming a weapon. (which it obviously can't do to a dog!) it will lower the opposing dogs WS by 1 for this round only.*

## BEGINNING THE GAME:

The dogs will fight in close combat until one has gone down or out of action. After each round of dog-combat, just like in the "*Shoot Out*" scenario, each gang rolls a d6 and adds the score to a tally. A 6, like in a "*Shoot Out*", counts as a 0. If at any time a gang's tally exceeds 15 a fight immediately breaks out over the match.

Each roll is modified as described below:

- 1) *Spectators* are at -1 on all rolls. This means a 6 can count as -1.
- 2) Add +1 to the roll for every wound your gang's dog, or the dog you bet on, has taken this round.
- 3) Once your dog goes down or out, roll 2d6 and pick the highest score. (Don't forget to add the wounds taken!)
- 4) If no fight breaks out by the end of the fight, and the losing dog went out of action (which counts as dead for dogs) it's handler should take a leadership test to avoid trying to get "revenge"
- 5) If no fight breaks out after all that, consider yourself **lucky**. No experience is gained, no income is collected from territories, treat it as if no game had been played. except for the betting, pride, dog casualties etc.



## ONCE A FIGHT BREAKS OUT:

Follow the rules for a "*Shoot Out*" as per normal. *Spectators* do not gain extra experience for keeping their nerve, but will get experience for wounds caused, etc. If the shootout occurs because the losing handler failed his leadership test, his dice roll for initiative in the shootout is modified as follows:

**A roll of 1-3 = 1** (He's shouting, cursing and everyone can see what's coming)

**A roll of 4-6 = 6** (He's being sly and cautious. Everyone thinks it's over...)

...that is, until - - - BANG!!!)

Once a fight breaks out, the slow motion drama that once was, reverts back to the quick, clean-cut rules as normal. Further close combats involving the dogs (assuming they are both still fighting) will use the normal close combat rules. Ignore the modifications from this point on.