



The Package

New Scenario for Necromunda players.

By Tony Slade, aka Omega

An ambush with a little twist, one gang is moving through a sector while delivering a package for a client, while the other gang has been hired to 'retrieve' the item, anyway they can...

+++Begin Transmission+++

To whom it may concern...

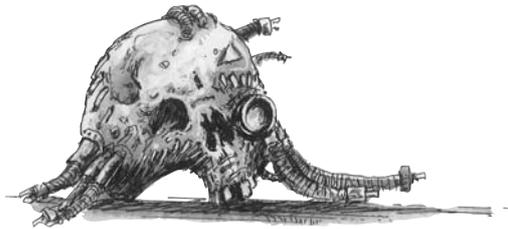
We have a package that we wish delivered.

The 'package' is to be delivered to Devlin's Bar in Sector Gamma by midnight. Our agent will be waiting for your arrival.

Be aware that a rival organisation has contracted a rival House to stop this delivery and to attempt to take the 'package' from you: this must not be allowed to happen under any circumstances.

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INTRODUCTION

'The Package' is a scenario based on the 'Ambush' scenario given in the Necromunda Campaign section of the rulebook, but it has a slight twist on it that makes it slightly different. It is designed for two players.

One of the player's gangs has been hired to deliver a package for a local Guilder, while the other player's gang has been hired to stop them, and to 'retrieve' the package. The 'Couriers' are aware that someone may try to separate them from the 'package' but they are not sure where and when, just that they will.

SET UP

The ambushing/attacking player should set up the terrain as shown in the layout below, on a 4' x 4' table with a clear 'street' or 'road' separating the buildings on either side. Walkways may be placed stretching across the road if you wish, but no major terrain pieces should be placed on the road.

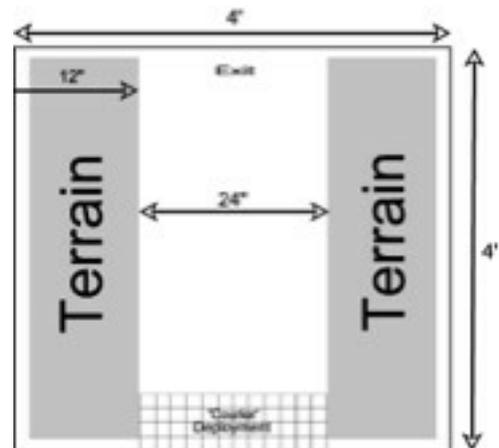
The 'Couriers' or defending players can then place small pieces of terrain, such as small barricades and barrels along the road but you should limit the items to about a dozen pieces maximum.

Make some counters (pieces of paper will do) but make sure that there are at least four more counters than there are fighters in the attacking/ambushing gang. You should number the counters and allocate each number to a fighter in the attacking gang or to a decoy. These counters represent the secret deployment of the attacking player's fighters, or to a decoy that represents some creature or noise that may cause a defender to suspect something is in that location.

The ambusher should place these counters where they wish too, anywhere in the terrain on either side of the 'road' where the defending gang will travel along, on walkways stretching across the road and on any level, but they must be behind cover and are considered hidden. The ambusher may not place any counters on the road, only in the buildings on either side, or behind any cover on walkways going over the road.

The 'courier' player should then choose a fighter to carry the package. The choice is entirely up to the defender but he should note what fighter it is on their roster. The attacker should not know which fighter has the package.

When this has been done, the defender places his entire gang in the deployment zone as indicated on the layout below, no further than 6" onto the table edge.



START

The defenders, i.e., the 'Couriers' get the first turn.

SEQUENCE OF PLAY

Until the attacker triggers the trap all his fighters are considered to be hidden and behind cover. The attacker may move these counters as if they were fighters (even decoys) but if they leave cover and cross open ground then the defender will spot the movement on a 2+ and will know they are in a trap, and normal game sequence initiates.

The defender's objective is to get the 'courier' off the table edge marked 'Exit' with the item. He may move however he wishes across the table, though no fighter may run, either moving straight across the table in one group, or splitting up and moving in smaller groups; it is totally up to the player, but they may not enter the terrain on either side, or run, until the trap is sprung.

The defender keeps moving either until he spots a fighter or until the attacker decides to spring the trap, which the attacker can do at the start of any of his turns.

SPRINGING THE TRAP

If a defending player moves within spotting distance of a counter (initiative of the fighter in inches), the defender hears or sees something that will make them believe that they are under attack.

When the defender 'spots' the counter they are so on edge and jumpy that they will fire a burst of weapon fire towards what they believe is an ambusher. The defender will fire his most powerful weapon (highest strength), utilizing all sustained fire die if the weapon has sustained fire capability, at the position of the counter. Roll to hit as normal, counting the counter as being in full cover. If any shots hit, determine if the counter represents a fighter or a decoy and resolve any wounds and injuries as normal.

If the counter is a decoy, the sequence continues as before. The attacker now has a choice; they can keep the rest of the counters in position to keep the defender guessing, or they can replace the counters with their appropriate fighters and move and fight as normal. The fighters are still classed as being hidden (except the fighter that was spotted), but the defender now knows that they are caught in a trap.

The defender may continue with any remaining moves that are available to him, as well as shooting if any fighter is able to. The defender may now move anywhere that they wish on the table. The attacker then gets their turn, and the normal sequence of play resumes.

RETRIEVING THE 'PACKAGE'

If the fighter carrying the package is taken down or out of action by any means, then the item that they are carrying is dropped and can be picked up by any other fighter from either side. Place a loot counter on the tabletop to represent the package.

This is the only time that the attacker has any firm idea about where the package is. Until then, any ideas of the courier are simply guesses.

ENDING THE GAME

The game ends in the following ways:

- The 'courier' gets off the table edge marked 'Exit' with the package. The courier can be any defending fighter carrying the item.

- An attacking fighter manages to pick up the 'package' after it is dropped and exits from any table edge.

- The attacker bottles out.

Because of the importance of the 'package' the defending gang may not Bottle out, either voluntarily or involuntarily.

EXPERIENCE

The gangs are awarded experience for the following achievements:

+D6 Surviving. A model surviving the encounter earns D6 experience points, whether or not they were wounded or taken out of action.

+5 Per Wounding Hit. A fighter earns 5 experience points for each wounding hit that they cause.

+5 Courier. The 'courier' receives 5 experience points for carrying the 'package' safely. If an attacking fighter manages to get the item off the defender, then that fighter will get the experience instead.

+10 Leader. The winning leader receives 10 experience points for successfully completing the mission, either retrieving the 'package', or delivering it safely.

SPECIAL

The successful gang will receive payment for their services, whichever gang wins. If the Defending player successfully delivers the 'package' then they will receive 100 credits added to the income. If the attacker is successful in retrieving the package, then they will receive 75 credits added to their income. This money still needs to go through the normal procedure for post-game income collection.

The failing gang however, will suffer the wrath of the Guild. The Guild spread the word around about the gang's ineptitude and therefore they will only collect half their normal income in the post-game sequence.

ABOUT THE AUTHOR

Tony Slade, (aka Omega), from the United Kingdom, has been dodging and diving, over and through the walkways and pipes of the Underhive for many years. Usually making scenarios and events up as he goes along, he decided to get something down in print so all can enjoy the dynamic world of Necromunda.