

Striking a Deal...

Making deals, breaking deals and plain old double-crossing in the Underhive.

By Dalga Faik with fellow conspirator Nick Piachaud

Dalga, from Southgate London, describes himself and his partner in crime, Nick, as both being fine and upstanding teenagers despite being a little nuts! They've been playing Necromunda since it came out all those years ago and are self-confessed addicts. They're both a little partial to

GorkaMorka as well and practice their "Vroom! Vroom!" sound effects until the early hours of the morning! Dalga loves westerns and gangster movies especially when they've got a central theme of conspiracy and double-cross. We, of course, would have never of guessed...

In Necromunda, two gangs making deals with one another is not unheard of, in fact, it's a way of life. One gang wants to wipe out its enemies and will often enlist the help of another gang to do it.

Making a deal could occur in the post-battle sequence or in the special scenario later on in this article. If two players wish to make a deal then they can follow these special rules. If a member of either gang has a *Bitter Enmity* against a member of the other gang, then you can pretty much kiss the prospect of a deal goodbye.

Trying to strike a deal could result in several things: a double cross, a legit deal including a one scenario deal or a long term deal. The Double-Cross is outlined in the scenario that follows. Deals, however, can be made very easily, they don't require a whole game, just a simple meeting of the two leaders concerned (unless you want to utilise 'The Meer' scenario).

THE SET UP

In order to set up the deal the two Leaders must meet. These are often tense arrangements, with itchy trigger fingers and brash shows of bravado permeating the unfriendly silence. Set up a small skirmish area 16"x16" with a clear central area containing some significant terrain (crates or such like). Each gang should deploy on the edges (*Vents*, etc. may not be used) and in their movement phase the Gang Leaders should converge on the central terrain to talk. The less weapons a Leader has the better show of good faith. Details must be disclosed when they meet (prior arrangements can be made stipulating this, it is entirely at the discretion of the players).

Only D6+2 members of each gang may taken as bodyguards. Heavies may not be taken because if things go sour, the gangs aren't going to want to risk losing a heavy weapon.

By the time the two leaders meet, the players should have

in mind whether they want to make a deal or not. At any point during their move a player may attack the other gang if they wish to (but it will certainly get them a bad name to say the least!). The leaders may also join in.

If combat commences, then go straight to the Double Cross scenario. If this isn't the case then follow these rules:

STRIKING A DEAL

The two leaders must be facing each other from across the crates. The players roll a D6 and apply the result immediately.

D6 Roll	Result
1-2	The gang with the higher rating refuses to deal with the other gang because they consider them to be below them and therefore scum.
3-4	A one scenario deal has been made. At the beginning of the scenario, the player with the gang with the highest rating rolls a D6 and

writes it down hiding the result (in these circumstances it is always wise to have an impartial observer), on a 1-3 the deal sticks but on a 4-6 the deal is broken. The higher rated gang may attack or leave the gang it is supporting at any time during the scenario on a broken deal result. The deal is ended and may not be attempted again if this happens. However, if the deal goes down for the whole game another deal may be struck.

5-6 A long term deal has been made and the two gangs become friends. Roll a further D6 at the beginning of each game either gang takes part in. On a 1-4, the higher rated gang continues to honour the deal, on a 5-6, the higher rated gang leaves but on good terms. If this type of deal falls through, it can be attempted again but any results on subsequent rolls must be adhered to.

The following gangs may not make deals:

- Escher and Goliath
- Redemptionist only with Cawdor
- Spyrers and Ratskins with anybody

YOU OWE ME...

The purpose of striking a deal with another gang is simple – you get extra manpower in your up-and-coming fights. Provided that the deal was successful, the next time a gang fights they may call upon D3+2 gangers as ‘allies’ from the gang that they are in business with (chosen by the gang ‘hiring out’). These allied ruffians are controlled by the player whose gang-fight it is and not the player whose gang they are from (unless of

course, the Gang Leader himself decides to fight). For all intents and purposes (experience, *Bottle Test*, etc.) these gangers are treated as part of the gang they are allied to.

Gangs are honour-bound to their allies and can only ‘stab them in the back’ if the deal was broken (see earlier). Striking a deal with another gang can be a very lucrative arrangement, albeit a risky one.

THE MEET

The two gangs in question are meeting, and you want this job to go off without a hitch. You adjust your sights and wait for them to get closer. Your leader has heard about this deal going down between the other two gangs and said it should be put to an end, so he gathered his boys and took you to the meeting place. Except, he's hidden you in the shadows above the ground and gave you a sight for your rifle. Now, you just have to wait. The two leaders are getting closer and sweat is

starting to form on your brow. You take a bead on the more reputed leader and wait. He's getting closer, another step. Bingo!

You squeeze the trigger...

Starting

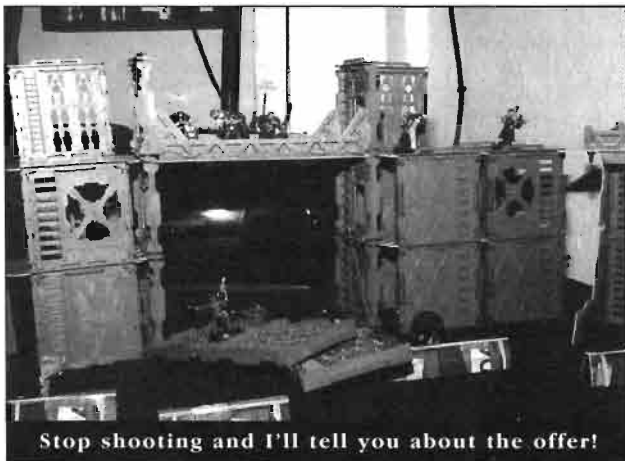
The two gangs in this scenario must have agreed to Strike a Deal and may not fire at each other unless indicated later. They may have D6+2 gang members along with their leaders. In addition, a third gang has turned up at the site to stop the deal going down. They also turn up with their leader and D6+2 gangers; no Heavies may be taken. This gang, the *Ambushers*, may set up *Hidden*...

Terrain

The terrain must be set up with buildings on either side with at least two stories to them. There should be a channel down the centre where a pile of crates or something can be set up for the meeting to take place (as in the Set Up). Treacherous Conditions can be rolled, any conditions that



The gaming familiarity of most Dads!



Stop shooting and I'll tell you about the offer!

mean the table top cannot be used do not count (e.g. the *Pit of Despair* result should not be applied because the table top is needed for the game). It is a neutral place so territory cannot be lost.

Setup

The two gangs attempting to Strike a Deal set up on opposite sides of the table, four inches in from the table edge facing each other down the central valley. The third gang however, will be *Hidden* in the upper levels of the surrounding buildings or in the shadows of the gantries. As soon as they fire, however, they will break from being *Hidden*.

Special Rules

As the two Leaders approach within four inches of each other, the ambushing gang may fire upon the either Leader in their turn. The fire will of course cause the other two gangs to panic and so they must adhere to the *Panic Fire* rules below. The leaders, however, may not be so easily fooled, providing both are still on their feet by the end of the

firing turn. If neither are pinned or wounded, then the deal may still be struck using the rules above. If either leader is pinned or wounded, then the one left standing (if there is one) will adhere to the *Panic Fire* rules.

Itchy Trigger Finger...

The ambushing gang must take Ld tests every turn to see if they fire early. Use the leader's Ld. If the test is passed, then they hold their fire. If they fail, however, then they open fire early and are no longer considered to be *Hidden*.

Panic Fire

As soon as the ambushing gang fire, make a special *Panic-Fire* test for the leaders of each of the other two gangs. Roll 1D6: on a score of 1-4, the gang leader spots the *Ambushers* and orders his gang to fire upon them (note: obviously if the ambushing gang come into close combat they will be automatically recognised). On a roll of 5-6, the Gang Leader hasn't spotted the ambushing gang and orders his Gangers to fire upon the gang they were

making a deal with, suspecting foul play.

Not yet convinced?

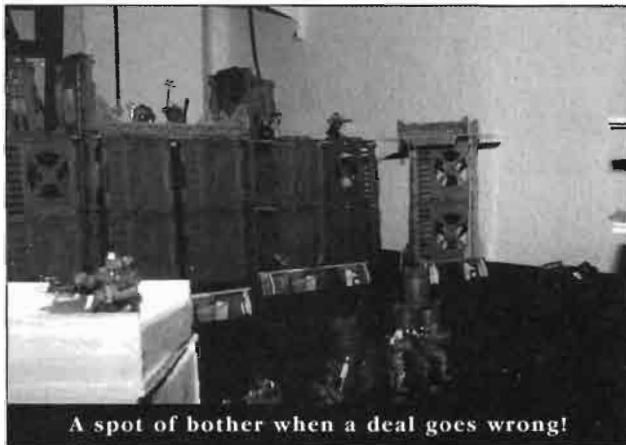
It will eventually dawn on the gangs taking part in the deal that they have been duped and are being ambushed by mutual enemies. Each turn that a gang hasn't noticed the *Ambushers* and when a gang member of the friendly gang is hit, gets pinned or anything more severe, then roll a D6. On a roll of 1-4, the gang spots the Ambushing gang and may take action accordingly. On a 5-6 result, they still haven't realised and assume that their one time business partners are all scammers and should be shot!

Agreement under Fire?

If the two gangs are still trying to strike a deal whilst the bullets are flying, it's quite obvious that the two Leaders might be a little too busy firing off shots to close the deal. If there was a 5-6 result by either party to the *Panic Fire* roll then no deal can be struck. Otherwise they can still try to negotiate over the noise of the gunfire (all the best movie dialogue happens mid-scrap!). To see if they will talk roll a D6. On a 1-3 the leaders crouch behind some cover, laugh at the irony of it all and try to strike a deal – roll on the Deal table. On a 4-6 the two leaders are far too pre-occupied firing and avoiding being shot to pay attention. If a deal is not going to be struck, then the gangs decide to get the hell out of there.

Ending the Game

As soon as a deal (if any) is struck, one of the gangs attempting to strike a deal fails



A spot of bother when a deal goes wrong!

its *Bottle Test* or the two gangs leave anyway. The game is over. If a deal is struck, the ambushing gang immediately runs having failed their mission. If the two gangs began firing upon each other due to *Panic Fire* but recover composure and still negotiate a deal, there will be a -1 modifier on the results table. If they both fired upon the ambushing gang they get a false sense of camaraderie and there will be a +1 modifier on the results table.

Experience

+10 for each Gang Leader that fulfils their mission, e.g. made the deal or broke up the deal.

+5 per wounding hit caused.

+D6 each Ganger that survives.

-1 for firing at the other friendly gang.

THE DOUBLE-CROSS

As your leader approaches, you tighten your grip on your rifle and pray he makes it there. These suckers won't

believe what hit them. He's getting real close now and the suckers are buying it. You can't believe it. Then, in a blur of motion, your comrades whip their weapons into line. Your rifle snaps up to shoulder height and your breathing deepens. Then your leader flings his trenchcoat open and grabs the two Bolt Pistols hidden there. He starts blazing...

The Double Cross is a mixture of 'Gang Fight' and my 'deal making' rules. If you wish to, then this scenario can be fought instead of 'The Meet'.

Terrain

See *The Meet*.

Set up

Both gangs deploy as in 'The Meet' facing each other. The game commences in exactly the same manner as in 'The Meet'. The gang with the lower rating however, is about to double cross the other gang in an attempt to upset the power balance and steal a little for themselves.

Special Rules

The special rules from 'The Meet' apply. In addition up to half of the gang designated to double-cross may be set up *Hidden*.

Itchy Trigger Finger...

Being dirty double-crossers, the lower rated gang must take Ld tests each turn. If a test is failed then that particular Ganger prematurely opens fire and gives the whole game away (note: this takes everyone by surprise, even his comrades, who are too shocked by his stupidity to fire until their next turn by which time of course it may be too late). If by the time the leaders meet in the middle, nobody has failed the test, then the lower rated gang may attack in their turn.

The higher rated gang may only open fire or attack in close combat in the turn after they have been attacked themselves. From then on, the two gangs act like a Gang Fight.

Obviously, under no circumstances may a deal be struck between the two gangs.

Experience

+10 for the winning Gang Leader

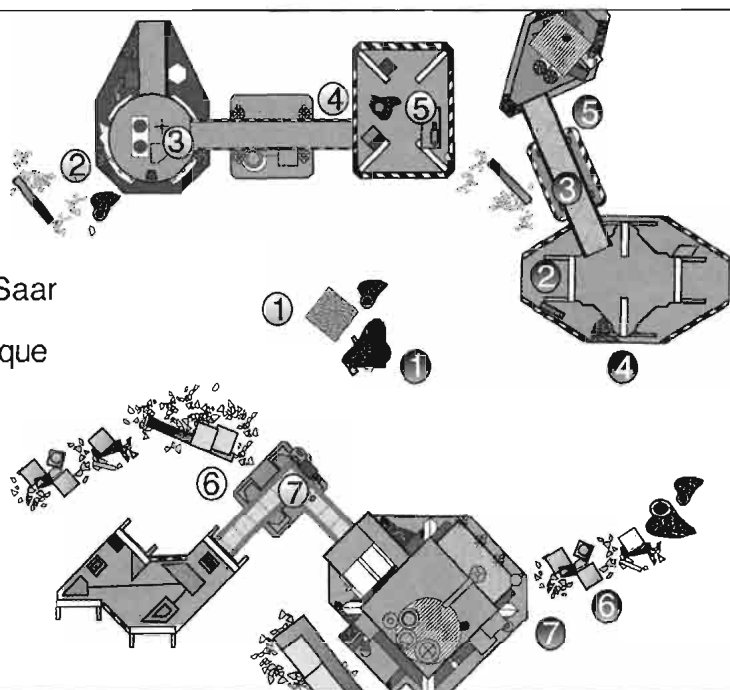
+5 per wounding hit caused.

+D6 for each Ganger that survives.

-1 for a Ganger that fires prematurely.

BATTLE REPORT

Here's a report on the game that Nick and I played when testing out these rules although you will have to forgive us for our choice of gang names!



Double Cross - Deployment

The Double Cross

Zeus, leader of the 'Olympiads' of House Delaque, had arranged a hush-hush meeting with his opposite number at Frontierstown: Wyatt Earp, (Groan... Start the cheesy western music! - Ed) leader of 'Earp's Immortals' of House Van Saar. Both had been vying for power and lucrative trading rights to be had from the Guilders. There had been several ineffectual skirmishes that had cost both gangs dear. It was time to put a stop to that. If they could work together both gangs could make a healthy sum, cease the fighting and perhaps even drive some of the other local gangs out of town.

If they could work together...

In this scenario the Delaques are the *Ambushers* following a long-held tradition of backstabbing, double-crossing, ripping-off, and selling faulty vacuum cleaners to vulnerable old ladies. All the special rules for 'Double-Cross' apply.

The Terrain was set-up according to the 'Double-cross' Scenario (see map) with a clear central area, apart from a pile of crates in the very middle (the agreed meeting place), this was surrounded by plenty of cover, towers and walkways. This gave the opportunity for both gangs to start in cover and watch the proceedings.

The Gangs:

'Earp's Immortals', House Van Saar (*Dalga*) Wyatt Earp (1 Leader), Butch Cassidy (2

Ganger), Billy the Kid (3 Juve), Johnny Ringo (4 Ganger), Sundance Kid (5 Ganger), Cisco Kid (6 Juve) and Doc Holiday (7 Ganger).

'The Olympiads', House Delaque (*Nick*) Zeus (1 Leader), Hermes (2 Juve), Hephaestus (3 Ganger), Boreas (4 Ganger), Hades (5 Ganger), Eros (6 Juve) and Asskleepus (7 Ganger).

Turn 1: The Delaque leader approached his prospective business partner walking casually down the dank corridor leading to the meeting place. Zeus's coat billowed in the artificial breeze provided by the vent-shafts high above.

Meanwhile, hiding from prying eyes, the Delaques stayed out of sight on either side of the

clearing. Some were hiding behind old, rusty barrels at ground level whilst others were hidden in the gloom high up on the walkways. The shadows and their long coats allowing them to fade into the darkness. They clutched their weapons with growing unease, but their nerve held.

Turn 2: As the Van Saar Leader approached the designated meeting place, he noticed the Delaque Leader's eyes moving shiftily. Frowning, and clutching his Plasma Pistol just a little tighter he walked cautiously onwards and hailed him, feeling more than a little uneasy.

Zeus looked around, making sure all of his boys were out of sight and hoped that none of them would lose their nerve and start firing until the time was right. When the time was right, he would strike. Whilst in the gloom, the Delaque boys started to ease off safety catches and rack bolts. *Asskleepius* sighted along the barrel of his Autogun bringing *Wyatt Earp's* head into focus. He curled his finger around the trigger...

Turn 3: As *Wyatt Earp* reached the crates he watched *Zeus* approaching slowly. The Delaque was hunched both of his hands were hidden beneath the folds of his trench-coat.

The Delaque man appeared through the smoky gloom and nodded to *Wyatt Earp*, a slight smile creasing his lips. *Wyatt Earp* must have known that something was wrong when the Delaque Leader smiled, his suspicions were confirmed when the bald man pulled a *krak grenade* from under his coat. In one fluid motion he hurled the already primed

grenade at the stunned Van Saar. The contained explosion blew *Wyatt Earp* off of his feet to land in a bloody mess the other side of the clearing (Good start, one man down, and that was my Leader – Dalga).

Hades, hiding just to the Delaque Leader's left, pulled the trigger of his Shotgun not even bothering to aim. More by luck than skill, the shell blasted into *Billy the Kid's* stomach, hurling him backwards off of the building on which he was stood and (not surprisingly) taking him out of action as he hit the hard ceramite below.

Asskleepius pulled the trigger on his Autogun, sending a stream of bullets into *Johnny Ringo's* chest. He was slammed into the metal wall where he slid to the ground, leaving a

shouldered his Autogun and fired a torrent of 9mm caseless across crates and bulkheads. The intended target, *Zeus*, dodged the erratic spray of lead and kept his head down. Much to his annoyance, *Holiday* heard the sharp 'click' of an empty magazine. Most of the other Van Saars fared a similar fate as guns were emptied left, right and centre! (Oh arse! – Dalga.)

Butch Cassidy pumped the slide on his shotgun and fired a *Hotsbot Shell* into the darkness. It struck *Zeus* square in the chest causing his long trench-coat to burst into flames. However, to his shock and horror, the Delaque Leader had managed to stay on his feet and glared up at *Cassidy* snarling with rage and frustration.



The '(not so) Immortal Earps'

thick trail of crimson behind him. Despite this low-down betrayal and having three of their number down including their leader, the Van Saars stood their ground.

Turn 4: Moving to a better position, *Doc Holiday*

Turn 5: The Delaque Juves, *Hermes* and *Eros*, ran towards their burning leader throwing their long coats over him. Using the cloth to beat out the flames, the Juves extinguished the flames as the fight raged around them.

Hades spotted the ganger responsible for his leader's humiliation and fired a *Hotsbot Shell* his way. The shell caught *Cassidy* in the side and exploded into flames turning the unfortunate into a human torch! (Ouch... another one down! - Dalga.)

Holiday knew he had no chance with his leader down, *Cassidy* on fire and most of the gang out of ammunition, he screamed for the Van Saar's to retreat.

Nick: '*The Delaques have done it again!*'

Dalga: '*Yeah, yeah, just keep*

thinking that, buddy!'

Nick: '*Okay, so how come I've won so many games then, eh, EH?!*'

Dalga: '*I don't want to talk about it. Look, just shut up! Honestly, beginner's luck I say.*'

Nick: '*Beginner's luck?!?! I've been playing for two years! Some people just blame it all on luck, while I know for sure that they have the tactical skills of a stuffed gerbil.*'

Dalga: '*Enough small talk! Anyway, you're sidetracking. What you have just read is a display of poor nerve holding by the Van Saars and pure skill by the Delaques. This battle report proves just how short these scenarios can be and how the tension can really build up not knowing when you're gonna get it!*'

'Oh, and just how mad the two of us are!'



Dalga - 'So I lost! I do look cool in my shades though...'

Da Roolz Boyz



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