

THE BREWERY

By Nick Jakos

This issue we present two scenarios for Necromunda from Nick Jakos. These are designed to be short, easy to play games for a little quick and uncomplicated fun, so don't take it too seriously!

In this scenario, one gang is attempting to raid a brewery under the control of a rival gang. Any gangs can take part in this – you do not necessarily need to possess a brewery territory or anything to defend it with.

TERRAIN

Terrain is set up in the normal fashion, though there must be a brewery placed at the centre of the table. D6 barrels of Second Best Brew should be set-up anywhere within 2" of the brewery.

GANGS

Before setting up, the defender splits his gang into one or more groups, each comprising two or three models. The defending player then chooses one of these groups and deploys anywhere within 4" of the brewery.

DEPLOYMENT

The attacker sets up 2D6 of his gang members to take part in this game. All the attacking fighters must be deployed no less than 16" from the brewery and in cover. Up to D3 of the attackers may begin the game in overwatch.

Once the attackers are set up, roll a D6 for each of the defending player's remaining groups and consult the table below:

D6	Result
1-3	The group is not set up at the start of the game. At the start of each of the defender's turn, roll a D6. On the roll of a 6 the group may enter the table from a random table edge (determine the edge in the same way as the Hit & Run scenario).
4-5	The group must be set up at least 6" from both the brewery and the attackers.
6	The group must be set up within 6" of the brewery.

BEGINNING THE GAME

Decide randomly who takes the first turn.

The attacking gang must try to get away with as many barrels of brew as they can. To carry a barrel, a fighter must begin his Movement phase in contact with a barrel. He may then roll the barrel as if he were moving through difficult terrain and may not run or charge. Up to two models may roll a barrel together, thus moving at the speed of the slower of the two, but may still not run or charge. Fighters dragging barrels can fire pistol weapons only and may not move & fire. If a model is charged whilst dragging a barrel he counts as being encumbered and has a -1 to his WS during combat.

When shooting at a ganger dragging a barrel, decide randomly if the shot hits the barrel or the fighter.

Barrels have a single 'wound' with a Toughness of 4. If the 'to wound' roll is a '6', the barrel explodes, creating a fireball D3" in diameter. Any fighter (or barrel) in the explosion suffers a Strength 3 hit.

ENDING THE GAME

The game ends when a) the attackers have escaped with all the barrels, b) either gang has no more standing fighters, or c) either gang bottles out.

EXPERIENCE

Gang members fighting in this scenario earn the following experience

- +D6 Surviving
- +5 Per wounding hit
- +10 Winning leader
- +5 For carrying away a barrel.

SPECIAL INCOME

For every barrel taken off the table, the attackers earn 2D6x10 creds. They also get one dose of liquor per gang member to keep for themselves (use the rules for Wildsnake found in the Outlanders rulebook).

For every barrel left on the table, the defenders earn D6x10 creds. The defenders will also earn D6x5 creds for each attacker that is taken out of action during the fight.