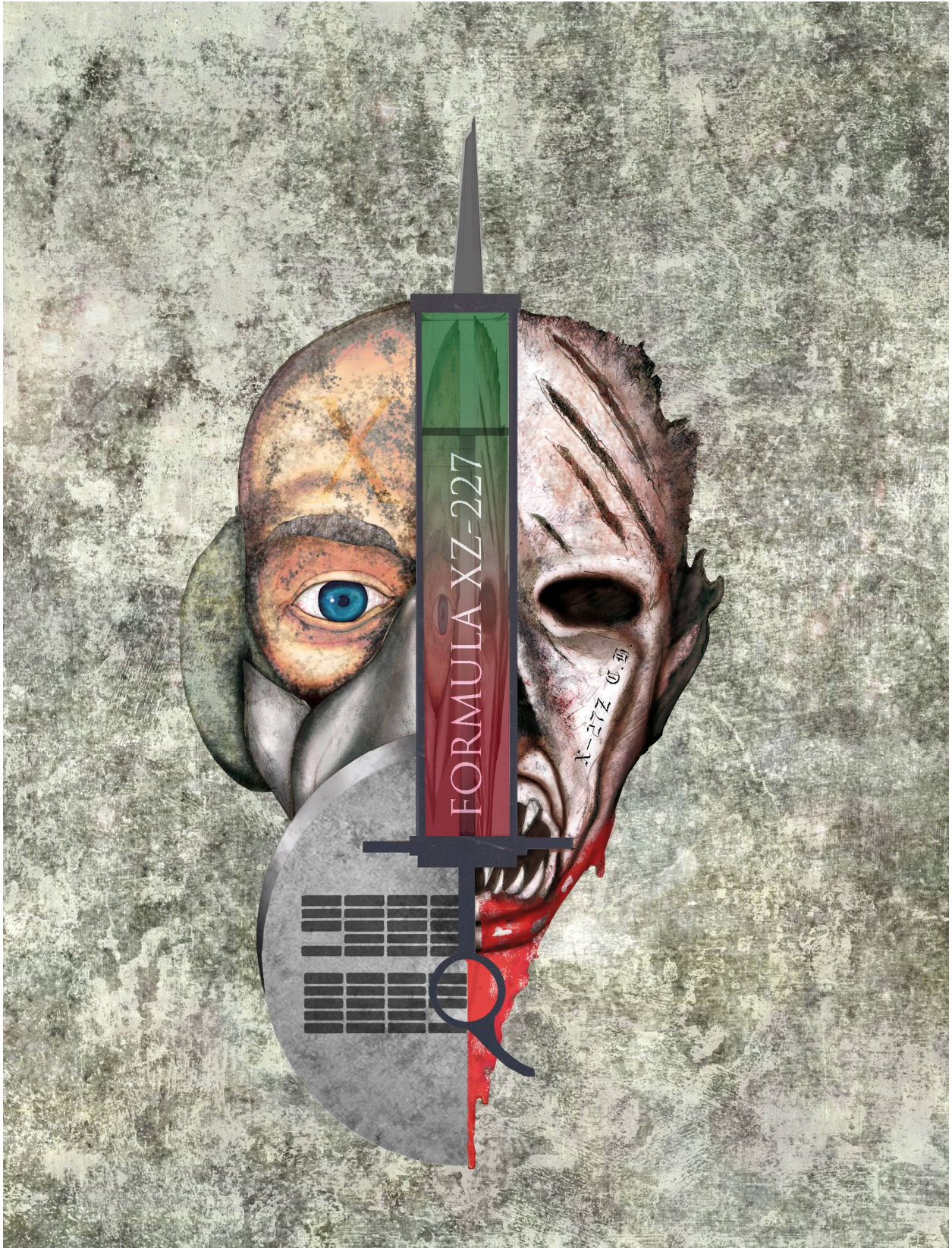




# PROJECT SCOURGE



**- a campaign pack for Necromunda**

# **PROJECT SCOURGE**

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| Outlaw Gangs.....                                      | 10 | A great thanks also goes to Games Workshop for making this game, and to the Necromunda community for developing it and providing endless inspiration and assistance.   |    |
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## WHAT YOU WILL FIND IN THIS CAMPAIGN PACK

There are two parts to this Campaign Pack. The first part contains rules for playing a territory based Necromunda campaign. The second part contains the rules for a Necromunda campaign ("Project Scourge") that uses the rules set out in the first part.

### PART I: A CAMPAIGN SYSTEM FOR NECROMUNDA

This part contains a set of rules for running a Necromunda campaign. The rules can be used as they are, as an alternative to the campaign rules in the Necromunda Rulebook. The rules can also be used as the core rules in a more complex storyline campaign, such as the one described in Part II of this Campaign Pack.

The Necromunda Rulebook describes how gangs in the Underhive fight other gangs for territories in order to survive and gain a name for themselves. However, this focus on territorial dominance is not

really reflected in the campaign rules in the Necromunda Rulebook. For our campaign rules, we wanted to make the players think more about the ways in which to expand their influence and territory rather than just playing as many fights as possible to build their gang rating. To achieve this, the rules use a campaign map showing the territories that the gangs are fighting for. During the campaign, the gangs can challenge each other for specific territories and explore unknown ones. Different types of gangs (House Gangs, Enforcers, Outlaws) will have different options for launching attacks on rival gangs.

The campaign map and the challenge system gives an extra dimension to the game separate from and yet closely connected with playing fights against other gangs. This provides an interesting challenge even for experienced players. It allows the Arbitrator to plan and develop a good storyline with reference to the territories on the map. It also allows players to interact with other players to a greater extent (e.g. by coordinating attacks against a gang, or building alliances against the Enforcers!).

### Campaign points

Using gang rating in a campaign to determine which gang performs best is problematic. The players who have the most time to play will do best, simply because they can play more games and therefore gain more experience points and income. First, this seems unfair, and secondly it results in a downward spiral for the campaign: the players who do not have a lot of time to play find that their gangs perform poorly, which in turn discourages them from playing. The result is fewer players in the campaign, who end up playing the same opponents time after time. Thirdly, the gang rating system doesn't adequately reward players who play well, both in individual games, but also from a strategic point of view in relation to which territories and which gangs they choose to attack.

To address this problem, we found it necessary to introduce Campaign Points ("CPs"), a new points system for measuring gangs' success in relation to expanding their territories and building their reputation. This system exists in parallel with the gang rating system (which measures the physical performance of the gang in terms of its equipment and experience but says little about the gang's reputation and territorial influence). Gangs with a high gang rating need not necessarily have a high CP rating and vice versa: one could easily imagine an outlaw gang with experienced gangers and lots of



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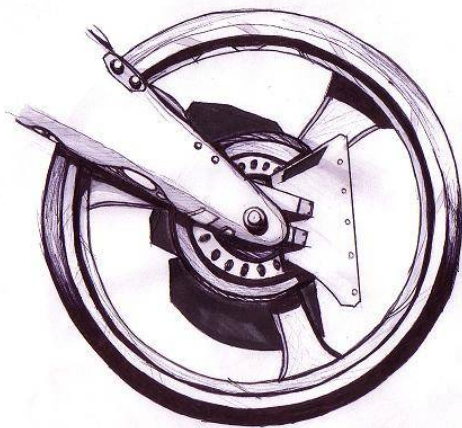


equipment (and therefore a high gang rating), but with little territory due to its position in the periphery of Underhive society. At the same time, one could easily imagine a gang with little equipment and few gangers (and therefore a low gang rating), but which by sheer cunning and tactical genius has managed to expand its territory by turning other gangs against each other. Using both points systems in a campaign allows players to experience both the triumph of being the most influential gang in an area, as well as the pride of having built a gang with tough gangers and top notch gear.

The more CPs a gang has, the more respect it commands from the other inhabitants of the Underhive. CPs can be gained in different ways: a strong reputation depends on the size of a gang's territory as well as on its actions, such as daring raids or the capture or killing of members of other gangs. As a gang controls more territories and proves its worth in combat, its reputation will grow among settlers and other gangs.

The campaign rules are designed so that players have roughly the same opportunity to gain CPs regardless of how much time they have to play (although we recommend that a certain minimum commitment to the campaign should be agreed and adhered to). At the same time all players are free to play as many fights as they like, developing their gang in the process.

The rules below set out how gangs can gain CPs to build their reputation, and then go on to explain how the campaign works in practice.



## STARTING THE CAMPAIGN

Each gang starts the campaign with five randomly generated territories as per the normal rules, except for House Gangs who start with a Settlement and four randomly generated territories. All gangs must choose one of their territories as their base territory (House Gangs must choose a Settlement as their base).

The Arbitrator should draw up a map of the Underhive area that the gangs are fighting for. The map should show the position of each gang's territories including the type of the territories. Unexplored territories should be left blank. The players should be able to consult the map at any time.

## BUILDING A REPUTATION

Gangs can gain CPs in a number of ways:

- by killing or capturing other gangers
- by completing special missions or finding items and information about the campaign background
- by winning fights (gangs can also lose CPs by losing fights)
- by controlling territory
- by sacking territory (Outlaw gangs only)

All gangs should keep a note on their roster of their total amount of CPs. The gang with the highest amount of CPs leads the campaign.

### Killing or capturing other gangers

The only news that travels as fast as the news of a recent gang fight is the news of the death or capture of a local ganger. A gang gains 10 CPs for each enemy ganger killed or captured each fight.

### Completing special missions

Gangs may gain CPs for completing special missions run by an Arbitrator as part of a campaign. The Arbitrator will set out the rules for this.



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## Gaining CPs from winning fights

Defeating another gang in combat is the best way of getting (in)famous in the Underhive. Gangs gain an amount of CPs from winning a fight depending on the scenario played.

| Scenario           | Campaign Points and special rules  |
|--------------------|--|
| Gang Fight         | The winner gains 20 CPs. If the fight is not a Campaign Action (see below), and the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, it gains 40 CPs instead of 20 CPs.   |
| Scavengers         | The winner gains 20 CPs. Each gang also gains 1 CP for each crate of loot recovered.   |
| Hit and Run        | If the attacker wins, it gains 30 CPs, and the defender loses 30 CPs. If the defender wins, it gains 10 CPs. Only the attacker may use Vents, Tunnels or Infiltration.   |
| Ambush             | If the attacker wins, it gains 10 CPs and the defender loses 10 CPs. If the defender wins, it gains 20 CPs and the attacker loses 20 CPs. If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers, it gains 20 additional CPs. Both sides can use Tunnels, Vents and Infiltration, but the defender can only use Vents, Tunnels and Infiltration for groups which he rolls a 6 for during deployment.   |
| Raid               | The winner gains 20 CPs. The attacker chooses a piece of the defender's territory to raid. If the attacker destroys the objective, and if the territory chosen was a Mineral Outcrop, Mine Workings, Holestead, Water Still, Drinking Hole, Guilder Contact, Friendly Doc, Workshop, Gambling Den, Spore Cave or Archeotech Hoard, roll a d6. For each wound inflicted on the objective in addition to its starting 3 wounds, roll an additional d6 – if at least one 6 is rolled, the territory is thoroughly thrashed and turned into Old Ruins. If that happens, and if the attacker wins, then it gains an additional amount of CPs equal to half the maximum income value of the original territory (i.e. 60 CPs for a Gambling Den). Only the attacker may use Vents, Tunnels or Infiltration. |
| Rescue             | If the attacker wins, it gains 10 CPs and the defender loses 10 CPs. If the defender wins, it gains 10 CPs. Only the attacker may use Vents, Tunnels or Infiltration.  |
| Fast draw          | The winner gains 10 CPs and the loser loses 10 CPs. If the losing gang drew first, then the winner gains 15 CPs instead of 10 CPs. Neither side may use Vents, Tunnels or Infiltration.  |
| The Hit            | If the defender wins, it gains 10 CPs. If the Outlaw gang wins, it gains 30 CPs and the defender loses 30 CPs. If the fight was a Ravage Campaign Action (see below) and the Outlaw gang wins and rolls a 6 for the scenario special effect, it will take control of the Ravaged territory. Only the Outlaw gang may use Vents, Tunnels or Infiltration.   |
| Loot and pillage   | The winner gains 20 CPs. Only the attacker may use Vents, Tunnels or Infiltration.   |
| Hunters            | If the Outlaw gang wins, it gains 10 CPs. If the Hunter gang wins, it gains 30 CPs, and the Outlaw gang loses 30 CPs. Neither side may use Vents, Tunnels or Infiltration.   |
| Caravan            | The loser loses 20 CPs. Neither side may use Vents, Tunnels or Infiltration.   |
| Exploration Action | Any gang winning an Exploration Action gains 20 CPs in addition to any other CPs that apply for the specific type of scenario. Neither side may use Vents, Tunnels or Infiltration.  |

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## CPs for controlling and sacking territories

A gang counts CPs for the territories it controls as shown in the table below. CPs are only counted for a territory as long as the gang controls it, so if it loses control of a territory, it cannot count CPs for it. In that respect, controlling territories is a relatively unstable source of CPs as opposed to the CPs gained, say, for winning a Gang Fight or sacking a territory, which do not depend on maintaining control of territories.

In addition to CPs for controlling territories, Outlaw gangs gain CPs for sacking territories. Where the CP table below shows an (S) next to the CP value for a territory, the gang will automatically sack a territory of that type when it conquers it, and gain the amount of CPs stated in the table. Those CPs are not lost if the gang loses control of the territory (see below under "Outlaws and Enforcers" for details).

| Territory        | Income | Campaign Points for Outlaw gangs | Campaign Points for Enforcer gangs | Campaign Points for House gangs |
|------------------|--------|----------------------------------|------------------------------------|---------------------------------|
| Chem Pit         | 2d6    | 60                               | 60                                 | 60                              |
| Old Ruins        | 10     | 60                               | 60                                 | 60                              |
| Slag             | 15     | 60                               | 60                                 | 60                              |
| Mineral Outcrop  | d6x10  | 60(S)                            | 80                                 | 80                              |
| Settlement       | 30     | 100(S)                           | 150                                | 175                             |
| Mine Workings    | d6x10  | 60(S)                            | 80                                 | 80                              |
| Tunnels          | 10     | 30                               | 50                                 | 60                              |
| Vents            | 10     | 30                               | 50                                 | 60                              |
| Holestead        | d6x10  | 60(S)                            | 80                                 | 100                             |
| Water Still      | d6x10  | 60(S)                            | 80                                 | 100                             |
| Drinking Hole    | d6x10  | 60(S)                            | 50                                 | 100                             |
| Guilder Contact  | d6x10  | 60(S)                            | 80                                 | 100                             |
| Friendly Doc     | d6x10  | 60(S)                            | 50                                 | 100                             |
| Workshop         | d6x10  | 60(S)                            | 80                                 | 100                             |
| Gambling Den     | 2d6x10 | 120(S)                           | 50                                 | 125                             |
| Spore Cave       | 2d6x10 | 120(S)                           | 50                                 | 25                              |
| Archeotech Hoard | 2d6x10 | 150(S)                           | 50                                 | 25                              |



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## CAMPAIGN SESSIONS

The campaign should be divided into sessions of a length suitable to the players and the arbitrator, typically 2 or 3 weeks (this should be agreed between the players to ensure that everybody will be able to play their games in time).

The CP system is asymmetrical in that House Gangs, Outlaw gangs, and Enforcers gain CPs in different ways. House Gangs will be in the lead to begin with, but in the long run Outlaws will grow in influence. The system is designed so that an equilibrium will be reached after about 8 sessions. At that point, the player who has played best and most strategically should have the highest amount of CPs, regardless of which of the three factions his gang belongs to.

Therefore, if an Arbitrator is running a campaign with gangs from more than one of the three factions mentioned above, the Arbitrator should plan the campaign to last for at least 8 sessions, and announce a winner after 8 sessions (although the gangs can continue playing afterwards of course!).

### Campaign Fights and Casual Fights

Gangs are free to play as many normal, non-Campaign Action fights ("**Casual Fights**") against each other as they like, following the normal rules for House gangs, Enforcers and Outlaws. When playing Casual Fights, gangs gain CPs as normal (see above). However, any effects that would otherwise allow one of the gangs to take over and/or sack a territory of another gang should be ignored. The amount of CPs that can be gained from a Casual Fight is therefore fairly limited.

However, sometimes a gang leader will come up with a cunning plan to expand his gang's influence by conducting daring raids or exploring new territory. Gangers are notoriously wary of taking the risks that normally comes with such plans, so the gang leaders will only be able to persuade them to embark on such ventures now and again.

To represent this, once every Campaign Session, each gang has one Campaign Action that can be used for one of the following purposes:

### 1. Challenge

If successful, the gang takes control of another gang's territory.

### 2. Exploration

If successful, the gang explores and takes control of an uncontrolled piece of territory.

### 3. Ravage

If successful, the defending gang cannot collect income for the territory and do not count CPs for it during that Campaign Session.

Each gang must declare its Campaign Action to the Arbitrator in advance of the start of each Campaign Session. Campaign Actions should be kept secret until the start of the Campaign Session, where the Arbitrator should reveal them to all players and inform them of the fights they must play in the Campaign Session.

If a gang faces several Challenges or Ravage actions in the same Campaign Session, it must accept and fight at least one of them, but may ignore the rest (this represents the other gangs abandoning their offensive plans at the last moment, or getting lost trying to find their way to the Challenged/Ravaged gang's hideout...). A gang can accept Challenges and/or Ravages from more than one gang if it has time to play the required Campaign Fights within the same Campaign Session.

If two or more gangs Challenge and/or Ravage the same territory, all gangs should fight it out in a Gang Fight with the winner taking possession of the territory. The Arbitrator can set out special rules for such epic fights at his discretion.

A gang whose Challenge or Ravage has been ignored can use its Campaign action for that Campaign Session for another purpose instead. A gang that attempted to Challenge or Ravage another gang in one campaign week, but was ignored, has a right of priority over other gangs if it chooses to challenge the same gang in the future.



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## Challenge

The challenging gang makes a frontal assault on a rival gang. The challenger chooses one piece of the defending gang's territory to fight over - any piece of territory can be chosen, as long as at least one of the territories bordering the chosen territory is uncontrolled or controlled by the challenging gang.

If the Challenge is accepted, the gangs must play the Gang Fight scenario. If the challenging gang wins the Challenge, it takes control of the chosen piece of territory.

### *Special rule - Ratskin Challenges:*

If a gang controls an Archeotech Hoard, a Ratskin gang can Challenge the gang for it regardless of the normal restrictions on choosing territories stated above. When fighting over an Archeotech Hoard, Ratskin gangs may reroll any failed bottle test once per turn.



## Exploration

Large parts of the Underhive are unexplored. A gang can choose to explore any unoccupied territory on the map. If more than one gang chooses the same territory, they all participate in the fight for the territory. The Arbitrator should consult the map to see what type of territory is

being explored, and what special scenario should be played to conquer the territory.

If a gang wins the scenario, it can take control of the territory as normal - if not, the territory continues to count as unoccupied and must be explored in a future Campaign Session to be conquered.

### *Special rule - Ratskin scouts:*

If a gang has a Ratskin scout, he can be sent to explore the local area after the gang has won a Casual Fight or a Campaign Fight. Roll a d6 and consult the table as normal. If a 6 is rolled, the gang gains an additional Exploration action, which can be used in a future Campaign Session. Note that the gang does not automatically gain a new territory as per the normal rules.

## Ravage

The challenger conducts a surprise attack against the unsuspecting defender. The purpose of the attack is not to leave the attacker in control of a piece of the defending gang's territory, but rather to disrupt the defending gang's operations and to prove to the rest of the Underhive that the challenging gang is superior to the defending gang.

The challenger chooses any of the defending gangs territories to fight over.

If the Ravage is accepted, the challenging gang must decide whether to play the Hit and Run scenario or the Raid scenario. If the challenger is an outlaw gang, it must choose to play either the Loot and Pillage scenario, or The Hit scenario. If the challenger wins the Ravage, the defending gang cannot collect income from the territory, and does not count CPs for it, for the remainder of the Campaign Session.

## Attacking base territories

When attacking the base territory of another gang (see "Starting the Campaign" above), a number of special rules apply. They represent the fact that the attacked gang has a close connection with the inhabitants in the base territory, whom they are protecting against other gangs in return for pay-offs in the form of credits and food. The special rules make it harder for the attacking gang to conquer the base territory.





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1. *Local knowledge.* The defender knows the territory like the back of his hand and uses that knowledge to his advantage. Once the territory has been set up and the players have chosen sides (but before set up), the defender may move 3 pieces of scenery up to 6". Also, the defender has done his best to secure the perimeter around his base territory. The defender counts as having used Stummers for the game, which is useful in certain scenarios.

2. *Into the unknown.* The defender has made sure that all details about the base territory are kept secret from other gangs. The attacker has very little knowledge of the territory and therefore cannot use Tunnels or Vents in this scenario. Infiltration can still be used.

3. *Back against the wall.* The defending gang is fighting for its survival. It can re-roll any failed Bottle Test once per turn.

4. *Unexpected help.* A number of inhabitants from the base territory reluctantly joins the defending gang in the fight to protect the base territory. Roll 2d3 before setting up the terrain – the result is the amount of inhabitants that joins the gang. Inhabitants are controlled by the defending gang, but cannot use the gang leader's leadership for leadership tests, and do not count for the purposes of Bottle Tests or any post-game mechanics. Inhabitants are armed with a knife and a stub gun, and have the following characteristics: M4 WS2 BS2 S3 T3 W1 I3 A1 LD6. For each inhabitant down or out of action at the end of game the defending gang loses 5 CPs.

5. *Up for grabs.* The defending gang keeps most of its belongings in the base territory, so there is lots of stuff for the attacker to loot. At the start of the game, the defender must place 3 loot counters within 8" of the centre of the table. The loot counters can only be picked up by the attacking gang, and for each counter picked up by a ganger, the attacker adds d6x5 credits to his income after the fight (regardless of whether the ganger survives the rest of the fight). If the attacker wins the fight, he automatically picks up all the counters.

## Combined attacks

Two weaker gangs will sometimes join forces to attack another stronger gang. Such alliances are rare and do not last for long, but even the strongest

gang will be in difficulty when attacked by two enemies at the same time.

Two gangs with gang ratings (GR) lower than 1500 can mount a combined attack on another gang, if that gang's GR is 400 points higher than both of the attacking gangs' GRs. Two gangs with GRs between 1500 and 2000 can mount a combined attack on another gang if the GR of that gang is 800 points higher than both of the attacking gangs. Gangs with GRs higher than 2000 cannot mount a combined attack.

The combined attack follow the rules set out below under Scenario: Combined Attacks, and the rules for Challenges. A gang can participate in one combined attack as attacker per Campaign Session and the Challenge is in addition to the attacking gangs' normal Campaign Actions.

## Upgrading Territories

The state of the Underhive is in constant flux. Some areas are devastated by fierce raids while hivers migrate to other more prosperous areas to settle down and make a living for themselves.

To represent this, after each Campaign Action fight **House gangs** may roll a d6 for each Old Ruins that they collected income from after the fight, regardless of whether they won or lost the fight. On a roll of 6, stragglers and fortune seekers have heard of the relative safety of the territory and are drawn to it by the promise of opportunity and freedom from the law. The Old Ruins are turned into the following territory (roll a further d6): 1-3 - Drinking Hole, 4 - Friendly Doc, 5 - Workshop, 6 - Gambling Den. If income is collected from the same Old Ruins after two or more Campaign Action fights in a row, fortune seekers will arrive on a d6 roll of 5+ rather than on a 6.

**Enforcers** continuously patrol the territories they control to maintain law and order. After each Campaign Action fight, Enforcers can roll a d6 for each Old Ruins, Drinking Hole, Friendly Doc and Gambling Den that they control, regardless of whether they won or lost the fight. On a roll of 6, the Enforcers manage to stabilise the situation in the territory and clean it up, and settlers are drawn to the area by the promise of protection and safety. The territory is turned into a Settlement.



```

SECURE TRANSMISSION BEGINS
MAGENTA LEVEL-CLEARED ONLY
UNAUTHORIZED ACCESS FORBIDDEN
Sender: SENDER ID REDACTED
Recipient: RECIPIENT ID REDACTED
Timestamp: 3264451.M41 (est.)
Thought for the day: There is no such thing
as innocence, only degrees of guilt.
Intercepted      261451.M41      (est.).
Sender/recipient IDs confirmed.
+ To: Grand Marshal Gul Hauptmann,
Arbites Enforcers Z-101
+ From: Sergeant Nikolai Arbatov,
Darkwater Enforcement Corp.
+ Sent: 261451.M41
Beg to report armed encounter earlier this
day with elements of itinerant tribal 'Ratskin'
population while on recon patrol. Opposing
force confirmed as 'Ulenni Vermin-Hunters'
group [descript file attached], estimated 14
strong. Forced to withdraw in face of
superior numbers. Operative Oleg wounded
by enemy fire: currently MIA, presumed
dead. Request replacement to be sent from
Arbites reserve sections. The Grand Marshal
is respectfully reminded that effective
enforcement of the Pax Imperialis in the
lower reaches of Zone-101 by our
organization is only effective with sufficient
manpower.
+
THE EMPEROR PROTECTS
+
TRANSMISSION ENDS - DELETE
AFTER READING

```

## ENFORCERS AND OUTLAWS

### Enforcers

All the normal rules for Enforcers apply, with the following modifications:

1. *Full squad.* Enforcers can always use their full gang of 10 Enforcers when playing an Exploration action, and when defending their territory against a Challenge or a Ravage action. If an opposing gang's gang rating is more than twice the gang rating for the full 10-man Enforcers gang, then five additional Enforcers will be summoned from a neighbouring precinct and will be available for the fight. The five Enforcers are treated for all

purposes as if they were members of the Enforcer gang, except that they will not gain experience points after the fight, and will leave immediately after the fight. Three of them will be armed with combat shotguns, and two with suppression shields and power mauls.

2. *On patrol.* When Enforcers patrol an area, they carefully investigate it by gathering samples (air and soil samples, marks on structures, traces of biological activity) and looking for clues from abandoned items which can give them information as to recent activity in the Underhive. To represent this, at the start of any fight that an Enforcer gang plays, the opponent must place 3 Info counters within 8" of the centre of the table, and not within 4" of another Info counter. Each Info counter represents an item of investigation (an interesting piece of equipment, or a structure where a useful sample can be taken). If one of the Enforcers pick up the counter, he has collected the sample/item (regardless of whether he survives the rest of the fight). Only Enforcers can interact with the counters. If the Enforcer gang wins the fight, it automatically picks up all the counters. For each Info counter picked up, the gang gains an additional 5 Campaign Points after the fight. Also, the Arbitrator should share some of the undisclosed background and storyline for the campaign with the Enforcer gang at his discretion.

### Outlaw Gangs

Pit Slaves, Ratskins, Scavvies and Redemptionist gangs are always considered outlaws. All the normal rules for Outlaw gangs apply, with the following modifications. Outlaw gangs are not able to exert their influence consistently over the territories they control. Their presence is not tolerated by the inhabitants of the Underhive, so they must hide from the law to stay alive. However, they can still build a reputation as a powerful and respected gang simply by bullying and looting their surroundings.

To represent this, the following rules apply:

1. *Outcast.* Rather than a Settlement, Outlaw Gangs have an Old Ruins as their base. The base is chosen by the gang at the start of the campaign. At the end of each Campaign Session, the base can be moved to any other controlled territory. After each fight, the gang can collect income from its base territory **only** by sending a ganger to the territory



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as per the normal rules for House gangs. The remaining gangers can forage as per the normal rules for Outlaws, and all other rules in relation to upkeep and starvation apply as normal.

2. *Always on the move.* An Outlaw gang counts CPs for the territories it controls. However, because Outlaw gangs are forced to hide from the law, they cannot exert their influence consistently over all their territories. When another gang uses a Challenge to attack an Outlaw gang's base, the normal rules for Challenges apply (see above). But when a gang uses a Challenge to attack a territory other than the Outlaw gang's base territory, then the Challenging gang automatically takes over the territory and no Campaign fight takes place (so no roll can be made for upgrading territories). The territory should be crossed out from the Outlaw gang's roster, and added to the challenging gang's roster. If more than one gang announces a Challenge for the same piece of an Outlaw gang's non-base territory, then those gangs must fight a Gang Fight with the winner taking control of the territory. This fight counts as a Campaign Fight, and the gangs may roll for upgrading territories after the fight.

3. *Leave nothing behind.* When an outlaw gang conquers a territory with an (S) shown next to it in the Territory Table it will automatically sack the territory, looting all items of any value and burning the rest to the ground. The Outlaw gang gains the amount of CPs stated in the CP table, and the same amount of credits (i.e. 120 for a Gambling Den). Once sacked, the territory is turned into Old Ruins. The gang can count CPs for controlling the Old Ruins as normal as long as it remains under the gang's control. The CPs gained for sacking the territory are not lost even if control of the territory changes.

4. *Ratskins and Archeotech Hoards.* When a Ratskin gang conquers an Archeotech Hoard, the gang gains 150 CPs, but no income, and the territory is turned into Old Ruins. This represents the Ratskins concealing the Archeotech Hoard from the other inhabitants of the Underhive, leaving behind nothing but Old Ruins.

## Turning outlaw

House Gangs cannot be outlawed as long as they control a Settlement (the settlers relying on their protection will make sure the authorities do not

round them up). However, any gang that challenges an Enforcer gang to a fight over the Enforcers' territory can be reported as normal, regardless of whether it controls a Settlement.

A House Gang that becomes outlawed can keep one of its territories as its base - the rest will remain under its control, but can be captured by other gangs as per the rules for Outlaws above. The gang can now only control territories that Outlaw gangs can control (see the CP Table). All other types of territories that the gang controlled before it became outlawed will count as sacked and be turned into Old Ruins, but without providing the gang with the usual CP bonus for sacking territories. This represents the settlers and other Underhive inhabitants abandoning the gang's area - it's simply too dangerous to live close to an outlawed gang!

## PRACTICAL EXAMPLES AND TIPS

Following examples show how the rules work:

### Example 1:

*The Hive City Suffragettes, an Escher gang, starts the campaign with five territories under its control: two Old Ruins, one Settlement, one Vents and one Workshop. Their CP total is therefore 455 (60+60+175+60+100).*

*The Suffragettes spend a Campaign Action on a Challenge against the Deathbite Ripperjacks, an Orlock gang, for their Water Still. In this their first fight, the Suffragettes beat the Ripperjacks in a Gang Fight to take control of the Water Still. Since the fight was a Campaign Action, the Suffragettes can roll for upgrading all of their Old Ruins after the fight. They roll a 6 for one of the Old Ruins followed by a roll of 4, which means that the territory is upgraded to a Friendly Doc. The Suffragettes now control one Old Ruins, one Settlement, one Vents, one Workshop, one Water Still and one Friendly Doc, and have accumulated 20 CPs from winning the Gang Fight against the Ripperjacks. Their CP total is now 615 (60+175+60+100+100+100+20).*

### Example 2:

*The Pit Scorpions, an Outlaw Pit Slave gang, started the campaign with five territories under their control: three Old Ruins, one Slag (their base*

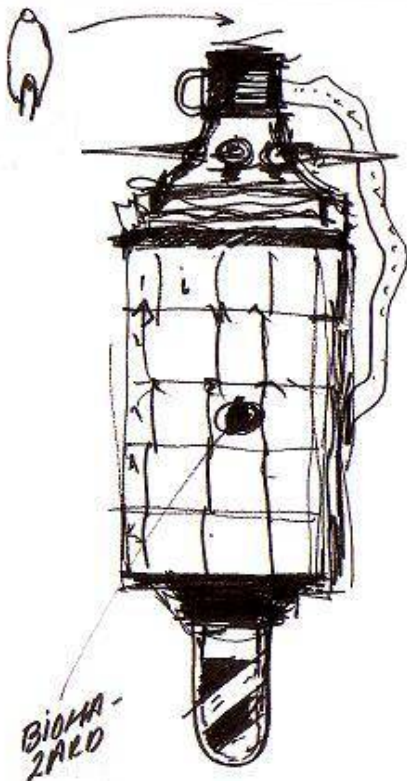


# PROJECT SCOURGE



territory) and one Chem Pit. They have played and won two Casual Fights: a Gang Fight and Loot and Pillage, earning them 40 CPs. Their CP total after the first two Casual Fights is therefore 340 (60+60+60+60+60+40).

In the first Campaign Session, the Pit Scorpions receive a Challenge from the Deathbite Ripperjacks for the Pit Scorpions' Chem Pit. Since this territory is not the Pit Scorpions' base territory, and since the Pit Scorpions is an Outlaw gang, the Ripperjacks automatically conquer it from the Pit Scorpions. The Pit Scorpions also challenge Clan D'Estine, a Delaque gang, for their Gambling Den. The Pit Scorpions win the gang fight against Clan D'Estine and take control of the territory. Since an Outlaw gang cannot control a Gambling Den the Pit Scorpions automatically sack it, gaining 120 CPs and turning the territory into Old Ruins under their control. They also gain 20 CPs for winning the Gang Fight. The Pit Scorpions now control four Old Ruins and one Slag and have accumulated a total of 180 CPs from winning fights and sacking territory. Their CP total after the first Campaign Session is 480 (60+60+60+60+60+180).



## General tips for playing the campaign

Whereas **House gangs** become famous by controlling territories, **Outlaw gangs** gain their reputation by burning and pillaging! High value territories such as Gambling Dens and Spore Caves are obvious targets, especially if they are controlled by weak gangs. Against gangs with a higher gang rating, Outlaw gangs could try to take out the gang's leader by using a Ravage action to play The Hit scenario against the gang. The Outlaw gang has a good chance of winning this scenario even against gangs with a much higher gang rating, and if successful it will gain lots of CPs, XPs and income, and even have a small chance of capturing the territory from the defending gang.

**Enforcers** are strongest when exploring new territory or defending territory they already control. As an Enforcer player, the best approach is to explore unknown territory or go for Outlaw non-base territory (which is automatically conquered), and then gain CPs from upgrading the territories to Settlements. House Gangs should leave Enforcers more or less to themselves out of fear of being outlawed. Also, an Enforcer gang should focus on gathering Info tokens as a steady source of CPs, which also ensures that the gang has an impact on the campaign narrative.

## The Arbitrator's role

For the Arbitrator, the first and most important task (after putting together any background and storyline for the campaign) is to **draw up a good map** of the area that the gangs are fighting for. The map consists of two types of territories: territories controlled by the gangs when the campaign begins, and uncontrolled territories that the gangs can explore and conquer.

The Arbitrator should determine where the gangs are to be situated on the map - this allows for better planning for unknown territories, and allows for the map to be tailored to any background and storyline that the Arbitrator has prepared.

We suggest the following approach: Put together a number of territory "packs" equal to the number of gangs in the campaign, each pack consisting of 5 territories. House Gangs'/Enforcers' "packs" should have 3 Old Ruins/Slag/Chem Pit, 1 Settlement and 1 other type of territory, while Outlaw "packs"



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should have 4-5 Old Ruins/Slag/Chem Pit, and perhaps 1 Tunnel/Vents. Place the "packs" on the map and surround them with ca. 3 unknown tiles per gang (unless the background/narrative calls for exceptional amounts of unknown territory). When the campaign starts, House Gangs/Enforcers randomly choose a "pack" of their type, while any Outlaw gangs do the same for their type of "packs". See below for an example of a campaign map with the standing of the participating gangs (CPs and gang rating).

A gang's position on the map is obviously important when it comes to challenges, and e.g. to developing the campaign storyline, so the map and the territories should be balanced to avoid putting some gangs at an advantage compared to others.

This procedure is only a suggestion and the Arbitrator is free to decide that the gangs start with fewer territories under their control (or none at all!). However, the rules have been tested with the above method in mind, and using a different approach may unsettle this balance.

The Arbitrator should decide the types of the uncontrolled territories. It is up to the Arbitrator to decide how the uncontrolled territories should be shown on the map. The details of the uncontrolled territories can be kept secret from the players e.g. if the campaign storyline requires this.

Uncontrolled territories can be conquered through playing Exploration actions. The Arbitrator is free to decide that certain standard scenarios must be played whenever an uncontrolled territory is being explored. However, Explorations are great opportunities for the Arbitrator to develop the storyline by playing special one-off scenarios.

The second important task for the Arbitrator is to **make available all information** about the map, the gangs' standing and the development of the storyline to all gangs, and to keep it up to date. This stream of information provides the Arbitrator with a means to tie the campaign together (which is crucial, especially if you play a campaign with 10 or more players as we did when we tested the rules).

It is a good idea to have the gangs type up their gang rosters and post them on **Necronet** ([www.lastsummer.com/necronet](http://www.lastsummer.com/necronet)). The Arbitrator

should make sure that the players keep their rosters updated. In this way, the gangs can follow each others' progress, but also (and more importantly) the Arbitrator can monitor the gangs. The gangs should be asked to type in their CP total in the Stash box on their gang roster. The Arbitrator can then provide the gangs with updates after every Campaign Session including standings for both Gang Rating and CPs. This might seem like a tedious task, but there is nothing that enhances the tension and rivalries between gangs as having their standing published for all to see!

In addition to using Necronet, we started a web site for the campaign that we ran when we tested the rules ([www.legioncorp.webs.com](http://www.legioncorp.webs.com)). We published the updated campaign map on the site and made available to all gangs the optional Necromunda rules that we chose to play with, together with other information about the campaign. A less time consuming option than putting together a web site would be to use an online forum (e.g. the one for your local gaming club or one of the many online forums) for posting standings, map updates and narratives about the background, combined with posting rosters on Necronet.

Finally, timing is important. We ran the campaign for 8 Campaign Sessions lasting 2-3 weeks each, which meant that we were playing Necromunda for 5 months! That's a long time to play any game. The Arbitrator and the players should agree in advance how long to play for, and how often they are able to play. By discussing this before the campaign starts, it should be possible to avoid the campaign running out of steam or players dropping out before the climax is reached.

# PROJECT SCOURGE



## MOST WANTED

- 1170 - 3641 ■ EVIL UNKLES
- 1115 - 2482 ■ HIVE CITY SUFRAGETTES
- 710 - 2237 ■ CLAN DESTINE
- 775 - 2846 ■ PIT SCORPIONS
- 925 - 2997 ■ DEATHBITE RIPPERJACKS
- 660 - 1961 ■ CAPTAIN HARDWOODS BOYS
- 500 - 2779 ■ BAADER MEINHOF PHENOMENON
- 380 - 2706 ■ DARKWATER ENFORCEMENT
- 220 - 1746 ■ ULENNI VERMIN HUNTERS
- 140 - 1357 ■ MUMERS ROON

## TERRITORIES

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|---|---|
| <ul style="list-style-type: none"> <li><span style="color: purple;">■</span> D04 FRIENDLY DOC</li> <li><span style="color: purple;">■</span> D05 CHEM PIT</li> <li><span style="color: purple;">■</span> D06 GUILDER CONTRACT</li> <li><span style="color: purple;">■</span> E04 DRINKING HOLE</li> <li><span style="color: purple;">■</span> E05 GAMBLING DEN</li> <li><span style="color: purple;">■</span> E06 SETTLEMENT</li> <li><span style="color: purple;">■</span> F05 FRIENDLY DOC</li> <li><span style="color: purple;">■</span> F06 DRINKING HOLE</li> <li><span style="color: purple;">■</span> G04 OLD RUINS</li> <li><span style="color: purple;">■</span> H04 OLD RUINS</li> <li><span style="color: blue;">■</span> D07 SLAG</li> <li><span style="color: blue;">■</span> I01 OLD RUINS</li> <li><span style="color: blue;">■</span> F07 VENTS</li> <li><span style="color: blue;">■</span> G07 OLD RUINS</li> <li><span style="color: blue;">■</span> G08 FRIENDLY DOC</li> <li><span style="color: blue;">■</span> H07 SETTLEMENT</li> <li><span style="color: blue;">■</span> I07 MINE WORKINGS</li> <li><span style="color: blue;">■</span> I08 OLD RUINS</li> <li><span style="color: red;">■</span> G01 OLD RUINS</li> <li><span style="color: red;">■</span> F01 SETTLEMENT</li> <li><span style="color: red;">■</span> F02 MINERAL OUTCROP</li> <li><span style="color: red;">■</span> G02 CHEM PIT</li> <li><span style="color: red;">■</span> G03 OLD RUINS</li> <li><span style="color: red;">■</span> H02 SLAG</li> <li><span style="color: red;">■</span> H03 SETTLEMENT</li> <li><span style="color: red;">■</span> D07 SLAG</li> <li><span style="color: red;">■</span> I04 OLD RUINS</li> <li><span style="color: cyan;">■</span> C03 OLD RUINS</li> <li><span style="color: cyan;">■</span> C08 OLD RUINS</li> <li><span style="color: cyan;">■</span> D03 TUNNELS</li> <li><span style="color: cyan;">■</span> E03 SETTLEMENT</li> <li><span style="color: cyan;">■</span> F03 GAMBLING DEN</li> <li><span style="color: brown;">■</span> E01 OLD RUINS</li> </ul> | <ul style="list-style-type: none"> <li><span style="color: orange;">■</span> C09 OLD RUINS</li> <li><span style="color: orange;">■</span> D08 CHEM PIT</li> <li><span style="color: orange;">■</span> E09 SLAG</li> <li><span style="color: grey;">■</span> I01 OLD RUINS</li> <li><span style="color: grey;">■</span> I06 OLD RUINS</li> <li><span style="color: grey;">■</span> I07 GAMBLING DEN</li> <li><span style="color: grey;">■</span> K06 FRIENDLY DOC</li> <li><span style="color: grey;">■</span> K07 SETTLEMENT</li> <li><span style="color: grey;">■</span> L05 MINE WORKINGS</li> <li><span style="color: green;">■</span> G06 OLD RUINS</li> <li><span style="color: green;">■</span> H05 SETTLEMENT</li> <li><span style="color: green;">■</span> I06 MINERAL OUTCROP</li> <li><span style="color: olive;">■</span> I01 SLAG</li> <li><span style="color: olive;">■</span> K01 OLD RUINS</li> <li><span style="color: yellow;">■</span> J04 DRINKING HOLE</li> <li><span style="color: yellow;">■</span> J03 WATER STILL</li> <li><span style="color: yellow;">■</span> K03 SPORE CAVE</li> <li><span style="color: yellow;">■</span> K04 SETTLEMENT</li> <li><span style="color: yellow;">■</span> K05 MINERAL OUTCROP</li> </ul> |
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| <span style="color: red;">■</span> ATTACK       |
| <span style="color: yellow;">■</span> HOMEBASE  |
| <span style="color: blue;">■</span> EXPLORATION |



# PROJECT SCOURGE



## **PART II: PROJECT SCOURGE – A NECROMUNDA CAMPAIGN**

Part II of this pack is a Necromunda campaign that uses the rules explained in Part I. In the campaign, the gangs are driven out of their territories and must struggle to establish themselves in an abandoned part of the Underhive. A mysterious disease plagues the gangs, and they soon realise that they are not alone in the deserted area...

### **BACKGROUND**

LegionCorp is a company that has existed for as long as Necromunda itself (some say even from before the hive city was built). From its headquarters in the Spyre its many branches and subsidiaries are involved in all manners of commerce involving weapons and chemicals. One of its departments, Division X1, is tasked with developing LegionCorp's business within viral

warfare, an area that has proven very profitable for the company in the last few centuries.

Division X1 has been researching the plague zombie virus for more than a decade. LegionCorp recently decided that Division X1's research was ready for testing on live subjects. For this purpose, the company located an abandoned quadrant of the Underhive, District 99. This quadrant experienced an outbreak of the zombie plague five years before the campaign starts. The quadrant was evacuated and sealed off at the time, and has been left to itself since then.

LegionCorp employed a renowned gang, the Sentinels, to secure a perimeter in District 99, and a laboratory was set up there for Division X1's research. The project was named Project Scourge.

LegionCorp's plan is to force some gangs and settlers into District 99 where they will be used (unknowingly) as guinea pigs for Division X1's experiments with the virus. The purpose of the research is to develop a strain of the virus that can turn normal humans into zombies imbued with superhuman strength and fortitude in order to create an army of mindless cadavers! If released in the midst of enemy territory, the enemy would face a formidable foe rising from its own ranks.

### **Driven out**

LegionCorp enlists local Enforcers (through bribes etc.) to conduct an evacuation of the quadrant where the gangs are currently situated. The only way to escape is through an old tunnel leading into District 99. LegionCorp knows this and plans on letting the gangers through to District 99 - but the company is also intent on capturing some gangers who they will be injected with the virus as the first test subjects.

As an introduction to the campaign, the gangs should play the Through the Tunnel scenario. Afterwards they arrive in District 99 and the campaign starts.

### **Arriving in District 99**

District 99 has been deserted and isolated from the rest of the Underhive for five years. The gangs must struggle to gain a foothold there while exploring the forgotten wastes of the quadrant.

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The Arbitrator should draw up a map for the quadrant following the suggestions in Part I of this pack. A large part of the uncontrolled territories should be concentrated in one area - Division XI's lab and the Sentinels' base will be situated at the far end of this part of the map. Apart from that, a few LegionCorp facilities and storage buildings patrolled by the Sentinels will be scattered around the uncontrolled territories on the map. The remaining uncontrolled territories are infected with Underhive creatures and must be purged by the gangs. The content and details of all uncontrolled territories should be kept secret from the gangs.



*Hieronymus Vars, Revered Proctor, Head of Division XI*

A few settlers have managed to escape the Enforcers' purge and made their way to the new quadrant where they have set up some small settlements. Once they have passed through the tunnel and into the new quadrant, the gangs will find a place to settle down. Each gang will set up their base in one of the settlements, except for Outlaw gangs who are not welcomed by the settlers.

House Gangs and Enforcers start with a Settlement, where their base must be set up as per the rules in Part I above. Outlaw gangs start with an Old Ruins as their base instead. All gangs control four territories adjacent to their base as well. The Arbitrator will consult the map and let the gangs know where their base is, and what types of additional territories they control.

Some zombies remain in the quadrant from the virus outbreak five years ago, otherwise it has been

taken over by Underhive creatures (sump beasts, giant spiders, ripperjacks, giant rats etc.). The buildings and wastes of District 99 clearly show that the area was left in haste, and has been abandoned for a long time: dusty old ruins, widespread fungus growth and other infestation with Underhive flora. Many of the installations previously used by settlers of the quadrant to make a living (water stills, holesteads) remain operational, so a gang that explores and clears a part of the quadrant is likely to find a valuable territory ready for settlers to move into and develop.

After all gangs have played the Through the Tunnel-scenario, the first Campaign Session starts, and the gangs are now free to start challenging each other and to explore uncontrolled territories as well as playing Casual Fights as per the rules in Part I.



# PROJECT SCOURGE

"Moving on to point 3 on the agenda - ongoing projects..."

The director, a middle-aged man with a whitening goatee and a red full-length jacket with polished brass buttons, stood up. Around him along the black plasteel table sat fifteen other directors with their assistants standing behind them. The sounds of comm-links, whispered comments and shuffling feet stopped. The director looked at the three men at the far end of the room. All were clad in dark robes and wore hoods and metal face masks that concealed their features: the Overseers.

The Esteemed Board of LegionCorp was in session.



The director looked down at the green display in front of him before addressing the Overseers. "As we all know, Division X1 has been working on Project Scourge for the last five years. It is my pleasure to report to the Board and the Overseers", he bent his head slightly in the direction of the three hooded men, "that Phase 2 of the project has now been completed. We are ready to move on to phase 3." Muffled words could be heard around the table. "We have employed local hands to prepare the swift implementation of this phase of the project. They have proven most... resourceful in ensuring the confidentiality and security of our interests. I am convinced that now is the time for Phase 3 to be initiated". He looked up at the three masked men at the end of the table. After what seemed like an eternity, one of them slowly lifted the right arm, revealing a gloved hand with the palm facing upwards. The director drew a quiet sigh of relief - the Overseers had approved the continued funding for the project. He was certain that its success was ensured. The Emperor willing, of course.

The director sat down and looked at his assistant, whispering an urgent message for her to convey to Division X1...

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# PROJECT SCOURGE

Rec looked at the monitor in his hand. It had a sturdy green and black metal casing with a couple of dents on the sides. A small rusty chain ran from the back of the casing to the other side of the iron bars that separated him from the owner of the device. He wiped the grease and dust off the display and pressed a button on the keypad. "2 credits for ten minutes" said the cripple on the other side of the counter. "Up front". The juve looked at the man's twisted face, then at his deformed arm, then back at the monitor again. He flipped a credit stick across the counter. The cripple smiled and shoved the stick into a drawer.

Rec scratched his shaved head and pressed a button. Nothing happened. He hit the side of the monitor a few times with the palm of his hand. "Come on...". The LEDs in the display suddenly lit up. He pressed two buttons which made the screen turn white, and the words "UNDERHIVE TRANSPORTABLE UTILITY FOR BROADCASTING AND ENTERTAINMENT" appeared.

He quickly flicked through the first couple of new U-TUBE clips - hivequake in Sector FR11, hundreds dead - weekly report from Lord Helmawr (the usual lies) - Scuzz Dawg held by Enforcers for obscene behaviour on a recent clip about the perils of using plasma weapons ("Drop it like itz hot" - already an Underhive classic). Rec kept flicking - he was looking for news about a recent attack in a neighboring coordinate that McCray had told him about.



"Got it". The low rez clip showed a recently repaired water still. Its owner was blabbering away about how he had spent ages repairing it, making spare parts out of scraps, and how water still repairmanship wasn't what it used to be... Suddenly shots and screams could be heard, and the man's viz recorder shifted and shook. He started running away from the still, but stumbled and fell over. The viz dropped to the ground and rolled around a bit before ending up pointing towards the fallen man. Two lumbering figures moved towards him with what looked like torn off limbs in their raised hands. His screams were stopped abruptly by three heavy blows to his head. One of the figures leaned down, and for a brief moment the rotting flesh on its face was clearly visible to Rec. Then the picture turned into static and the clip ended.

"Hm, scavvies" thought Rec, "they's back?". He looked at the clip again. That one looked a bit worse



than they normally did... maybe it was one of those other ones, the zumbis. He had once seen one wander aimlessly into town, all on its own, bumping into things. McCray had yelled at everyone to keep clear and shot it several times until it stopped moving. He then set fire to the remains and let it burn until there was nothing left but grey ashes.

Rec still remembered the smell of burning zumbi... He instinctively reached for his stubber. Shoot it and burn it. That's what you had to do. Nothing to it...

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The APCs rumbled along the old main road from Kraven Gate to the centre of the quadrant. Dust and grit enveloped the three grey machines as their heavy wheels and thundering engines carried fifty Enforcers towards their objective: Diggo's End, the largest outpost in the quadrant. The Lieutenant turned around from his position next to the driver and addressed his platoon: "Men, today we will purge this quadrant of all its inhabitants. Dead or alive - none must remain. It is the will of Lord Helmawr, and we are the proud Enforcers of his word which is law". He looked around at the men in the back of the APC. "Check your weapons, and if you have already checked them, then do it again. This is the Underhive; anything and anyone you encounter out there should be considered your enemy, and your enemy will kill you if you do not remain vigilant. May the Emperor protect us and guide us in our mission".

Half a click further down the road were a couple of ramshackle buildings next to an industrial plant with massive pipes leading in every direction. The settlers in the outpost had managed to channel waste chemicals to this plant from a multitude of sources in the upper layers of the hive, and the plant now reprocessed the chemicals into a sort of highly dangerous, very low quality fuel - just the type that Underhivers wanted for their water stills and workshops. A few makeshift shacks with tin roofs were set up next to the road, full of traders, settlers, and other Underhive scum... The Lieutenant directed the driver towards the centre of the outpost and gave the Enforcers the sign to disembark.

The APCs stopped almost at the same time, the fifty Enforcers quickly disembarking and taking up their positions in combat formation around the vehicles. A few settlers tried to sneak away towards a nearby building, but soon faced the sharp, metallic teeth of the platoon's cyber-mastiffs... the crowd slowly gathered close to the Enforcers. The Lieutenant switched on the APC's comm system. "By Lord Helmawr's decree, this outpost and this quadrant is hereby vacated due to immediate danger of infection with bio-virus X-Niner-Zero." Some quivered as he mentioned the official name for the zombie plague. Here, in their quadrant? There had been a number of zombie attacks recently, but surely nothing out of the ordinary... and now they had to leave behind their home, their livelihood? The settlers whispered to each other and moved around restlessly.

"You will all leave for Kraven Gate within an hour. Anyone who is still here tomorrow will be neutralised." The settlers frowned, but the sight of combat shotguns and glistening canines ensured their compliance - they started picking up and packing their belongings. "Now, we understand that a number of criminal outfits shelter in this area", the Lieutenant continued. "It is our duty to secure all persons in this quadrant, including criminal scum. Can anyone tell me where I can find such persons?" Silence. The Lieutenant looked around at the settlers, but they all avoided his gaze. He lifted his hand and rested it on the boltgun that hung in a strap from his shoulder. The Enforcers moved closer to the crowd and lifted their weapons. "Anyone? Surely SOMEONE must know SOMETHING...". After a couple of very long moments a few hands were slowly raised, and some settlers stepped forwards. "Now that's better!", said the Lieutenant and smiled...

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# PROJECT SCOURGE



From a padded chair behind the tinted windows, Hieronymus Vars observed the security teams dragging the captured gang members out of the transport vehicles into the lab room. All were unconscious, and only a few had been accidentally killed during their arrests.

One by one each body was laid on a steel examination table with a semicircular scanner at its end. A masked lab technician standing over the body pressed a button, and the scanner came to life. Moving slowly along the rails along each side of the table, the scanners' purple lasers criss-crossed over the prone frame, measuring the characteristics of the brain and body. Weight, muscle grade, IQ and all other data required to monitor the subjects was instantly recorded. When the scan was complete the body was turned over. The lab technician carefully took a long syringe from the trolley next to him. Every syringe had a slightly different tint of colour ranging from greens to reds and blues, each one carefully labelled according to the predetermined schedule for the procedure. After a quick squirt of green liquid, the syringe was plunged deep into the chest of the subject, above the heart. A precision laser device was then used to cut a line a few molecules thick through the tissue and the bone of the skull, before a razor thin nanochip was punched through at lightning speed to lodge itself securely between the inside of the skull and the soft tissue of the subject's brain. Another quick scan confirmed the subject's immediate reaction to the procedure, and that everything was in good order. Two security officers then removed the body and placed the next one on the table, while the lab technician recorded his notes in the data-recorder. The entire procedure was over in 5 minutes.

In a separate room, labelled plastomesh cases were brought in, each containing the specific weapons equipped by every subject captured, including a variety pistols and rifles as well as close combat weapons such as chainswords and power swords, and heavier fire power such as plasma guns, autocannons and other items less frequently seen by the Underhive residents. All the weapons were partially disassembled by the respective technician and fitted with an additional component before being reassembled. When completed the item was laid back into the plastomesh case it was taken from, after which the relevant information was recorded by the technician. At the back end of the lab, plastomesh cases were reunited with their unconscious owners and wheeled into separate rooms to prepare for dispatch to District 99.

Vars pressed a button on his wrist which caused an eye shaped screen to fold out in front of his visor. The versatile Eye-Phone was frequently used to observe the latest uploads to the U-TUBE network, but Vars now used it to contact LegionCorp's board. The green dot at the centre of the screen expanded to reveal an image of the boardroom of LegionCorp.

"Greetings, Proctor". A board member at the end of the table initiated the conversation. "Phase 3 is running according to schedule. It will be completed in one cycle", Vars said. The board member looked around at his colleagues at the table, who all responded with nods. "We are pleased", he said, "proceed to Phase 4 when ready". The conversation was over and the image quickly retracted to the green dot again. Vars smiled to himself and looked back at the lab room...

\*\*\*

The universe exploded...

A Mechanicus Titan stepped on him, and the noise of a thousand battles washed over him...

A hammer hit him in the head and a terrifying monster with smelly breath yelled:

"BBBBOOOOOOSSSAAAAARRRRREEEEYOOOOOOOAAAAALLLLLIIIIIVEEE..."

Another slap hit him in the face and Justus asked again "Boss, you okay?". Uncle Bob shouted back

# PROJECT SCOURGE

“Get off me, you lousy grox!” and immediately regretted it. His head hurt, just like it used to in the old days when he had spent a night at Sheila’s Wet Hole, before Captain Harwood (may the powers of the Warp take him) and his boys took over that place. But then the memories started coming back and he figured that nobody would ever get a taste of Shiela's Synth-Schnaps again.

Unkle Bob slowly looked around and could not believe his eyes. His whole gang, with the exception of Bunsen, Justus and Ender was lying in a neat row, cleaner than he had ever seen them, with their weapons at their feet. “What's going on?” he asked Ender. “Dunno, boss. We wuz trying to get outta de tunnels. We figured them zombies gotcha and the rest, so we took over a place behind that pile a’scrap. Then we hears a big rumble and figure somebody gotta big ve’icle. We come to check if there is some loot to be had and finds you here, sleeping in the middle of da road.”

The gang leader tried to remember what had happened. The Enforcers had arrived and started rounding everybody up. Resistance had been met with deadly force, so he had decided to evac... evocu... move his gang to another part of the Hive. As the ‘forcers were hot on their tail, the only choice had been the tunnels leading to the old sealed off quadrant. Things didn't get messy until they were in the tunnels, but then it got bad and quickly. Darkness, screams, shuffling zombies and other critters.



All of a sudden a door came down behind him - no escape! Stupid, absolutely stupid, but he had got himself locked in some sort of cell. He tried to pick the lock for a long time, but when the zombies came shuffling into the detention block he had to retreat to the rear of the cell, now happy that there was at least a door between him and the mindless brain munchers. In the end, it had been a relief when the ‘forcers came in with guns blazing to get him out of his cell. After that, his memory became blurred and confused. There were some vague impressions of white rooms, men in white facemasks, strange appliances... but no details. He just hoped that the Redemptionists having a raucous BBQ in his head would leave him alone soon.

After all, he had work to do carving out a new territory for his gang in District 99...



# PROJECT SCOURGE



## DEVELOPING THE STORYLINE

While struggling for territory, the gangs also take part in the development of the campaign storyline. In summary, Division X1 have infected some gangers with the zombie plague virus and intend to infect more as the experiments progress. Meanwhile, the Sentinels patrol District 99 to ensure that Division X1's presence is kept confidential, and that the experiments can run smoothly. As the virus spreads, zombie attacks on the inhabitants in District 99 become more and more frequent. At some point the experiments will run amok, and the lab will be overrun by plague zombies and abandoned. At the same time, some of the gangs will mount a raid on the lab to recover a cure for the virus, and a final showdown ensues.

The storyline keeps the campaign together and makes it more fun to play for both the Arbitrator and the players. It is important for the Arbitrator to keep it alive and developing, and to engage the players. This can of course be done by playing special scenarios, and any Exploration actions are a perfect opportunity to do this. However, the storyline can also be developed with the players through posting narrative (like the narratives in this pack) on the campaign forum.

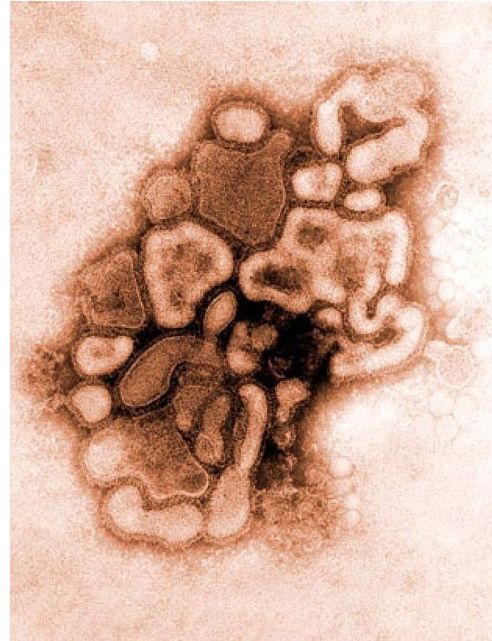
Gangs can gain CPs both from playing strategically and expanding their control over territories, as well as by engaging in and developing the campaign storyline. The campaign should therefore appeal to players that enjoy either or both types of playing.

### The Virus

It is unclear how the zombie plague first came to be. Some say it was the result of a virus developed by one of LegionCorp's rival corporations from another hive city, and released in Necromunda as a carefully engineered insult to LegionCorp. Others say it mutated in the vile chem-pools of the sump from the gangrenous remains of human mutants.

Division X1 has isolated and cultivated a particularly promising and virulent strain of the virus in the LegionCorp laboratories. The virus was injected into gang members who were captured during the purge of the previous sector, and will be injected into additional research subjects when necessary. Division X1 is striking a careful balance between infecting a sufficient

number of subjects to effectively monitor the development of the virus in a hive city environment, while avoiding a full-blown outbreak of the virus.



*Zombie Plague Virus Strain X-7-Alpha "Seed of Death"*

Apart from enhancing the strength and fortitude of the subjects, a further property of the virus that Division X1 seeks to develop is a strong awareness of pheromones. This will allow the person releasing the virus to "attract" infected subjects to a specific location by releasing a certain type of pheromone at the location. Once at the location, the subject can be implanted with a mem-chip allowing some limited form of remote control of the subject due to its now limited brain activity.

### Infected gangers

All gangers that were captured in the Through the Tunnel scenario count as being infected with the virus. However, they will not have to roll on the injury table after the scenario (their wounds are tended to at Division X1's lab who need to ensure that their test subjects survive). The gangers will also have been implanted with a MemChip which allows Division X1 to monitor the ganger. After a certain period of time (at the Arbitrators discretion, say at the start of the third Campaign Session), the virus will manifest itself in infected gangers. From then on all infected gangers must roll on the AVR-table as per below.



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## Accumulated Virus Rate (AVR) Table

Once the virus becomes active, all gang members infected with the virus must roll a d6 to determine its effect at the start of every Campaign Session. On a 1-2, the infection spreads, and they must roll a d6 on the AVR-table below. On 3-6, the virus infection remains stable and nothing happens.

### AVR-Table

#### 0 or lower: AVR Level RED

The virus fries the ganger's brain, obliterating the last remnants of human intelligence – he turns into a zombie ganger, and leaves the gang. Remove him from the gang roster together with all his equipment. Note down his name and characteristics and inform the Arbitrator – he may make an appearance later in the campaign!

#### 1: AVR Level YELLOW

The virus mutates suddenly and violently, changing the ganger's physical appearance. Roll a d6 – the ganger gains the following mutation: 1-2 = claw - 3-4 = tentacles – 5-6 = spikes (refer to the rules for Scavvies for the effects of the mutation). LegionCorp's scientists registers the unexpected viral activity via the probes implanted in the ganger's body, and activates his MemChip. Hypno-programs embedded in the ganger's subconscious memory are activated and executed, effectively making the ganger "sleep-walk" his way to LegionCorp's lab, where his body is examined and tested. The ganger misses the next fight, but then returns to the gang. He doesn't remember what happened to him, but is clearly marked by his dreadful experiences and becomes paranoid and mentally unstable. The ganger gets -1 LD (does not apply to Scavvy gangs).

Add -2 to all future rolls on the AVR-table for the ganger (all modifiers are cumulative).

#### 2-3: AVR Level PINK

The virus gives the ganger unexpected physical benefits (tough skin plates, enhanced senses). Roll 1d6 and apply the following characteristic increase (disregarding normal maximums): 1 = +1 move – 2 = +1 strength – 3 = +1 toughness – 4 = +1 wounds – 5 = +1 initiative – 6 = +1 attack. The ganger's friends think he is cursed, and treats him as an outcast. The ganger gets -1 LD (does not apply to Scavvy gangs).

Add -1 to all future rolls on the AVR-table for the ganger (all modifiers are cumulative).

4: The ganger has terrible nightmares, but suffers no further physical effects from the virus.

#### 5-6: AVR Level BROWN

The ganger's health suffers under the virus attack (boils, rashes, loss of hair teeth and nails, skin turns grey, limbs go numb etc.). Roll 1d6 and apply the following characteristic decrease: 1 = -1 move – 2 = -1 WS – 3 = -1 BS – 4 = -1 strength – 5 = -1 toughness – 6 = -1 initiative. If one of his characteristics is reduced to 0, the ganger dies. Remove him and his equipment from the gang roster.

Add + 1 to all future rolls on the AVR-table for the ganger (all modifiers are cumulative).

#### 7 or higher: AVR Level BLACK

The virus rages through the ganger's body, ravaging his brain and tearing apart his internal organs. The ganger is dead – remove him and his equipment from the gang roster.



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Zombie gangers cannot use equipment or weapons, but keep their characteristics and skills, except for their movement which becomes 2d6. They otherwise follow the normal rules for plague zombies. A zombie ganger causes Fear in all members of his previous gang.

The effect of the virus is described in the AVR-table. To begin with, the gangers will experience some symptoms which affect their physique in either a negative or positive way. In any event, parts of their body will undergo changes in the form of inflammation, rotting skin, muscle growth or weight loss, infections and rashes.

If the virus is left untreated, an infected ganger will eventually either succumb to the virus and die, or the virus will take over his body and mind and turn him into a raving zombie. In any case, the ganger should be deleted from the gang's roster together with all his equipment. If he is turned into a zombie ganger, Division X1 will take control of (the remains of) his brain through the MemChip implanted in his skull. The ganger will leave the gang for Division X1's lab, where further tests will be conducted.

Gangers that are wounded by plague zombies during the campaign must roll on the plague zombie table as per the normal rules to see if they are infected with the virus. If a ganger is turned into a plague zombie due to his wounds, the following special rules apply: the special strain of the plague zombie virus that the ganger is infected with makes him extra sensitive to a particular pheromone that Division X1 is releasing in the territory surrounding the lab. The zombie ganger will be attracted to the lab where he will be captured and implanted with a MemChip (if he didn't already have one) so that Division X1 can control him and conduct further tests on him.

The Arbitrator should make a note of all gangers that turn into zombies, since these can make an appearance later in the campaign! Note that this does not include gangers that simply died from the virus (i.e. AVR level Black in the AVR-table below), only gangers that are turned into zombies. If enough gangers turn into zombies, the Arbitrator could type up a new gang roster for the zombies, which would come in handy e.g. when playing the Left for Dead and Final Battle scenarios.

## The Sentinels

The Sentinels used to be a gang like the ones participating in the campaign, struggling for survival in the rugged Underhive. However, the gang has now been around for a while and is a force to be reckoned with in the underhive. The Sentinels have recently proven their worth to LegionCorp and have been employed by the company to conceal Division X1's presence in District 99. The gang is also responsible for maintaining security and ensuring that the experiments can run smoothly.

The Arbitrator can either build a new gang, or use a seasoned gang for the role of the Sentinels (when we tested the rules we used the Spion Redeemers which can be found on Necronet). When using the Sentinels in fights against the gangs in the campaign, it should be clear for the gangs that they are up against a superior enemy. However, the Arbitrator should try to make sure that Campaign Fights (including Explorations) played against the Sentinels are balanced, e.g. by using only some of the Sentinel gangers. The combined gang rating of those gangers should be roughly equal to the gang rating of the opposing gang. This ensures that all gangs have equal opportunities to gain CPs from their Campaign Actions, regardless of how many times they encounter the Sentinels.

The Sentinels can be used in many ways to build the storyline, from giving the gangs hints as to LegionCorp's existence and plans by their presence, to monitoring any gang that ventures too close to the lab, to making outright ambushes on gangs perceived to be a threat to the project. Later on they will try to gain support from the gangs through bribes (see below). Through the Sentinels, Legioncorp will spread misinformation about its dealings in District 99 and try to sow deceit between the gangs. The Sentinels may e.g. put rewards on Outlaw gangers, and pay gangs to purge uncontrolled territories far from the lab to lure them away from Division X1's position.

The Sentinels use the rules for Bounty Hunters in respect of capturing other gangers (i.e. gangers that are taken out of action in close combat by the Sentinels are automatically captured). All captured gangers are taken to the LegionCorp lab - do not make any rolls for the captives, either under the Bounty Hunter rules or for injuries. At the lab, the





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captives will be injected with the virus and a MemChip, and further experiments will be conducted. The captive cannot be rescued in a Rescue Mission, and must roll on the AVR-table. The experiments will not last long, and the ganger will be released in time for the next fight. LegionCorp will activate the captive's MemChip to blank out his memory, so he will have no coherent recollection of the experiments.

## Enforcers

There are no Enforcers in District 99. However, if a player wishes to play an Enforcer gang, it is possible to incorporate this in the campaign. The player and the Arbitrator will have to develop the background and reason for the Enforcers' presence in District 99, and their relationship with LegionCorp. Perhaps they have been bribed by LegionCorp to assist with Project Scourge. Perhaps they have previously been reprimanded for violations of the Enforcer code of conduct and have been tasked with monitoring the (reportedly) abandoned District 99 as a disciplinary measure. Perhaps they have been sent to investigate LegionCorp's presence and activities in the quadrant, or perhaps the Enforcers have been reassigned to District 99 to monitor the gangs after the news of their escape to the quadrant reaches the Enforcer HQ.

Enforcer gangs can participate as the Enforcers in one or more of the Through the Tunnel scenarios played by the other gangs at the Arbitrators' discretion.

Division X1 will not capture and infect Enforcer gangers with the virus out of fear of exposing Project Scourge. The Sentinels' special rules for capturing gangers do not apply in this regard. However, Enforcers may still be infected with the virus from being wounded by plague zombies.

## Exploration actions

Some uncontrolled territories will have no LegionCorp presence, and gangs should play a standard Exploration scenario for them, such as the Spider Hunt or Night of the Sump Beast scenarios (see below). One of the territories should contain a dreadnought, which must be defeated to conquer the territory (see the Dreadnought scenario below).

Later on in the campaign as more zombies flood District 99, the Arbitrator could have gangs play the Left for Dead scenario instead (see below). If a gang wins this scenario and rescues 3-5 settlers, the gang applies the corresponding result to the territory and takes control of it. If 0-2 settlers are rescued, the gang can still apply the relevant result, but the territory remains uncontrolled.

However, the Arbitrator should also play some scenarios with the purpose of developing the storyline, e.g. by using the Sentinels. Examples of such Exploration scenarios include The Heist ([http://files.sigil.biz/data/bitu\\_the\\_heist.pdf](http://files.sigil.biz/data/bitu_the_heist.pdf)), where the Sentinels are guarding a LegionCorp facility with important materials for the experiments. The Arbitrator could also have the gangs play the Searchlight Raid scenario to raid a territory monitored by Sentinel gangers in the hope of picking up valuable items left by Division X1. If a gang wins such a special Exploration scenario, it counts as having conquered the territory (LegionCorp's presence in the territory has been compromised, and all personnel and materials is moved to a different territory). If the gang loses the scenario, the territory remains uncontrolled as per the normal rules for Exploration actions.

Special scenarios (with or without the Sentinels) can also be played as casual fights, but remember that gangs may already have to play two fights each Campaign Session (their own and e.g. a Challenge against them) and might find it hard to fit in an additional game.

If a gang tries to explore the territory where the lab is situated, the entire Sentinels gang will intercept them before they reach the lab, and drive them off in a Gang Fight. Regardless of the outcome of the fight, the exploring gang will not conquer the territory.

## Zombie attack!

Division X1's experiments will bring about a variety of mutated strains of the plague zombie virus that the scientists will have difficulty in trying to contain. As a result more zombies are created, and the zombie plague spreads throughout District 99. As the campaign progresses, the quadrant will see a steady (but unexplained) increase in zombie activity. Settlers and outposts will be swarmed by the mindless hordes, and only



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few will be rescued by the gangs when playing the special scenarios.

At some point about halfway through the campaign (at the Arbitrator's discretion), there will be a sudden burst of zombie activity of an unheard of ferocity. To represent this, each gang loses a randomly decided territory to the zombie horde. The territory is turned into Old Ruins.

The gang can mount a rescue attempt to regain the territory by playing the Left for Dead scenario within the following two Campaign Sessions, otherwise, the territory is lost permanently. If a gang wins the scenario and rescues 3-5 settlers, the gang applies the corresponding result to the territory and regains control of it. If 0-2 settlers are rescued, the gang applies the relevant result, but the territory remains uncontrolled.

## Rumours of a cure

*"The mysterious infection that has ravaged the gangs is taking its toll, and more than a handful gangers have succumbed to it. However, a persistent rumour in District 99 has it that the infection can be cured - and that some victims have already recovered. Being a rumour, it's impossible to say what's right from wrong when it comes to the cure. The only thing that everybody agrees on is the name of this mysterious antidote: MERCUROL..."*

Division X1 has developed an antidote to the virus in order to have a means to control the spread of the virus. The antidote needs to be tested. The Sentinels have been tasked with handing the antidote to some of the test subjects and to monitor its effects. At the same time, the Sentinels will use the promise of antidote to buy some support from the gangs later on in the campaign...

At about the same time as the increased burst of zombie activity occurs (see above), the Arbitrator should start spreading rumours that a cure for the zombie virus has been developed. Most of the players should by this time have experienced the terrible effects of the virus, and be anxious to save their infected gangers.

## Deal with the Devil

Once the rumours of Mercuriol are out, the Sentinels will approach some of the gangs to hand

them some doses, while at the same time securing the gangs' loyalty to the Sentinels. The arbitrator should single out a number of gangs to play the Deal with the Devil scenario. A good opportunity to announce to a gang that it must play the scenario is when it declares an Exploration action.

By playing these scenarios, the Arbitrator effectively "builds" the alliances that will fight each other in the Final Battle: any gang that strikes a deal with the Sentinels when playing the scenario will fight on their side as Defender in the scenario (see below). The Arbitrator should aim to end up with two sides with roughly equal gang ratings fighting each other. If necessary, the Arbitrator may need to play the Deal with the Devil scenario against all the gangs, but if a balanced situation is achieved after, say, only three gangs have played it, there is no need to have more gangs play the scenario.

In game terms, a dose of Mercuriol can be used to ignore the effect of a roll on the AVR table.

## Final battle

The gangs are getting desperate because the virus is spreading and many gangers are getting sick. They have heard rumours that there is plenty of Mercuriol at LegionCorp's lab. They have managed to more or less pinpoint the location of Division X1's lab, and now plan to raid the lab. However, the Sentinels learn about the impending raid and summon all the gangs they have previously bribed with Mercuriol to help in the defence of the lab.

The Final Battle scenario should be played as the climax of the campaign after the last Campaign Session. The Final Battle allows the gangs to put in a final effort to move ahead of their rivals. It is also a great opportunity for gangs to settle old grudges, and for the gangs with fewest CPs to catch up with the gangs leading the campaign.

The Arbitrator should make sure that the two sides have roughly the same gang rating, e.g. by putting a cap on the total gang rating that one side can bring to the fight (this represents that some gangers were left behind to guard the gang's base instead of joining the fight).

After the fight, the lab is abandoned and LegionCorp moves the research facilities to a



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different quadrant. However, the experiments continue...

"Emperors tears! What is going on, Proctor?". The Director's face zoomed into focus on Vars' visual display, his agitated voice resounding in the Eye-Phone's ear piece. "Division X1 exposed? Virus outbreak out of control and District 99 overrun by plague zombies? The secret laboratory sacked by the very gangs we were supposed to be controlling? Tell me that these reports are untrue!"

"Sire, Project Scourge was subjected to a carefully planned and executed attack by our enemies. We believe it was House Uriel." The truth was that the project had spun out of control, but Vars delivered the fabricated story confidently and without hesitation. "All MemChips were simultaneously overridden by a Level T computer virus, which left us unable to control the research subjects. The impact of the attack coincided with a raid by local gangs which our sources say were also backed by House Uriel, may they Warp take them!"

The Director said nothing, but clearly registered Vars' reference to LegionCorp's most hated rival. Vars continued: "But, unknown to our enemies, this is just a minor setback for us. Our intel allowed us to secure the research results and evacuate all Division X1 scientists immediately before the attack. LegionCorp casualties as a result of the raid were negligible. As for the zombie infestation, we have sent a team of Cleaners in Mark IV combat suits to sweep the area under the Sentinels' supervision. The plague zombie activity in District 99 should be reduced to average within a few cycles."

"I see", said the Director, still not satisfied. "And what were the research results? We expect a full report at your soonest". "And you shall have such a report", Vars retorted. "With your permission I will provide a summary at this occasion?". The Director nodded.

"The virus strain developed by Division X1 proved to have a strong effect on the test subjects: muscle growth, enhanced resistance to physical attacks, a so far unseen ferocity and bloodlust and a complete absence of a human morals or norms. The pheromonal properties of the strain were also tested successfully with the results showing a 100% attraction rate within 150 yards of the point of release". "Splendid", said the Director. "And the research facilities?". "A complete write-off I am afraid", said Vars. "However, as mentioned all personnel was successfully evacuated prior to the attack. They have been relocated to the other test bases set up in sectors D103, Y45 and Y50, where Division X1's work on developing the virus continues. We are also planning further tests in other environments – hive cities on other planets and so on – and are running the first calculations and simulation scenarios. As for the next Phase of Project Scourge, we have already received orders from the usual clients: Pentex Corp, Count Craga, the Dark Phalanx, and more will come as soon as we communicate the most recent results. With the permission of the Esteemed Board of Directors, of course." Vars smiled. So did the Director.



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## SCENARIO: THROUGH THE TUNNEL

*The gangs are pursued by an overwhelming contingent of Enforcers and must try to escape. They have found out that a disused tunnel leads to a neighbouring quadrant, where they will be safe from their pursuers. The entrance to the tunnel is somewhere in an abandoned bunker that is guarded by an Enforcer outpost. In part 1 of this scenario, the gangs must gain access to the bunker, and in Part 2 they must make their way through an underground compound to get to the tunnel, all the time with the Enforcers hot on their tail...*

### PART I

#### Terrain

The bunker is set up in the exact middle of the table surrounded by dense terrain. Next to the bunker is a watch tower with a control room at the top.

#### Gangs

Up to four gangs can participate in this scenario, and an Arbitrator is required. Hired Guns cannot be used for this scenario (they've all fled the quadrant long before the Enforcers arrive!). Each player rolls a dice. With the highest rolling player going first, the gangs then choose a corner of the table and set up their gang within 8" of each of the table edges. As the gangs are being pursued by Enforcers and are just arriving at the bunker, they will not have had time to use tunnels/vents/infiltration to position themselves. The arbitrator then sets up an Enforcer in the watch tower control room, and one cyber mastiff for each gang next to the entrance to the bunker.

#### Starting the Game

Each player rolls a D6 and the highest rolling player starts. After all players have taken their turn, the Arbitrator takes his turn.

#### The pursuers

In the Arbitrator's third turn, three Enforcers will enter the table from each of the corners where the gangs set up. If any Enforcer is taken out of action, a new Enforcer will enter the table in the following Arbitrator turn from the same corner as the incapacitated model entered.

#### Accessing the bunker

The bunker can only be accessed if the entrance door is opened, which can only be done in the control room at the top of the watch tower. Any gang member standing in the control room can open the entrance door at the start of one of his turns, but can do nothing else for that turn while he operates the complex consoles and cracks the entrance codes. When the door is open any model can move into the bunker.

#### Getting everyone through

The gangs are desperately trying to escape the Enforcers - all gangers fear getting captured, and will help their fellow gang members out so that everybody gets through the tunnel.

If one of your gangers failed a roll for an Old Battle Wound before the game, he can still be placed on the table but counts as being out of action. When a model is taken out of action, leave it on the table. A ganger that is down or taken out of action can be carried by any other ganger, including through the entrance to the bunker. The carrying ganger cannot run, charge or shoot in a turn when he carries another ganger. He can drop the ganger at the start of his turn, and must drop him if pinned, wounded or engaged in close combat.

If a ganger is taken out by the Enforcers in close combat, or if a ganger who is out of action comes into base contact with an Enforcer, the ganger is captured by the Enforcers and should be removed from the table. Models that suffer an injury but do not make it through the tunnel cannot use any abilities of the other members of his gang (e.g. Medic).

#### Ending Part I

Part 1 of the scenario ends when all gang members have entered the bunker or have been captured. Captured gangers will not have to roll on the injury table regardless of whether they were down or out of action at the end of the fight. A gang may surrender itself to the Enforcers, which means that all its gangers will count as captured.

As the gangs are desperate to escape, and the Enforcers intent on capturing them, no bottle rolls need to be taken.



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## PART II

*The gangs must now make their way through the underground compound inside the bunker to find and escape through the tunnel.*

### The Compound

Board elements from Space Hulk or similar games should be used to represent the underground compound. The Arbitrator should draw up a map for the compound before the game and consult it. The compound should contain the rooms and features below, but the contents of the rooms should not be revealed to the gangs before they enter them.

The gangs enter through a corridor representing the entrance to the bunker. If several gangs are playing the scenario, each gang should be allocated a corridor from which it enters the compound. They should find the tunnel entrance fairly easily (it should be possible to reach it within 5 turns, i.e. about 25 squares from the entry point). When a ganger stands next to the door to the tunnel he should be informed that it is locked and that the monitor next to the door asks for a key card. The gangs must now search the compound for the key card. A ganger with the key card standing next to the door to the tunnel will automatically open it. The key card can be passed from one gang to another in the shooting phase and picked up from models that are down or out.

The rest of the compound should have some corridors and the following rooms:

Room 1 contains 4 plague zombies feasting on the corpse of a dead security guard. The plague zombies are revealed when the door is opened, and will attack the nearest ganger after spending 1 turn finishing their meal. If the corpse of the security guard is examined a laspistol is found but nothing else.

Room 2 contains three niches that are one square in size. Each niche contains a locker. As the key card might be in the lockers, gangers would want to search them. However, anyone entering a niche to examine a locker will find an iron gate close behind them immediately. Each niche is in fact a cell used for temporary incarceration of prisoners. Gangers cannot escape from the cells and are

automatically captured by the Enforcers when the scenario ends.

Room 3 contains a security guard with a key card round his neck! Unfortunately, he has been infected with the zombie plague and is a mindless plague zombie. Once he is taken out of action the key card can be taken from his corpse.

When drawing the map, remember that the gangers should be allowed a chance to make some progress in their mission to find the tunnel and recover the key card before the Enforcers arrive. It should be physically possible for the gangs to find the tunnel and enter the room where the plague zombie with the key card is within 6-8 turns.

### Lurkers in the dark...

The compound has been overrun by plague zombies who are lurking in the dark corridors. To represent this, the Arbitrator should include 5-6 entry points (open-ended corridors) on the map. The Arbitrator takes a turn after all the other gangs' turns. At the start of each Arbitrator turn, he gets one blip counter which he can move onto the board through any entry point each turn. A blip cannot enter the board through an entry point if there is a ganger within 5 squares of the entry point, but the Arbitrator may place the blip off the board next to the entry point from where it is free to enter the board in the following turn regardless of whether there is a ganger within 5 squares. The Arbitrator can move a blip up to 4 squares each turn but cannot move it into the line of sight of a ganger. Opening doors costs a blip one point of movement.

Each blip represents 1, 2 or 3 plague zombies (roll a d3 when the blip is revealed). The Arbitrator can choose to reveal a blip at the start of his movement phase, and must reveal any blip on the board if a ganger has a line of sight to it. When revealing the blip, the plague zombies are placed on and around the square where the blip was. A blip that can enter the board at the start of a turn can also be revealed off the board, with the revealed plague zombies moving in from the entry point.

Plague zombies have the following characteristics: M2d3 WS2 BS0 S3 T3 W1 I1 A1 LD5. They follow the rules set out in the Scavvies rules, except that they only move 2d3 squares per turn.



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The Enforcers pursuing the gangs have been treated with a special pheromone that prevents zombies from detecting them as enemies/potential prey. Plague zombies will not attack the Enforcers pursuing the gangs.

## Entering the compound

Once the compound is set up, each gang should enter from their corridor as follows: each player divides their gang into groups of three gangers and then rolls a D6 to decide who takes the first turn. At the start of each player's turn, one group of three gangers can enter the compound. The gangs need to move quickly and think fast to escape the Enforcers. To represent this, each gang only has one minute to complete each of their movement phases.

## Enforcers

Five Enforcers will enter via the gangs' entry corridors five turns after the last ganger entered the compound. When the Enforcers arrive the arbitrator may move them as well as any zombies. If an Enforcer goes out of action another one will arrive as reinforcement from the gangs' entry corridors in the following turn.

## Moving in the compound

Gangers and Enforcers can move up to five squares per turn, and may not run due to the darkness. Models that are down can move two squares. To open or close a door a model must sacrifice one square of movement. A model can shoot at anything it can see, but can only engage a model in close combat if that model is standing in front, behind or to the sides of the attacking model. A model that wins a round of combat can make a follow up move of one square in any direction. Models block each other's movement and line of sight unless they are pinned, down or out of action.

When a model is taken out of action, leave it on the table. A ganger that is down or taken out of action can be carried through the compound and into the tunnel by any other ganger. The carrying ganger can only move three squares and cannot shoot while carrying another ganger. He can leave the other ganger at the start of his turn, and will drop him if pinned, wounded or engaged in close combat.

If a ganger is taken out by Enforcers in close combat, or if a ganger who is out of action comes into base contact with an Enforcer, he is captured by the Enforcers and should be removed from the table. Models that suffer an injury but do not make it through the tunnel cannot use any abilities of the other members of his gang (e.g. Medic).

## Ending the scenario

Part 2 of the scenario ends when all gangers are either captured or have exited the compound through the tunnel. The Enforcers will not pursue the gangers through the tunnel, and they are free to continue to the neighbouring quadrant.

The gangs will not be able to return to their territories, which are all lost and should be crossed out from the gangs' rosters. Instead, the gangs will settle down in the new quadrant and control a number of territories decided by the Arbitrator. Income cannot be collected after this scenario.

Captured gangers will not have to roll on the injury table regardless of whether they were down or out of action at the end of the fight.

## Experience

+D6 Survives

+5 Per Wounding Hit

+5 Successful Escape. Each gang member that escapes through the tunnel gains 5 Experience Points. If at least two thirds of the gang members escape through the tunnel, the gang leader gains 10 experience points instead of 5 experience points if he managed to escape.



# PROJECT SCOURGE



## SCENARIO: COMBINED ATTACKS

*Gangs are notoriously suspicious of each other, and with good reason - who can forget such infamous encounters as the Dustside Double-Cross, or the Assassination of Jezz'e Flames by Slythe the Coward? Alliances between gangs are rare and highly unstable at best. However, if there is one thing that can get gang leaders to put aside old grudges and join forces for a while, it is a common, stronger enemy.*

### Two gangs against one:

Two gangs with gang ratings (GR) lower than 1500 can mount a combined attack on another gang, if that gang's GR is 400 points higher than both of the attacking gangs' GRs. Two gangs with GRs between 1500 and 2000 can mount a combined attack on another gang if the GR of that gang is 800 points higher than both of the attacking gangs. Gangs with GRs higher than 2000 cannot mount a combined attack.

If two gangs agree that they want to make a combined attack, they must inform the other gang (the defender) that they wish to do so, and say which piece of territory they wish to attack. They can choose any piece of territory, as long as at least one of the territories bordering the chosen territory is uncontrolled or controlled by one of the attacking gangs.

A gang can participate in one combined attack as attacker per Campaign Session and the challenge is in addition to the attacking gangs' normal Campaign Actions.

The gangs must play the Gang Fight scenario. However, if the total combined GR of the attackers is lower than the defender's GR, the attackers can also choose to play the Ambush scenario (the defenders hardly recognise the existence of the inferior attackers, and has let their guard down for a moment).

For both the Gang Fight and the Ambush scenario, the following extra rules apply: The attackers only roll one die together for purposes of which side starts etc. (where applicable). Also, when it is their turn, the attackers must roll a die to decide which of the attacking gangs go first that turn. The first attacker then starts by executing his movement phase, followed by the second attacker's

movement phase, the first attacker's shooting phase, the second attacker's shooting phase etc. (this is important should the attacking gangs decide to attack each other, see below). If convenient, the attackers are free to execute their phases simultaneously.

### Breaking up is hard to do:

Any alliance between rival gangs are bound to collapse sooner or later. Attacking gangs are free to attack each other at any point during the game - but as soon as an aggressive action has been made by either gang (a charge, a shot etc.), the alliance is broken. Both gangs will now be in a precarious situation, facing two enemies on the same battlefield. They must therefore take bottle tests at the start of each of their turns, regardless of whether 25% of their gang members are down or out.

### Ending the game:

If one of the attackers bottles out the other can keep on fighting, but must take a bottle test at the start of each of its turns regardless of whether 25% of its gang members are down or out ("We're on our own now!"). The game ends when either both the attacking gangs have bottled out, or the defending gang has bottled out. If both attackers bottle out, the defender wins. If the defender bottles out, any attacking gang(s) that have not bottled out wins.

### Experience:

The same rules apply as for a normal Gang Fight or Ambush. In addition, each winning attacker receives the Underdogs experience bonus, and Giant Killer income bonus, applicable by comparing that gangs GR to the defender's GR, and its gang leader gains 10 experience points.

If the defender wins, he receives the Underdogs experience bonus, and Giant Killer income bonus, applicable by comparing its GR to the combined GR of the attacking gangs.

Any losing attackers and defenders receive no experience or income bonuses.

The winning gang(s) gain 20 CPs. If the defending gang loses in an Ambush, it loses 20 CPs.

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## Special rules:

If the attacking gangs won, and if they took 1) at least three members of the defending gang down or out of action, and 2) at least three times as many members down or out of action as the combined amount of members from the attacking gangs down or taken out of action, then the attacking gangs will have vanquished the defending gang from the territory. If one of the attacking gangs bottled out, the other will automatically conquer the territory. If none of the attackers bottled out, they must immediately agree who gets the territory, e.g. by having one gang pay the other gang a sum of credits for the territory. If the gangs cannot come to an agreement within the time it takes for the defender to pack away his models, or in any event if the alliance was broken during the game, they must settle the matter in a more traditional manner.

The two attackers must immediately play a standard Shoot Out scenario against each other (including determining how many gang members will participate in it etc.). Neither gang should go through the post-battle sequence for the previous fight before playing the Shoot Out. Gang members that were down or out at the end of the previous fight cannot participate, and weapons that were out of ammo cannot be used. The winner of the Shoot Out claims the disputed territory. After the fight, go through the post battle sequence as normal. The two gangs gains experience points for both fights, but can only collect income etc. once.





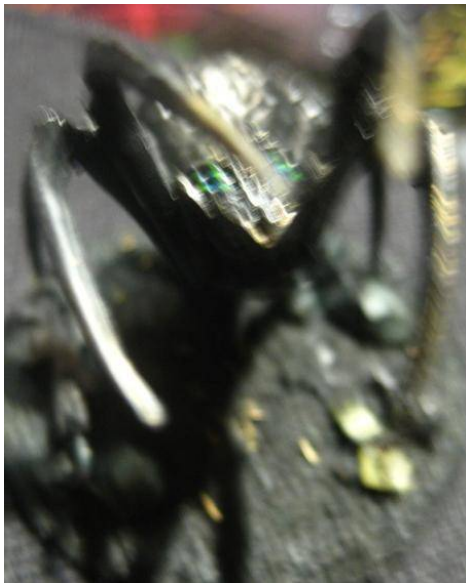
# PROJECT SCOURGE

## SCENARIO: SPIDER HUNT<sup>1</sup>

*A small segment of the Underhive has become infested with giant spiders that must be driven out or eradicated for the gang to take over the territory. The eyes and fangs of the spiders can be sold for a high price in the marketplace. This is a rare opportunity for gangs to amass a fortune. Unfortunately though, giant spiders are known for their superhuman speed and deadly poison, and wont give up their fangs without a fight. The gang is exploring the territory when the spiders attack!*

### Starting the Game

This scenario is normally played by one gang, but rules for multiple gangs can be found below. Place the scenery as for a normal Gang Fight scenario. The gang must set up within 8" of the centre of the table. Neither side may use Vents, Tunnels or Infiltration. The giant spiders take the first turn with each spider entering the table from any point on any table edge. The amount of spiders depends on the gang's gang rating: for each full 200 points, one spider enters the table (i.e. a gang with gang rating 2,190 would face 10 spiders).



### Special Rules

The buildings in the area are full of giant spiders. At the end of each of the gangs' movement phases, any model that is within a building or under or on

a structure of any kind must roll 1d6. A ganger with a bioscanner can add +1 to his roll.

If the result is a 1 or 2 then a spider has attacked the model. Immediately place a spider in base contact with the model. If the attacked model is in overwatch with a pistol, he may fire a single shot at the spider, but with a -1 to hit modifier in addition to any other modifiers that might apply. The spider ignores pinning since it is in close combat, but if it is wounded, it will be pushed 2" away from the attacked model in a direction chosen by the Arbitrator. Otherwise, fight as normal in the close combat phase as though the spider had charged the model.

If the result is 3 – 5, nothing happens.

If the result is a 6 or more then the gang member has spotted a spider in the debris. The player should place a spider 6" directly ahead of the model in the direction it is facing.

Spider:

M7 WS4 BS0 S3 T3 A1 I4 LD5

Can climb any surface at no penalty

### Ending the Game

The gang wins immediately when 10 spiders have been taken out of action. The rest of the giant spiders will realise that they are facing a superior foe and quickly abandon the territory. Otherwise, the game ends when the gang bottles out.

Each spider that has been taken out of action adds 10 credits to the income (not profit) of the gang that killed it.

The winning gang gains 10 CPs in addition to any other CPs gained during the fight.

### Experience

Use the experience chart from the Gang Fight Scenario. Also, any miniature that has taken a spider out of action gains +1 XP

### Multiple gangs

If two or more gangs are playing the scenario, they set up as for a normal Gang Fight. The spiders enter the table from the exact centre (place a suitable structure to represent the spiders' entry

<sup>1</sup> Modified version of scenario by original author.

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point). The spiders take the first turn, and the gangs should roll off to see who gets the second turn.

The giant spiders enter the table one at a time in the first turn. The spiders are controlled by the players. The players should roll off to see who gets to control the first spider. The other player controls the second spider, the first player controls the third spider, and so on, so that each player controls the same amount of spiders (if possible). Once control of a spider has been determined, the player has control of the spider for the rest of the game. Spiders cannot attack other spiders.

When a ganger is in or under a structure, a spider will only emerge and attack him on a roll of 1 instead of a 1-2 (with lots of gangers and hectic activity, the spiders are more reluctant to come out of hiding). When a spider appears in a structure, check which player controls the ganger closest to

the spider. That player's opponent controls the spider for the rest of the game.

The game ends if all gangs bottle out. Alternatively, it will end when there is only one gang left, and once at least 10 spiders have been taken out of action (thus causing the spiders to abandon the territory). The remaining gang wins and takes over the territory.

## OPTION

The scenario can be played with any type of creature instead of spiders (ripperjacks, giant rats, mutant dogs etc.). However, depending on how strong and fast moving the creatures are, the Arbitrator should adjust the amount of creatures that would have to be taken out for the exploring gang to win, and the amount of creatures that enter the table on the first turn. Also, not all creatures will have valuable parts that gangs can harvest for credits after the fight.





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## SCENARIO: NIGHT OF THE SUMP BEAST<sup>2</sup>

*At the very bottom of Hive Primus lies The Sump. It is here that the Underhive's worst creatures are spawned. Dumped chemicals and disgusting conditions cause normal beasts and even men to mutate and become blood hungry, uncontrollable monsters. The hides and fangs of these beasts are heavily sought after and very valuable, few people dare to hunt these beasts. This scenario is based around a gang who, being either very brave or very stupid, are caught in the middle of one such hunt.*

### Gangs:

This scenario is designed to be played by 1-4 gangs, note however that an Arbitrator is essential. The gangs may or may not cooperate it is entirely up to them.

### Setting up:

This scenario can be played on a board of any size. The scenery should be set up by the Arbitrator in such a way so that it has many hiding places and dark corners. This is just to give the sump beasts more places to leap from.

Also the Arbitrator should roll on the treacherous conditions table D3 times to represent the state of the sump. The gangs should start on separate sides no more than 8 inches on to the board (roll to choose sides) this will make it seem as if they have just happened upon each other. Neither side may use Vents, Tunnels or Infiltration.

The Arbitrator controls one sump beast per participating gang and must choose before setup how many of them are small, and how many are large. These can then be placed anywhere on the table as long as they are 12" from an edge and in hard cover.

### Starting the game:

The gangs should roll off to see who goes first. After all gangs have had their turns the Arbitrator may move his Sump Beasts.

## The Sump Beast:

Sump Beast

M6 WS6 BS6 S6 T6 W6 I6 A6 Ld6

The Sump Beasts cause Terror. Sump Beasts can be all shapes and sizes, but for gaming purposes they will be either small or large:

- **Small ones** (we use a Cold One to represent this, but any cavalry sized monster will do) can pounce at their prey and to represent this they count as having the 'Leap' Agility skill.

- **Large ones** (we use a War Hydra to represent this, but any large monster will do) are large targets (+1 to hit with shooting) and can only move on ground level. They cannot move through openings in buildings that are smaller than 2"x 2", and their movement is reduced to half when moving into any building. They ignore obstacles and difficult terrain. Large Sump Beasts have a breath weapon that works as a flamer, except that no ammo rolls need to be made. The breath weapon can be used even if the sump beast ran in the same turn. The end of the flamer template can be placed at any point of the sump beast model when the breath weapon is used.

Sump Beasts are never pinned or down and are assumed to pass all leadership tests. Whenever they lose a wound they also lose 1 point from every stat so all stats are always the same. If they are reduced to 0 wounds they are simply dead, the body should be removed and a counter placed where it died. This represents the valuable body of the beast which can then be picked up by a gang member. Any gang member carrying a body cannot run and can only shoot if they stand still. If they are pinned, down, taken out of action or engaged in hand to hand combat they drop the counter.

Sump Beasts that have lost wounds but remain alive can regenerate wounds during the Arbitrators recovery phase. The Arbitrator rolls a dice for every wound lost that turn. Every roll of 4+ recovers one of the beast's wounds. Wounds from flamers cannot be regenerated.

### Ending the game:

The game ends if the gang (or if more than one gang participates, all gangs) have bottled out. Alternatively, it will end when there is only one

<sup>2</sup> Modified version of scenario by original author.



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gang left, and once all sump beasts have been killed. The remaining gang will have won and will take over the territory.

The winning gang gains 25 CPs in addition to any other CPs gained during the fight.

Any counters which a gang member has at the end of the game is worth D6x25 creds.

## **Experience:**

+D6- Taking part

+5- For every wounding hit on a rival gang member

+10 - For every wounding hit on a Sump Beast

+2 - For carrying a body off of the board

If three or more gangs participate in the fight, the Underdogs Experience Bonus and Giant Killer Income Bonus is determined for each gang by comparing the gang's Gang Rating with the average Gang Rating of all the other gangs. The bonuses should be determined at the start of the game and will not be changed as a result of one or more gangs bottling out.

## **Serious injuries:**

Sump Beasts are wild untamed creatures and see all humans as potential lunch. Any fighter who rolls a 'captured' result on the serious injury table count as dead.



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## SCENARIO: THE DREADNOUGHT<sup>3</sup>

*A dreadnought is the mechanical sarcophagus of a Space Marine. Heavily armoured and laden with the most powerful of weapons, it is designed to deal with the most formidable of foes. Buried in the wastes of the Underhive for millennia, it has at last been stumbled upon. However, the uncultured underhivers aren't really cut out for Dreadnought maintenance, and as they blindly fumble around, the monster comes to life, and with guns blazing sets off on a trail of destruction.*

### Gangs

Any number of gangs can take part in this scenario. The number of gang members who turn up is as follows.

1 gang: whole gang turns up.

2 gangs: 6 randomly determined members of each gang.

3 gangs: 5 randomly determined members of each gang.

4+ gangs: 4 randomly determined members of each gang.

### Deployment

Models may be deployed anywhere within 12" of the table edge, but not within 10" of any model from another gang. The dreadnought is placed in the centre of the table. He may not be in any cover, and he must be on ground level. Neither side may use Vents, Tunnels or Infiltration.

### Starting the game

The dreadnought has the first go. Each player should roll a D6 to decide the order in which play continues.

### The Dreadnought

Treat the Dreadnought just like any other model (albeit a very hard one). At the start of each of its turns follow the sequence below to see what it does. It counts as a large object (+1 to hit). The

Dreadnought cannot be pinned and passes all leadership tests.

1. If there is a model within the Dreadnoughts charge range and in its line of sight then it will charge into close combat.

2. If there are no enemies to charge, the Dreadnought will move D6" in a random direction.

3. If the Dreadnought did not charge it will fire its Heavy Cannon at the nearest enemy model.

4. Roll a D6. On the score of 5 or 6, it will fire its Great Blaster at the second nearest model.

The Dreadnought's profile is as follows:

M6 WS5 BS5 S6 T\* W\* I2 A4 Ld10  
(\* see below)

The dreadnought carries three weapons:

POWER CLAW Close combat. Strength 6. Damage D3. Save mod -3.

HEAVY CANNON Range 40. Strength 5. Damage 1. Save mod -2. Ammo roll 4+. 2 sustained fire dice.

GREAT BLASTER Range 60. Strength D6 +3. Damage D6. Save mod -6. Ammo roll 4+.

### Wounding the Dreadnought

If you hit the Dreadnought, then roll a D6, and check location on the table overleaf. Roll another D6 and add the result to the weapons strength. If it is equal to or more than the location's armour, the Dreadnought has been wounded. Remove a wound from that particular location. If all wounds have been removed from a location hit, then roll a further D6 to see the effect.

D6: Location

1: Legs (Wounds 3, Armour 8)

If the location has no more wounds, roll a further D6.

1. The Dreadnought cannot move next turn.

<sup>3</sup> Modified version of scenario by Richard Irvine



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2. The Dreadnought staggers D3" in a random direction.
3. The Dreadnought staggers D6" in a random direction.
4. Reduce the Dreadnought's M characteristic by D3.
5. The Dreadnought is immobilised.
6. A leg is blown off, and the Dreadnought falls and breaks into pieces (destroyed).

2: Power Claw (Wounds 2, Armour 8)

If the location has no more wounds, roll a further D6.

1-3. The weapon cannot be used next turn

4-5. The weapon is destroyed. The Dreadnought now loses 1 attack, damage becomes 1, with no save modifier.

6. The weapon explodes, and the Dreadnought takes another strength 5 hit. Roll for location, etc., and roll to see if the hit penetrates the armour as described above.

3: Fixed Weapon

Randomly determine which gun is hit (each gun has Wounds 2, Armour 8)

Roll a further D6

1-4. The weapon cannot be used next turn

5. The weapon is destroyed.

6. The weapon explodes, and the Dreadnought takes one automatic hit. Roll again to determine location and effect.

4-5: Hull (Wounds 3 Armour 9)

If the location has no more wounds, roll a further D6.

1. The shot makes a big hole but causes no other damage.

2. Ammo feeds severed. All ammo rolls -1.

3-4. The Dreadnought staggers D6" in a random direction.

5-6. The Dreadnought explodes. All models within D6" take a strength 3 hit.

6: Engines (Wounds 3 Armour 9)

If the location has no more wounds, roll a further D6.

1. The Dreadnought staggers forward D6"

2. Fuel line blockage. All ammo rolls -1.

3-4. The Dreadnought is immobilised.

5. Fuel leak. Roll a D6 at the start of every turn. On the roll of the 6 the Dreadnought explodes as if a 6 was rolled (see below).

6. The Dreadnought explodes. All models within D6" take a strength 3 hit.

## Ending the game

If several gangs are participating, the game will end when all gangs have bottled out. Alternatively, it will end when there is only one gang left, and once the Dreadnought has been destroyed. The remaining gang (or if only one gang participates, that gang) will have won and will then take over the territory. The remains of the Dreadnought will provide a continuous source of hi-tech components for the gang, and the territory therefore counts as an Archeotech Hoard.

## Experience and Campaign Points

- + D6 Survives
- + 5 Wounding hit on an enemy gang member
- + 5 per hit that penetrated the Dreadnought's armour
- +10 Destroyed the Dreadnought
- +10 Winning leader

If three or more gangs participate in the fight, the Underdogs Experience Bonus and Giant Killer Income Bonus is determined for each gang by comparing the gang's Gang Rating with the average Gang Rating of all the other gangs. The



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bonuses should be determined at the start of the game and will not be changed as a result of one or more gangs bottling out.

The winning gang gains 25 CPs in addition to any other CPs gained during the fight.

## After the game

If the Dreadnought was destroyed, any gang which did not bottle out gets D3 loot counters, worth D6X5 credits from scavenging destroyed material (this is added to normal income before calculating expenses). Each surviving gang who did not bottle out rolls a D6 adding +1 for each ganger still in action and +2 for each surviving heavy. Each result of 6 or more allows a roll on the following table.

11 - 16 Material to construct carapace armour.  
Requires 50 credits

21 - 23 Bio - Booster

24 - 26 Bio - Scanner

31 - 33 Grav Chute

34 - 36 Power Grapnel

41 - 42 Material for Bionic eye. Requires 30 credits

43 - 44 Material for Bionic leg. Requires 50 credits

45 - 46 Material for Bionic arm. Requires 50 credits

51 - 53 Isotropic Fuel Rod

54 - 56 Skull chip

61 - 66 Power supply to convert Axe, Maul or sword into powered variety (requires a heavy)



# PROJECT SCOURGE



## SCENARIO: SEARCHLIGHT RAID

*Division XI has set up depots and placed equipment in various parts of District 99 to conduct their experiments. Gangs can loot the depots and installations for items of value left behind. However, the depots are under surveillance by the Sentinels, and the gangs will have to be careful to avoid attracting unwanted attention...*

### Gangs

Up to 4 gangs can take part in this scenario.

### Set up and deployment

The terrain is set up as for a normal gang fight. In addition, two tall structures should be set up in the middle of the table about 12" from each other. These represent watchtowers used by the Sentinels for surveillance. Each watchtower is equipped with a searchlight manned by a Sentinel heavy. The Arbitrator should set up one heavy next to each of the searchlights. The heavies will remain stationary until the alarm is sounded (see below).

The Arbitrator should also place 12 loot counters on the table no closer than 8" to a table edge and no closer than 4" to another loot counter.

The exploring gang(s) sets up within 8" of one table edge. If more than one gang is participating, the gangs should roll a D6 to decide who chooses a table edge and sets up his gang first. The other player(s) then chooses a table edge and sets up his gangers within 8" of the table edge and not within 12" of an enemy model. Neither side may use Vents, Tunnels or Infiltration.

### Starting the game

The exploring gang takes the first turn. If more than one gang participates, each player should roll a D6 to decide the order in which play continues. The Sentinels takes a turn after both players have had their turns.

The area is covered in darkness, and the Sentinel heavies count as having no line of sight until the alarm is sounded (see below). For all other models, line of sight is reduced to 12".

### The loot counters

Only the Exploring gang(s) can interact with the loot counters. A model may pick up a loot counter by ending its movement on the counter.

Division XI have booby trapped some of the depots and equipment to deter raiders. To represent this, roll a die when a loot counter is picked up: on a 1-2, the counter turns out to be a trap which immediately causes a strength 3 hit on the model picking it up. This may cause the alarm to be sounded (see below). On a roll of 3-6, the ganger picks up some valuable loot.

A model can carry a loot counter without affecting its shooting, close combat or movement in any way. Models that go out of action drop any loot counters they are carrying at the time. Models can transfer loot counters to other models in base-to-base contact during the shooting phase.

### The watchtowers and the searchlights

The ladders leading to the top of the tower are monitored, so if a model tries to scale the ladders or moves onto above ground-levels of the watchtowers they will immediately sound the alarm (see below).

Each of the searchlights are represented by a large 5" template which should be placed in the middle of the table at the start of the game. At the start of each Sentinel turn, each of the templates move 2d6" in a random direction determined by the scatter dice. If a double is rolled on the 2d6, the searchlight is immediately centred on the loot counter closest to the searchlight regardless of distance (roll off if two loot counters are equally close).

### Sounding the alarm

The alarm will be sounded in a number of situations:

#### Caught by the searchlight

The Sentinel heavies can try to spot any models touched by the searchlight templates as the templates move. If a model is spotted the alarm is sounded immediately.

Models in the open that are fully covered by the template at some point during the templates'





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movement will be spotted on a d6 roll of 2+. Models in the open that are only touched by the template will be spotted on a roll of 4+. Models that are in cover and touched or covered by the template will be spotted on a roll of 6+. A model in hiding cannot be spotted. Models can move through the searchlight templates in their movement phase, but will be spotted on a roll of 4+.

## Shooting

If a model shoots a weapon, roll 2D6 and add the weapon's Strength to the score (this rule does not apply to silent weapons). The same should be done if a trap is triggered. If a model falls from a structure and takes damage from the fall, roll a 2d6 and add the strength of the resulting hit. If the result is over 10, the alarm is sounded immediately.

## Close combat

The sound of close combat may alert the Sentinel heavies (this is particularly relevant where more than one Exploring gang is participating in the fight). If a model uses a pistol or chainsword in hand-to-hand combat, roll 2d6 as for Shooting at the end of the round of close combat.

In addition, the noise of fighting may cause the alarm to be sounded. Roll a d6 after a round of close combat. If the score is not more than the number of models fighting in the hand-to-hand combat then the alarm is sounded.

## The alarm goes off

If the alarm is sounded for any reason, both searchlights will immediately centre on the model or effect sounding the alarm. Both Sentinel heavies can immediately shoot at any models covered by the templates (regardless of the normal turn sequence). Flares are then automatically released and normal visibility rules apply for all models from then on.

## **Reinforcements**

At the start of every Sentinel turn following the turn when the alarm is sounded, d3+1 Sentinel gangers enter the table from a randomly determined table edge. They can move and shoot as normal on the turn they arrive, but cannot charge.

## **Ending the game**

The Exploring gang(s) must take bottle tests as normal, but the Sentinels need not test. The fight ends when (all) the Exploring gang(s) have bottled out. The fight also ends, and the Exploring gang wins, when the gang has picked up 6 non-trap loot counters and carried them off their table edge.

If more than one Exploring gang participates in the scenario, the game ends if one gang bottles out and the other carries 6 non-trap counters off their own table edge. If all non-trap counters have been carried off the table without any of the gangs bottling out, the gang that has carried off the most counters wins (roll off in case of ties).

If an Exploring gang wins the fight, LegionCorp's presence in the territory has been exposed, and all its personnel and equipment is moved to another part of District 99. The winning gang takes control of the territory.

## **Winnings**

Each loot counter adds d6x5 credits to the gang's income (not its profit!). If a gang bottles out, it still keeps the loot counters it has collected.

## **Experience and Campaign Points**

+D6 Survives

+5 Wounding an enemy gang member

+1 per loot counter carried off the tabled.

If three or more gangs participate in the fight (including the Sentinels), the Underdogs Experience Bonus and Giant Killer Income Bonus is determined for each gang by comparing the gang's Gang Rating with the average Gang Rating of all the other gangs. The bonuses should be determined at the start of the game and will not be changed as a result of one or more gangs bottling out.

Each gang gains 1 CP per loot counter carried off the table. The winning gang gains 20 CPs in addition to any other CPs gained during the fight. If a gang collects at least 6 loot counters, the Arbitrator should reveal some of the undisclosed background of the campaign (such as information about the Sentinels, LegionCorp, Division X1 or Project Scourge).



# PROJECT SCOURGE



## SCENARIO: LEFT FOR DEAD

*A zombie plague has suddenly erupted and one of the gang's territories have fallen prey to the relentless horde of brain-eating monsters. The territory is swamped with zombies, and all settlers are believed to have succumbed to the horde. However, the gang has received pieces of a comm-link message from a pocket of survivors, who are hiding from the zombies in the middle of the territory. The gang must rescue the settlers and bring them to safety. They must isolate and take out the zombies little by little to avoid drawing the attention of the entire zombie horde to themselves and the settlers.*

### Terrain:

The rescuing gang must randomly choose one of its pieces of territory by rolling a d6, rerolling the result once if it wishes. The chosen piece of territory is swarmed by the zombie horde and should be removed from the gang's roster immediately. Terrain should be set up as for a normal Gang Fight.

All power in the territory has been cut off to hinder the zombies' advance, and the area is steeped in darkness. Visibility for shooting and charging is down to a maximum of 8", but a model with infra-red goggles can shoot at and charge revealed models within 16" (see below). Spotting fighters is so difficult that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.

### Gangs:

5 Settlers are hiding in the area or trying to escape the zombies. Settlers are armed with two hand weapons and have the following characteristics: M4, WS2, BS2, S3, T3, W1, I3, A1, LD6. The zombie player's gang consists of 5 scavvis armed with blunderbusses and pockets of nails, and 10 plague zombies. Plague zombies have the following characteristics: M2d6 WS3, BS0, S3, T3, W1, I3, A1, LD10. The other normal rules for plague zombies apply (see the Scavvy Rules).

At the beginning of the game, the zombie player must shuffle 20 counters representing the 5 settlers, the 5 scavvis and the 10 plague zombies, and place them face down on the table without examining them. Each counter must be placed at

least 15" away from the table edge and at least 2" away from the nearest counter. Neither player are allowed to examine the counters. The rescuing gang then chooses a table edge and sets up his gang within 4" of that table edge.

### Starting the game:

Both players roll a D6. The highest scoring player takes the first turn.



### The zombie horde:

The zombie player can move each counter up to 4" in his movement phase, but counters cannot end their move within 2" of another counter. This represents the zombies' jumbled advance, and the settlers' attempts to avoid discovery. If a counter finds itself within 8" of any member of the rescuing gang, or if a member of the rescuing gang finds itself within 8" of the counter, the moving model/counter cannot move any further that turn. Also, the counter is flipped over at the end of the turn.

A member of the rescuing gang therefore cannot normally move closer than 8" to a counter (including follow-up moves after close combat). The only exception to this is when a gang member charges a revealed plague zombie or a scavvy. Should his charge bring him within 8" of a counter, he can continue moving and complete the charge. Any counters within 8" of him at any point in time will be flipped over at the end of the turn.

When a counter is flipped over it is replaced by the appropriate model. If it is a settler, the rescuing



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player can move the model from his next movement phase and can attack any revealed scavvies and plague zombies. If a settler reaches the rescuing gang's table edge, it is removed from the table and counts as rescued. Settlers always move freely and do not interact with counters or cause them to be flipped over (they know the territory like the back of their hand and can use this knowledge to move around more or less undetected by the zombie horde for shorter periods of time).

If a counter reveals a scavvy or a plague zombie, the zombie player can move it as normal from his next movement phase and attack any revealed settlers or members of the rescuing gang. Plague zombies always move freely and do not interact with counters or cause them to be flipped over. Scavvies interact with counters in a similar way to members of the rescuing gang as per above.

The following rules represent the scavvy's attempts to alert other zombies and scavvies, and those other zombies and scavvies stopping what they are doing and directing their attention to the scavvy: If a counter finds itself within 8" of a scavvy that is not down or out of action, it cannot move further that turn. If a counter is within 8" of a scavvy that is not down at the start of the zombie player's turn, the counter therefore cannot move at all that turn. If a scavvy that is not down finds itself within 8" of a counter, it cannot move further except if it is charging. If within 8" of a counter at the start of its turn, the only move a scavvy can therefore make is a charge. A scavvy that is down can move freely and does not interact with counters or cause them to be flipped over. At the end of any zombie player turn, all counters within 8" of a scavvy that is not down will be flipped over.

To sum up: revealed zombies and settlers move independently of other models/counters. If a ganger is within 8" of a counter, he cannot move further (except if he is charging) and the counter is flipped over at the end of the turn. If a scavvy that is not down is within 8" of a counter, it cannot move further (except if it is charging). At the end of the zombie player's turn, all counters within 8" of a scavvy that is not down are flipped over.

## "Shhhhh....":

The zombie horde is scattered and incoherent. However, even monsters with very limited brain capacity will react to enemy gunshots. Every time a member of the rescuing gang fires a shot, roll 2D6 and add the weapon's strength to the score. If the result is more than 10, the gang has caught the attention of the zombie horde. All counters are immediately flipped over and the revealed models can move as normal from their next movement phase. This rule does not apply to weapons with silencers or needle weapons.

If for any reason all counters have been flipped over, at the start of each of the zombie player's turns, d3 plague zombies will enter the table from a randomly chosen table edge, attracted by the noise. Use the rules for the Raid scenario to determine from which table edge the zombies enter.

## Multi-gang fights

Any number of gangs can participate in the scenario. Each gang should set up as per the Gang Fight rules but within 4" of their table edge, after which the zombie player sets up the counters.

When a settler is revealed, the gangs should roll-off immediately to see who gets to control the settler in that turn. Once per turn, at the end of the zombie player turn, the gangs should roll off again to see who controls each settler in the next turn. This represents the settlers confusion of seeing several gangs involved in the rescue attempt. The gang from whose table edge a settler moves off the table counts as having rescued the settler.

## Ending the game:

The zombie player never takes bottle tests. The game ends if the rescuing gang bottles out, or when all the settlers are either rescued or out of action. The game also ends if all the zombies and scavvies are taken out of action (note that this cannot happen if the zombie horde was alerted to the gang's presence as per the "Shhhhh...."-rule). In that case, all remaining settlers automatically count as having moved off the rescuing gang's table edge. The zombie player wins if the rescuing



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gang bottles out, or if all the settlers are taken out of action. Otherwise, the rescuing gang wins.

If several gangs are participating, the game ends when all the gangs have bottled out. The game also ends when all the Settlers have left the table or been taken out. Finally, the game ends if only one gang remains and all the zombies and scavvies are taken out of action (note that this cannot happen if the zombie horde was alerted to the gang's presence as per the "Shhhh..."-rule). If all zombies and scavvies are taken out of action, and if there is only one gang remaining, all remaining settlers automatically count as having moved off that gang's table edge. The zombie player wins if all the rescuing gangs bottle out, or if all the settlers are taken out of action. Otherwise, the gang that rescued the most settlers wins (roll off in case of ties).

### Experience:

Normal rules for experience points and CPs apply. In addition, the gang leader of the rescuing gang gains 1 experience point per rescued settler.



### Special:

Add up the amount of settlers rescued by the rescuing gang and consult the table below. If

several gangs are participating, only the gang who rescued the most settlers should apply the result of the table (in that case, treat results of 1 or 2 as 3 instead).

5 settlers: The rescued settlers relocate to a new location and sets up a new settlement. The gang counts as having rolled a "Green Hivers" result on the Territory Table and can add a piece of terrain of its choice to its roster (except for an Archeotech Hoard).

4 settlers: The rescued settlers start up a small new Settlement, which the gang can add to its roster.

3 settlers: The rescued settlers make a new start in a territory, but they are too few to start a settlement. The gang can add an Old Ruins to its roster.

2: The settlers settle down in one of the gang's other pieces of territory and go about making some much needed improvements. The gang can upgrade a piece of terrain of its choice to a Water Still.

1 settler: The sole surviving settler joins the gang. Add a juve to the gang's roster. The juve gains experience points as normal from the fight against the zombie horde.

If the gang gains a new piece of territory/improves an existing territory, it cannot collect income from it until after the next game (the settlers need time to relocate and settle down).

### OPTION 1:

*A zombie horde has taken over a piece of territory, but the inhabitants are fighting back! The surveillance equipment and weapons necessary to combat the zombies have been gathered, but the inhabitants guarding the equipment has had to be evacuated and the equipment abandoned. The equipment is very valuable, so the gang is interested in recovering it – and if all the equipment is recovered, the inhabitants will be able to purge the territory of zombies and regain possession of it under the protection and control of the gang...*

The scenario is played as above, except that the settler counters represent crates of loot rather than



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settlers. Once revealed, loot crates do not move further for the rest of the game and do not interact with other counters. A crate cannot be attacked or shot at. A ganger can pick up a crate of loot and carry it with no penalty.

Several gangs can participate in this scenario. The gangs should set up as per the gang fight scenario (but within 4" of the table edge), after which the zombie player shuffles and sets up the counters.

## Ending the game:

The zombie player never takes bottle tests. If one gang is participating, the game will end when the gang bottles out. Alternatively, it will end when the gang has carried all the loot counters off its own table edge, or when all the zombies and scavvies are taken out of action (note that this cannot happen if the zombie horde was alerted to the gang's presence as per the "Shhhh..."-rule). If all zombies and scavvies are taken out of action, the attacker automatically counts as having carried all the loot counters off its own table edge. The zombie player wins if the gang bottles out, otherwise the rescuing gang wins.

If the attacker carried 5 loot counters off the table edge, the surveillance equipment and weapons will allow the territory's inhabitants to rid the territory of the zombies. The attacker takes control of the territory (the Arbitrator should inform the attacker of the type of territory where relevant).

If the attacker was an outlaw gang, it will have taken all the inhabitants' equipment and machinery for itself, and effectively sacked the territory as per the normal rules. As the territory is now mostly void of human activity, the zombie horde moves on, and the outlaw gang takes control of the remaining Old Ruins.

If the attacker carried less than 5 loot counters off the table edge, he can add d6x5 credits to his income per loot counter. The territory remains uncontrolled

## Multi-gang fights

If several gangs are participating, the game ends when all the gangs have bottled out. The game also ends when all the loot counters have been carried off the respective gangs' table edges. Finally, the game ends if only one gang remains

and all the zombies and scavvies are taken out of action (note that this cannot happen if the zombie horde was alerted to the gang's presence as per the "Shhhh..."-rule). If all zombies and scavvies are taken out of action, and if there is only one gang remaining, that gang automatically counts as having carried all the remaining loot counters off its own table edge. The zombie player wins if all the gangs bottle out. Otherwise, the gang that carried off the most loot counters wins (roll off in case of ties).

The gang that carried off the most loot counters will take control of the territory as per the normal rules, or sack it if an Outlaw gang. The other gang(s) can add d6x5 credits to its income per loot counter carried off.

If three or more gangs are participating in the fight, the Underdogs Experience Bonus and Giant Killer Income Bonus is determined for each gang by comparing the gang's Gang Rating with the average Gang Rating of all the other gangs. The bonuses should be determined at the start of the game and will not be changed as a result of one or more gangs bottling out.



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## SCENARIO: DEAL WITH THE DEVIL<sup>4</sup>

*The Sentinels have approached one of the gangs suggesting a deal: in return for access to Mercuriol, the gang will support the Sentinels should they require assistance. The gangs must meet on neutral ground and work out a deal, all while keeping their cool...*

### GANGS

Each gang takes their leader and D3+3 fighters of their choosing. One Sentinel ganger must be selected to carry the bag with the Mercuriol doses and this cannot be the leader.

### TERRAIN

The terrain is set up as per the rules for Gang Fight, though players should make a suitable meeting place near the centre of the board.

### DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the centre of the table. The second player places his leader, at least 12" but no more than 18" from the opposing leader. The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy model and within 8" of another friendly model. The bag man has the added restriction that he must be placed within 4" of his leader.

### THE BUILD-UP

The Build-Up Roll is 20 for this scenario. At the end of each of the Sentinels' turns, each player secretly rolls a D6 and records the result. A roll of a 6 always counts as 0. Players should add together the results of their rolls. Once a player's total is higher than 20, the shooting starts (see "The deal... goes wrong" below).

### BEGINNING THE GAME

The exploring gang takes the first turn. No fighter may move more than 4" during the first part of this scenario and the leaders and bag man must move directly towards each other and cannot move behind cover. Other fighters cannot come closer

than 8" to any enemy. The leaders and the bagman continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

### THE NEGOTIATION

Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each of the exploring gang's turns. A deal has been struck once both players manage to roll the same number. To reflect their willingness to compromise, each leader has the option of modifying every roll up or down by 1. The Sentinels player should declare first if he wants to modify his roll, and then the exploring gang can choose to modify its roll.

### THE DEAL

Once the players have negotiated their deal, assuming none of them have exceeded the Build-Up Roll of 20, the exploring gang gets the bag of Mercuriol. The player must roll a D3 to see how many doses the bag contains. If he is satisfied with the content, he can immediately choose to withdraw from the territory with the doses, thereby ending the fight.

If he is not satisfied with the offer, he can pocket the doses offered, but insist on further negotiations. The empty bag is handed back to the bag man and negotiations continue following the rules above. If a second deal is struck, the leader rolls a further D3 to see how many additional doses of Mercuriol is now being added to the offer (these are added to the bag by the bag man and handed to the leader). He then has the option of immediately withdrawing from the territory with the doses, or insist on further negotiations, and so on.

### THE DEAL...GOES WRONG

Once one of the gangs has rolled over the Build-up Number, a shootout begins. This will end any ongoing negotiations, with the leader of the exploring gang having the doses of Mercuriol offered so far in his possession. Every fighter on the board rolls a D6 and adds his initiative. Fighters then fire in initiative order in the same way as a standard shootout. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn. A standard gang fight begins from there.

<sup>4</sup> Modified version of scenario by Nick Jakos.

## **ENDING THE GAME**

The game ends when one gang is completely taken down or out of action. The gangs are ready for a scrap and do not have to take bottle tests in this scenario. A gang can bottle out voluntarily at the start of its turn, regardless of how many casualties it has taken. If the exploring gang chooses to do so, it will lose D6 of the recovered doses of Mercuriol in the mad scramble to escape.

## **EXPERIENCE AND CAMPAIGN POINTS**

Fighters earn the following experience for taking part in this scenario:

- + D6 for surviving.
- + 5 per wounding hit.
- + 5 for each leader per deal made before a shoot-out happens.

If the exploring gang withdraws before a shoot-out breaks out, it gains 5 CPs. It will also have made a deal with the Sentinels, which will become important later in the campaign.

If a shoot-out takes place and the exploring gang wins the following gang fight, it gains 20 CPs and takes control of the territory. Otherwise the territory remains uncontrolled.

If a shoot-out takes place and the exploring gang loses the following gang fight, it loses 10 CPs.

The exploring gang gains 5 additional CPs for each dose of Mercuriol recovered.



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## SCENARIO: FINAL BATTLE

*This scenario should be played as the climax of the Project Scourge campaign. Some of the gangs (referred to as the "Raiders") have found out that copious amounts of Mercuriol is kept at the LegionCorp lab, and they are desperate to put their hands on it. However, the Sentinels learn about the impending raid and summon all the gangs they have previously bribed with Mercuriol (referred to as the "Defenders") to assist in the defence of the lab. The lab itself is not protected very well, but the Sentinels have set up base in a heavily fortified bunker nearby.*

*Unknown to the Raiders, the zombie virus has become unstable and the mutations can no longer be controlled by LegionCorp. The lab has been overrun by zombies and abandoned by the Division XI scientists. Only too late do the Raiders realise that the area is crawling with zombies...*

### Terrain:

The terrain should be set up as for a normal gang fight. In addition, a building representing the LegionCorp lab should be set up in the middle of the table.

The Defenders should choose a side and place a bunker representing the Sentinels' base within 8" of their table edge. The bunker should be no more than two storeys high. Models inside the bunker should be able to see through windows and slits to shoot at models outside while being in hard cover.

### Deployment:

The Defenders are all set up in the bunker where they have taken refuge from the raving zombie horde. They can exit the bunker in their own turn.

The Raiders then set up anywhere on the table that is not within 16" of the bunker or the lab.

The Arbitrator then sets up 15 plague zombies within 4" of the lab.

Both sides can use Tunnels, Vents and Infiltration as normal, except that the Raiders cannot set up inside the bunker and no model can be set up within 8" of the lab using these rules. All gangs should roll off to determine the order in which

models that are deployed using the above special rules are set up.

### Starting the game:

The Raiders take the first turn followed by the Defenders. After both players have taken their turns, the Arbitrator can move the zombies.

At the start of the Raiders' turn, each gang must roll a die to decide which of the gangs go first that turn. The Defenders must do the same at the start of their turn. The first gang then starts by executing its movement phase, followed by the second gang's movement phase etc., then the first gang's shooting phase, the second gang's shooting phase etc. (this is important should the gangs decide to attack a gang from its own side, see below). The close combat phase should be executed simultaneously for all gangs from one side. If convenient, all Raider gangs are free to execute their phases simultaneously, and so are the Defender gangs.

### The zombie horde:

At the start of each plague zombie turn, d3+1 zombies enter the table. Roll a d6 – on a 1-4 they enter from one of the table edges, starting from the edge where the Defenders' bunker is and going clockwise around the table. On a 5-6, the zombies emerge from the centre of the lab. Zombies can move and charge as normal on the turn they enter the table. The Arbitrator should first use all the zombie gangers that have been infected during the campaign, followed by normal plague zombies.

The plague zombies are infected with a highly mutated and strong strain of the virus. All normal plague zombies (not zombie gangers) have the following characteristics: M 2d6 WS 3, BS 0, S 4, T 4, W 1, I 3, A 1, LD 10. Also, all zombies (including zombie gangers) are subject to Frenzy which cannot be controlled. All zombies count as enemy models for all gangs and therefore must be targeted if they are the closest model as per the normal rules.

### Special Rules

The Raiders are trying to access the lab to get their hands on any remaining Mercuriol. Any member of a Raider gang who ends a turn inside the lab building (members that are down or out do not





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count) will find a dose of Mercuriol on a d6 roll of 4+. A dose of Mercuriol can be used to ignore a roll on the Plague Zombie table for any ganger wounded by a Plague Zombie during the game. The Defenders cannot pick up Mercuriol (they are being paid to protect it!).

Any Raider gang who has at least one gang member inside the lab building at the end of the Arbitrator's turn (members that are down or out do not count) gains 25 CPs. This represents the gangers going through the lab and finding out more about the experiments and Project Scourge.

The Defenders are trying to prevent the Raiders from entering the lab. For each turn that no Raider gangers end their turn in the lab (members that are down or out do not count), each Defender gang gains 25 CPs.

## The alliance

All gangs are free to attack a model from another gang on their own side (by engaging it in close combat or shooting at it) at any time. Any gang that does so will be considered a Traitor and must take bottle tests every turn from then on ("We're on our own!"). Traitor gangs take their turn before all other gangs. A gang that is attacked by another gang from its own side is free to attack back without being considered a Traitor and having to take bottle rolls.

## Ending the Game

All gangs are fighting as if their life depended on it (it does!), and will only have to take bottle tests if 50% of their gang members are down or out of action. The game ends once all Traitor gangs have bottled out, and either all the Defenders or all the Raiders have bottled out. The game also ends if only one Traitor gang remains and all other gangs have bottled out.

## Experience and Campaign Points

Fighters earn the following experience for taking part in this scenario:

- + 2D6 for surviving.
- + 5 per wounding hit.
- + 2 per dose of Mercuriol recovered.

Underdogs Experience Bonus and Giant Killer Income Bonus is determined for each Raider gang by comparing the Raider gang's Gang Rating with the average Gang Rating of all the Defender gangs, and vice versa for Defender gangs. The bonuses should be determined at the start of the game and will not be changed as a result of one or more gangs turning into a Traitor gang or bottling out.

Each gang gains CPs for taking out opposing gang members. This is an epic fight, and gangs will be able to brag for many cycles about the scalps they take. To represent this, if a gang takes another ganger out of action, it gains an amount of CPs equal to the gangers experience points divided by 10 rounding down (i.e. a ganger with 253 XP will be worth 25 CPs if taken out). If a ganger is taken down and later goes out of action without recovering first, the gang that took the ganger down gains CPs for taking him out.

Further, the gangs will gain CPs for proving that they are the meanest and toughest in the Underhive. The first gang to bottle out gains 50 CPs, the second gang gains 100 CPs, the third gang gains 150 CPs, and so on. All winning gangs gain CPs as if they bottled out simultaneously at the end of the game, plus an additional 50 CPs for winning. For example, in a scenario played by two Raider gangs and two Defender gangs, if the two Raiders bottle out and the two Defenders remain, both Defenders gain 150 CPs each as if they were both the third gang to bottle out, plus 50 CPs for winning, for a total of 200 CPs.

## Winnings

Any unused dose of Mercuriol can be sold for D6x5 credits. All Defenders can add 25 credits to their income for each turn their gang played, and an additional 50 credits if they were victorious (LegionCorp pays well!).



# PROJECT SCOURGE



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