



A Captive Audience

New Scenarios for Necromunda

By Nick Jakos

Captive based scenarios originally appeared in Necromunda Magazine and proved a popular way to play games involving prisoners. Having been out of sight and out of mind for quite some time, these scenarios recently found their way back into my Necromunda campaign with fantastic results. Refined for use with Necromunda's newest rules, these scenarios are ready to be included in your campaigns too.

TAKING PRISONERS

When a member of a gang is taken prisoner, a dangerous chain of events follows. Gangs take different policies on their handling of captive fighters, from simply executing them to selling them into slavery. More daring gang leaders however, risk bartering and dealing for the lives of their prisoners. But when you're buying and selling lives in the underhive, it is easy to get in over your head.

To help create the intensity and drama of taking captives in games, players can choose to play one of the following new scenarios. Each scenario is played after a fighter has been taken captive by another gang. The first is the familiar *Rescue Mission*, while each new scenarios covers everything from attempting escapes to dropping off ransoms, to negotiating with slave traders.

PLAYING THE SCENARIOS

Captive based scenarios can be fun, but it is important to establish how you are going to use them. Players should agree to using these scenarios before they are played and, ideally, an arbitrator should decide how the players will deal with captives throughout the campaign.

In order to play the following scenarios, you first need a captive, a gang fighter who has gone out of action during a fight and whose serious injury roll resulted in a 61-63. Once the post battle sequence has been completed, the gang who took the captive must decide what they will do with their prize. They have the following options:

- Kill the captive.
- Ransom the captive back to his gang.
- Exchange the captive for one of their own.

- Kindly return the captive to his gang, with or without his weapons and equipment.
- Kindly sell the captive to a Merchant's Guild slave traders.

Remember to keep your options open. Have a back up plan ready to sell your captive or kill him if his gang isn't willing to pay the ransom.

Once the gang holding the captive has made their decision, the captive's gang must either abandon their fighter to his fate or play one of the scenarios below. Each scenario represents one of the above choices and the captive's gang must pick appropriately. Unless agreed upon by both players and/or the arbitrator, only one scenario may be played per captive.

SPECIAL SCENARIO RULES

The captive based scenarios below introduce more narrative play than some gamers may be used to and they follow several special rules. For the most part, these rules are the same in each scenario and any differences will be noted.

The Captive

As you would expect, the majority of captive based scenarios involve a captive, whether trying to escape or bound and gagged. He is accompanied by one of the enemy gang, the escort, who is in charge of him. The captive behaves like a normal fighter with the following exceptions:

- The captive's movement rate is always 4". He may attempt to run, though he must roll a D6 and will stumble and fall on a roll of 4 or more. He will move only D6 inches before falling and counts as pinned for the remainder of the turn. Due to his injuries, the

captive may use no movement-based skills such as step aside, dodge or leap.

- The captive is treated as armed with a knife but, due to his wounds, suffers a -1 to his WS and BS.
- The captive is assumed to be bound. Until a friendly fighter frees him by ending his movement phase in base to base with the captive, he is treated as having a WS of 1 and cannot use any weapons.
- The captive must be accompanied by an escort at all times. The escort must remain in base to base contact with the captive. If the escort is engaged in hand to hand combat, is pinned or taken man down, the captive may escape and move towards the nearest friendly model as described above.
- The captive may attempt to escape from his escort at other times, by rolling a D6 and adding his Strength at the beginning of his turn. The escort rolls 2D6 and adds the highest roll to his Strength. If the captive's total score is higher, he breaks away from the escort and may take his standard turn, moving towards the nearest friendly model. If the escort's score is higher, the captive is automatically taken man-down.

'The Bag'

'The Bag' refers to anything used as a ransom between gangs. This can be almost anything from creds to guns and equipment to deeds of territories. Of course, the ransom must be something the captive's gang has in their possession at the beginning of the battle. The bag acts like a loot counter except for its value and is taken away from the fight by whichever gang controls it at the end.



These Loot Counters are perfect for representing the Bag.

Equipment and weapons that are part of the bag are packed for transport and cannot be used during the battle.

The Modified Build-Up

Scenarios involving captives are tense affairs and many make use of a build-up roll similar to that in the Shoot-Out scenario. During ransom drops and hostage hand-offs, fighters find themselves cut off and vulnerable against gangs who plan ambushes and betrayals. The modified build-up roll allows players to act this out in a game.

In a modified build-up, each player starts with a build-up number of 15. At the end of the turn, each player secretly rolls a D6 and this result is recorded. A roll of a 6 always counts as 0. In a normal Build-Up, once a gang's combined roll is over 15, their guns come out. In a Modified Build-Up however, each player rolls a D6 before the game begins and these results are added. Each player may then add or subtract up to that number from their starting Build-Up Roll of 15. This is the Modified Build-Up number and means that a build-up can be anywhere from 3, in the case of a gang eager to go back on the deal and start shooting, up to 27, a gang who wants to avoid a fight at all costs.

Once a player has rolled a total over his Modified Build-Up number, the shooting starts. 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 and once every fighter has taken a shot, the game continues as specified.

Variable Endings

Captive based scenarios have a more narrative side than other scenarios and can end a number of ways. A rescue scenario, for example, could end either as soon as the captive is freed or go until he makes it safely off the board. Before the game begins, players should agree or have an Arbitrator decide on the exact ending terms of the game.

SCENARIO #1: RESCUE MISSION

When a fighter is taken captive by an enemy gang, many leaders are hesitant to pay large ransoms, but do not want to lose a good fighter. For them, a Rescue Mission is a risky option, but the pay off can be well worth the danger.



A Cawdor sentry carefully guards his captive, unaware of the attack underway.

This scenario can be played when a gang holding a captive has announced their intentions and the captive's gang wants to try to get him back. Except where noted otherwise, the rules for this scenario are the same as for the *Raid* scenario from the Living Rulebook.

The Captive

When he sets up his gang, the defending player places the captive anywhere he likes. The captive may not move until he is freed and he does not have to be escorted during this scenario. The defenders may not 'execute' the captive, but must drive off the attackers instead.

The captive is freed once a friendly fighter moves into base to base contact with him and spends the rest of the turn cutting him free. He may not shoot, fight in hand to hand combat or do anything else in that turn. Once freed, the prisoner may move and attack normally. He may also be attacked as normal. When the captive is freed he has no weapons, but is assumed to have been given a knife by his liberator.

ENDING THE GAME

The game ends if the captive is freed and makes his escape by moving off the table edge. The game also ends if all the raiders are down or out of action or if the attackers bottle out.

EXPERIENCE

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

- +D6 for surviving the fight.
- +5 per wounding hit.
- +5 for freeing the captive.
- +10 for successfully defending leader.

SCENARIO #2: ESCAPE!

The prospects for a captive fighter are dim. More often than not, the fighter is simply killed or handed over to the Guilders for a future of slavery. It is no wonder then, that most captives will do anything to get away. Waiting for the perfect moment, the fighter must make his way past an entire gang eager to collect on his head.

GANGS

The captive works by himself in this scenario, while all of his enemy's gang, the defenders, may be used to stop him. The captive must also gather several loot counters, one for each weapon or piece of equipment he carried when he was captured.

The defending gang chooses one ganger or juve to act as the escort for the prisoner. This fighter is assigned guard duty. He may also choose D3 additional fighters who are present when the captive makes a break for it. The leader may not be chosen for this scenario, as it is assumed he is off at the tradeport. Heavies can be chosen, but may not take special or heavy weapons, as they are in the middle of being cleaned and serviced. All other gang members are set aside and will be used as reinforcements.

TERRAIN

Terrain is set up in the normal fashion to represent a sector of the defending gang's hideout. While setting up the terrain, there are a few special features you must be sure to include.

The Cell

This is where the captive is being held. This can be anything from an actual cage or building, to a pile of slag or bulkhead to which he has been chained. The cell is placed in the center of the table.

Escape Points

Players must nominate the escape point for the captive. This can be as simple as a table edge, though players can also choose to make it a feature on the table such as a ventilation entrance, an elevator or a sewage opening. Players may decide among themselves where to place the escape point, though it should be at least 18" from the cell. If the players agree, you may also nominate several possible escape points, only one of which is real. The captive player must decide which one he will use and keep it a secret from the defender.

DEPLOYMENT

Deployment begins with the captive placing his fighter in the designated area. The defending player then places a loot counter representing each piece of the captive's equipment no more than 12" from the cell however he chooses. He then places an alarm or alarm trigger to alert other fighters of the escape

attempt. This should be placed no less than 2D6" from the cell.

Once the counters and alarm have been placed, the defending player deploys his force. The escort sets up first within 8" of the captive and no less than 4" from the alarm, facing in a random direction. The defender's other fighters must be placed no less than 12" from the captive facing in a random direction. All defending fighters are treated as sentries as described in the Raid scenario.

BEGINNING THE GAME

The captive always takes the first turn in this scenario, freeing himself and making a break for it.



An escaped captive tries to give his captures the slip.

SENTRIES AND THE ALARM

Once the sentries spot the captive trying to get away, they may move as normal. They may also trigger the alarm by ending their movement phase in base to base contact with it.

Once the alarm is activated, all sentries may move as normal and their reinforcements will make their way back to the hideout. The defending player rolls a D6 at the beginning of his turn to see if any reinforcements arrive. 1-3 = none, 4-5 = 1 fighter and 6 = 2 fighters. Reinforcing fighters enter from a random table edge and may take their full turn immediately.

ENDING THE GAME

The game ends once the captive has been taken down or out of action, or once he has made it to the designated escape point. The game also ends in the

unlikely event that the captive takes the entire opposing gang down or out of action.

Neither gang takes bottle tests in this scenario, though the defenders may choose to bottle out, in which case the captive escapes with all his weapons and equipment.

The Loot

Before attempting to reach the escape point, the captive may attempt to gather his weapons and equipment by moving into contact with one of the counters. He may use any weapons he picks up immediately.

The Captive

The captive is determined to get away and may move as a normal fighter. He does not have to test for falling if he runs and is assumed to have freed himself and is no longer bound.

Escaping and Concealed Blades

Fighters equipped with concealed blades can choose The Escape as well, though they play it slightly differently. Once the fighters are deployed, a captive with a concealed blade must roll a D6 and consult the chart below.

D6 Roll

1

Result

The fighter is unable to subdue his escort and immediately takes a hit as if he fled hand to hand combat. (Note that this could make for a very short game).

2

The captive is unable to subdue his escort, who quickly raises the alarm. Move the escort fighter into base to base contact with the alarm. The game begins as normal, though defenders are immediately alerted to the escape attempt.

3

The fighter is unable to subdue his attacker and the game proceeds as normal.

4-6

The fighter successfully subdues his escort. The Escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.



Escher fighters take their Ratskin captives to the Slave Trader.

EXPERIENCE

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

- +D6 for surviving the fight.
- +5 per wounding hit.
- +5 for taking the captive down or out of action.
- +10 for the captive reaching the escape point.
- +D6 for each weapon or piece of equipment the captive recovers before escaping.

SCENARIO #3: THE DROP

When a ransom demand has been made, the loot has to get to the right people somehow. Particularly tough and loyal gangers or sufficiently foolish juves are the perfect candidates for delivering the ransom to the waiting enemy.

In this scenario, a location has been determined for the drop and the bag man must act quickly to make the delivery and get his comrade released. Of course, a drop doesn't always go smoothly.

GANGS

This scenario involves two players. The first player takes control of a fighter from the captive's gang in charge of delivering the ransom. The second player takes control of the gang holding the captive, waiting for the drop. Alternatively, players can take the role of an uninvolved gang who has happened to learn the location of the drop.

The captive's gang selects one of their fighters to make the drop. This cannot be the leader. He also chooses D3 additional fighters who will act as back up in case things get ugly.

The gang waiting for the ransom is made up of D6 fighters. These fighters may be chosen by the player, though the leader may not participate.

TERRAIN

Terrain is placed in the usual fashion. However, take care to designate an appropriate point for the drop. This can be any open area of the board, though it should be close to the center of the table. Mark the drop point with a counter or suitable piece of terrain.

DEPLOYMENT

The bag man deploys on his choice of table edges no more than 8" onto the table. His extra fighters are kept aside for now. The gang waiting for the drop deploys their fighters next. They must be deployed within 12" of the drop point and in hiding.

BEGINNING THE GAME

The bag man takes the first turn and must move as directly as possible towards the drop point. Because he is moving with extreme caution towards the drop point, he may move no more than his standard movement rate. The gang waiting for the drop may not run or charge either as they are trying to avoid being detected.

THE DROP...GOES WRONG

This scenario uses the modified build-up roll as described earlier. Once either gang rolls over their build-up number, a shoot-out begins immediately. Roll a D6 for each fighter on the board and add that

fighter's initiative value. The bag man may add 1 to his score for every fighter who is detected or no longer hiding when the shoot-out starts. Once these scores are worked out, the fighters each take a shot at the closest enemy model in order from the highest score to the lowest.

After the shoot-out has been resolved, the bag man's reinforcements will be deployed. They may set up anywhere on the bag man's side of the table at least 12" from any enemy gang member. Both players then roll a D6 and the highest score takes the next turn. The scenario plays like a standard gang fight from then on.



Acting as the Bag Man can be a dangerous job.

ENDING THE GAME

The game ends once the bag man makes it to the drop point and within 12" of the table edge without a shoot-out starting. (I know...this sounds boring...but it is actually quite intense!). If a shoot-out occurs, the game ends once all the members of either gang are taken down or out of action or once the Bag leaves the table.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If

bottling voluntarily a gang automatically loses the bag to the enemy.

EXPERIENCE

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

- +D6 for surviving the battle.
- +5 per wounding hit
- +10 for the bag man if he drops off the bag before a shootout.
- +5 for carrying the bag off the table edge.

SUGGESTIONS

There are several ways to spice up this scenario even more. If your fellow players are anything like mine, they will go into the scenario with questions about whether they can cheat or betray their opponents, which can make for some great grudges for your campaign. Make sure to check with the arbitrator and let him decide how to play the scenario out.

One way to trick the enemy is through the use of a fake ransom. Instead of bringing an actual ransom, simply bring a weighted case worth nothing. If the player chooses to do this, they must decide so before the battle begins and write the word “ringer” on the same piece of paper where they keep their build-up number. You can also make this a bit more in depth by seeing if the gang holding the captive buys it or not. Have the leader take an initiative test, for example. If he fails the test, he does not realize the package is a ringer until after the captive has been released.



Escher and Ratskin fighters trade insults during a negotiation.

SCENARIO #4: THE HAND-OFF

The most common resolution to holding a prisoner is for the gangs involved to meet and, while trying not to shoot each other, hand off a ransom for the captive. This is not a favorite solution of the captive’s gang, who must fork over the ransom. Nor is it a favorite of the captive, as he is likely to be killed if something goes wrong.

The Hand-Off is played when gangs have decided to trade a captive for a ransom. The gangs must meet, work out a deal and trade their prizes, all while keeping their cool.

GANGS

Each gang takes their leader and D3+1 fighters of their choosing. One fighter must be selected to carry the bag and this cannot be the leader. The opposing gang takes the captive and must select one fighter to

act as the captive’s escort. Again, this cannot be the leader.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place near the center of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first, near the center of the table. The

second player places his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The bag man, the captive and escort have the added restriction that they must be placed within 4" of their respective leaders.

BEGINNING THE GAME

The captive's gang takes the first turn. No fighter may move more than 4" during the first part of this scenario and the leaders, escort, captive 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, bagman, escort and captive continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, the gang's must roll their dice and tally their score. Because each gang has a lot at stake for this scenario, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. 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 to modify a single roll up or down by 1.

Note that while this scenario acts out the process of coming to a deal, the players should already have decided on a ransom to be paid.

THE DEAL

Assuming a shoot-out doesn't break out, once the players have negotiated their deal, the captive and the bag change hands. The former escort automatically takes control of the bag, the captive's bonds are cut and he is given a knife. In the gang's following turns, the leaders, the bagmen and the captive move back towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.



Two gang leaders come to an unsteady agreement.

THE DEAL...GOES WRONG

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, the shootout proceeds as normal. However, if the shootout begins before the hand-off is complete, any fighter who targets the escort must randomize the shot between the captive and the escort. In addition, the escort must use his attack targeting the captive. 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.

ENDING THE GAME

The game ends once the captive, bag or both leaders escape off the table edge or if one gang is completely taken down or out of action. Alternatively, if the players choose, they may also end this game as soon as the leaders strike a deal, assuming that both gang move off peacefully.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

EXPERIENCE

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

- +D6 For surviving.
- +5 per wounding hit.
- +5 for leaving the table with the bag.
- +5 for each leader if they make a deal before a shoot-out.
- +5 for the captive if he makes it off the table edge.

SCENARIO #5: THE EXCHANGE

In the rare event that two gangs each take a captive from the others' gang, they will most often meet and bargain for each captive's life. The stakes are high in this meeting, populated by fighters eager to get their comrade back and ready for a rematch.

The exchange is played when two gangs each hold a captive from the other. The gangs must meet and trade their captives before they lose their nerve and start shooting.

GANGS

Each gang takes their leader and D3+1 fighters of their choosing. Each gang also takes their captive and must assign one of their fighters as the captive's escort. The escort cannot be the leader, as they will be busy dealing.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place that is mostly clear near the center of the board.

DEPLOYMENT

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

BEGINNING THE GAME

Each gang rolls a D6 and the highest score chooses who goes first. No fighter may move more than 4" until after the shootout and the leaders, escorts, and captives must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy fighter. The leaders, escorts and captives continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, gang's roll their dice and tally their score. Because each gang has a lot at stake, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. 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 to modify a single roll up or down by 1.



A Cawdor gang must pay handsomely for their captured brother.

THE EXCHANGE

Assuming everything goes well, the players make a deal and hand over their prisoners. The captives switch places, their bonds are cut and they are each given a knife. In the gang's following turns, the leaders, the former escorts and the released captives move towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.

THE EXCHANGE...GOES WRONG

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomize the shot between the captive and the escort. In addition, escorts must use their attack on the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn, a standard gang fight beginning from then on.

ENDING THE GAME

The game ends once the captives and both leaders escape off the table edge or in the case that one gang is completely taken down or out of action.

Alternatively, if the players choose, they may end the game as soon as the leaders strike a deal, assuming that both gang move off peacefully.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily.

EXPERIENCE

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

- +D6 for surviving.
- +5 per wounding hit.
- +5 for each leader if they make a deal before a shoot-out.
- +5 for the captive if he makes it off the table edge.

SCENARIO #6: THE SELL-OFF

There is a great deal of money to be made buying and selling captive gang fighters. While ransoms are common income for daring gangs, many leaders are simply not willing to fork over ransoms demanded for their captured kin. If the gang is not willing to pay to get their fighter back, there is always a market for the able-bodied and slave traders always offer a fair price.



VanSaars ready themselves for a final rescue attempt before their fighter is taken by a Slaver.

In the sell-off, a gang holding a captive has decided to sell him to the local slave trader. Slavers are often untrustworthy and prone to carting away not only their captive, but the entire gang selling him. To

make things worse, the captive's gang has learned of the sale and are ready to mount a final rescue attempt.

GANGS

This scenario is played by two or three players. The first plays as the gang holding the captive, while another takes the captive's gang, trying once more to free their fighter. If you have a third player, he will take the role of either a third gang representing the slave trader, or the trader himself with his bodyguards.

The gang holding the captive takes their leader and D3+2 fighters to make the deal. One of these fighters must be appointed as the captive's escort.

The captive's gang may choose up to D3 fighters to attempt to rescue their fighter.

If the trader's gang is being played by a 3rd gang, it will consist of the gang leader and D3+2 fighters. One of these fighters must be assigned to be the bag man. Alternatively, the slave trader's gang may be made up of the actual slave trader, controlled by a

player or arbitrator. You and your opponent must agree on rules for this character, and he will be accompanied by D3+2 hired guns of the player's choice.

TERRAIN

The table is set up in the normal fashion. Make sure there is a meeting place that is mostly clear in the center of the board.

DEPLOYMENT

The players making the deal roll a D6 and the highest roll deploys his leader first, near the center of the table. The second player places his leader, at least 12" from the enemy, but no more than 18." These players alternate placing their fighters until both gangs have deployed completely. Each must be at least 12" from an opposing fighter and no more than 8" from another friendly model. The captive and the escort must be placed in base to base contact within 4" of the escort's leader and the bag man must be deployed within 4" of his leader.

Once all the fighters are deployed, the captive's gang deploys his force. They must deploy in hiding and be no less than 12" from any enemy model.

BEGINNING THE GAME

The gang holding the captive takes the first turn. This scenario uses the Modified Build-Up Roll described earlier. During the build-up, no fighter may move more than 4" and the leaders, escort, captive and bag man must move towards each other and cannot move into cover. Other fighters cannot move closer than 8"

to any enemy fighter. The leaders, bag man, escort and captive must move in this way until the leaders are 2" apart. Once there, none of them may move until the negotiations are complete.

In the meantime, the captive's gang takes the last turn, moving as normal. Because both gangs making the deal are so intent on each other, they will not even notice the captive's gang until after they are attacked.

THE NEGOTIATION

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. Because Slavers are notoriously hard dealers, they may not modify their rolls as with other negotiations.

THE SELL-OFF...GOES WRONG

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomize the shot between the captive and the escort. In addition, escorts must use their attack on the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the next turn. While the captive's gang will not participate in the shootout, they will try to get the first turn once the enemies have been thinned down a bit.

The sale can also be spoiled by the captive's gang. As soon as the captive's gang fires a shot, the build-up ends immediately and nervous fighters start shooting. Each side assumes the other has opened fire and the shootout begins from there, the captive's gang ducking and waiting for each side to take the other out. Fighters may target members of the captive gang they can see only if they first pass an initiative test.

After the shootout is over players must decide how to fight it out from there. It can be a free for all, or the trader and his patrons can team up against the captive's gang.

FREEING THE CAPTIVE

The captive's gang frees their comrade by taking down his escort. They must do this before he is taken down or out of action and before either side escorts him off the table edge. If they take the escort down in

hand to hand combat, they may hand any of their weapons to the captive. Otherwise, it is assumed the captive is armed with a knife, but is no longer bound and may move as normal.

ENDING THE GAME

The scenario ends once the captive leaves the table edge in any gang's possession, or if only one gang remains standing. As a bonus, remember to take the bag off the table edge as well.

Gangs do not take bottle tests in this scenario and only the gang representing the trader may bottle voluntarily.

EXPERIENCE

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

- +D6 for surviving.
- +5 per wounding hit.
- +5 for each leader if they make a deal before a shoot-out.
- +10 for the captive if he makes it off the table edge.
- +5 for each of the captive's gang if they get him off the table.
- +5 for carrying the bag off the table.



Slave traders are notorious for driving a hard bargain.



A Slave Trader and his Orlock Bodyguards.

ABOUT THE AUTHOR

Nick Jakos is a frequent contributor to Fanatic Online and something of a Necromunda Guru. He is an active member of the Necromunda Rules Review and is known as Arbitrator Andante on the specialist games forum. A firm believer that Necromunda is GW's greatest game, Nick is always on the lookout for ways to make the game even better.