

SCENARIO 1: THE HIT

As part of our revamped Outlanders coverage, we've decided to re-present the old Outlanders scenarios once again. As many of you will probably have read earlier in this issue, the Outlaw rules aren't currently part of the Necromunda game per se, but this scenarios seem perfectly suitable for regular gngs and probably never needed to be Outlaw scenarios in the first place. Let us know what you think!

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups, each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up, roll a D6 for each of the defending groups on the table below.

D6	Result
6	The group must be set up within 6" of the gang leader.
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).

STARTING THE GAME

Roll a D6. On a 1-3, the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!!!!" On a 4-6, the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.
- +10 Defending Leader.** If the defender's leader doesn't go down or out of action he earns an extra 10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury table rather than take him to the cinema or out for a meal!) roll a D6.

D6	Result
6	The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.
1-5	The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.



SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course, local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed, the defender may place up to five barricades and the watch-tower.

Once you have placed the terrain, the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion, both sides roll a D6 and the one that rolls highest goes first.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the Shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of



one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

2-5



Attacker's edge

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.



ENDING THE GAME

If the attacker bottles out, the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% casualties.

EXPERIENCE

- +D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.
- +10 **Defending Leader.** If the attackers don't get away with any loot the defending leader earns an extra 10 Experience points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot, the extra must be paid out of the gang's stash.

SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes, they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario, they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.



All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn, a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up, the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters, they will realise they are being trapped and draw immediately.

After the hunters have moved, each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their score. At the end of the next move, each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of 6 counts as 0 when making a Nerve roll, so if you roll a 6, don't add it to your score.

Once a player's score goes over 15, his gang's nerve has cracked and they go for their guns (see The Fast Draw below).

THE FAST DRAW

Once a fighter goes for his gun, everyone draws their weapons and the shooting starts. For a second or two, all hell breaks loose as guns are drawn and shots are fired. This is called the fast draw. During the fast draw, neither side is allowed



to move but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw, both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot, the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire, lose their shot.

Once all fighters have shot, the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.
- +10 Winning Leader.** The leader of the winning gang earns an extra 10 Experience points.



SCENARIO 4: CARAVAN

Guilder caravans make tempting targets for Outlaws. The penalties for attacking Guilders are draconian but Outlaws are desperate, hunted men and the Guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the Guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and Outlaws that come anywhere near the caravan. For their part, the Outlaws just want to get past the guards and grab the booty.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying his entire gang within 12" of his table edge. The attacking player then sets up his gang within 24" of his table edge, though none of his models may be deployed within 16" of the defenders.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a short distance beyond the defending gang's table edge so the attacker only

needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge, place the models to one side until the end of the game. Whatever happens, none of the models that break through to the caravan will return in time to affect the fight with the guards.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and they will



suffer a major loss of face if the Guilders are attacked. This means they do not have to make Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

LOOTING THE CARAVAN

Once the game is over total, up the number of attacking models that broke through to the caravan. Roll a D6 and add the number of models to the dice roll to find out what they managed to take from the Guilders.

D6	Result
1-3	The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
4-5	The attackers manage to scavenge a few bundles dropped by the Guilders as they flee. Each model picks up 3D6 credits worth of stuff.
6-7	The attackers bring down several pack slaves and escape with D6x5 credits for each model.
8-10	The attackers nail a Guilder and strip his corpse, gaining D3x10 credits each.
11+	The attackers gun down several pack slaves and a Guilder, hauling in 2D6x5 credits for each model.



GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the Guilders. However, the Guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a Guilder is killed. No matter what happens, though, the gang doesn't have to pay the Guilders anything (no leader is that stupid!).

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per wound.
- +5 Attacked Caravan.** Each model which moves off the defender's table edge gains 5 points.
- +10 Defending Leader.** If the attackers don't get any men through to attack the caravan, the defending leader earns an extra 10 Experience points.