

NECROMUNDA

DEAD OR ALIVE!

Rules for Outlaw Gangs in Necromunda

By Jake Thornton

Out amongst the Badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful Guilders. They fight constantly with the rats, mutants, Plague Zombies and Scavvies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes life in the settlements look like an off-world holiday.

Renegade Ratskins, escaped pit slaves and mad Wyrds wander the wastes and may help or hinder other Outlaws as the mood takes them. Crazy bands of Redemptionists mount crusades against the forces of darkness, who are certainly in plentiful supply in the Underhive, though the fanatic zeal of the red brethren normally makes them Outlaws too. But though the Redemption are far from kindly in their ministrations the Outlaw scum of the Badzones dread the Spyrers more than anything else. Every Outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the Badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or Ratskins as readily as anyone. Everyone in the Badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

Overall, not a good place to be.

DEEP IN THE PIT

The further you travel down the hive, the harsher it gets. This maxim is well known throughout the hab-zones, and is a rule that many people live by – it gives a real meaning to the idea of “moving up in the world”.

Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place, and it does mean you'll never have to explain what happened to uncle Festius, or why the stock check shows up several hundred boltguns short...

Out in these desperate wastelands of the dark corners of the Underhive lurk countless dangers. Life is cheap here, and generally short, but if you can carve yourself a reputation there is a living to be made. Just as in the more law-abiding zones there are traders and merchants selling all manner of goods, many of which would be frowned upon elsewhere (see Outlaw Trading Posts last issue). There are those that sift the debris for valuable resources, those that scavenge supplies, water or food and those that sell themselves. There is even law of sorts, though it's mostly the law of the gun...

THE ARBITRATOR'S CHOICE

There are a number of different ways you can choose to use these Outlaw rules in your Necromunda campaigns, largely depending on where you want to set your games. Some areas of the Underhive are relatively well patrolled by the Enforcers, whilst others are well beyond their reach. Each has its own advantages and disadvantages as a game setting.

You can start with everyone being law-abiding and watch as they dip into Outlaw status and back again; you can ignore the Outlaw rules completely and assume that a certain amount of raucous gunfire is acceptable to the local Enforcers, or you could even make everyone Outlaw from day one and see who can rack up the largest bounty on their heads. Each choice will colour the rest of the campaign, and really just depends on what you and your players think sounds most fun.

BECOMING AN OUTLAW

No one sets out to become an Outlaw, it just works out that way. Of course, the Redemptionists know that they're likely to place themselves beyond the laws of House and Hive when they don that red robe and mask, but they don't care. Ratskins can't help being born Ratskins and Scavvies can't help being the twisted scumsuckers that they are, but it's this very nature that gets them into trouble. Spyrers don't think that any Underhive law applies to them on principle, and this means they're always pushing the boundaries of what's acceptable. In the end though, being an Outlaw is really just about being unlucky enough to get caught...

After every gang fight there's always a chance that a gang will be declared 'Outlaw' by the Guilders, assuming, of course, that it isn't already Outlaw or Enforcers (who are never outlawed). A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

OUTLAW STATUS CHART

Gang Type	Are they Outlaw?
Orlock	Sometimes
Goliath	Sometimes
Escher	Sometimes
Van Saar	Sometimes
Delaque	Sometimes
Cawdor	Sometimes
Spyrer	Often
Ratskin	Often
Scavvy	Often
Redemptionist	Often
Enforcer	Never

Sometimes: use the rules on the following pages.

Often: these gangs are not well liked and the law always assumes the worst of them. When they make a roll on the Outlaw Table they roll 3D6 and keep the lower two instead of just rolling 2 dice. Apply the modifiers and results as normal.

Never: Enforcers can't normally be outlawed (though an enterprising Arbitrator might decide to outlaw them as a plot device for his campaign). Note that they may not **choose** to play an Outlaw scenario, though they may fight in one (but only as the defender).

THE OUTLAW TABLE

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed this is very common. Naturally Outlaw gangs can't report to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills, and so on, each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.





THE OUTLAW TABLE

2D6	Result
2	Outlawed! Time to get out of town. You must choose one of your territories to keep as a hideout and delete all of the rest (which are seized by the Guilders).
3-11	Clean. You're clean citizen, move along.
12	Deputised. The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Make a note on your roster that your gang are now Watchmen. You can decide to stop your gang being Watchmen at any time by telling the campaign Arbitrator of your choice.

MODIFIERS

Scenario

- 1 If the game you just played was an ambush and you were attacking.
- 1 If the game you just played was a shoot-out and you drew second.
- 2 If the game you just played was a shoot-out and you drew first.
- 3 If the game you just played was an Outlaw scenario and you were attacking.

Gang

- 1 For each Wyrd or pit slave in your gang.
- +1 If your gang rating is under 1,000.
- 1/+1 If your gang rating is over 2,000 (roll a D6 each game 1-3 = -1, 4-6 = +1).
- 2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).

OTHER

- 3 If you attacked any Guilders, Arbiters, Enforcers or other 'officials' in the game you just played.
- +1 If none of the negative modifiers given above have ever applied to your gang.



BEING AN OUTLAW

Being an Outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious Outlaw trading posts or with the night trains where a ready gun serves better than good bargaining techniques. On the bright side there are plenty of Hired Guns in the Badzones who never show their faces in the settlements and powerful allies can be found among the Wyrds and pit slaves.

Some Outlaw gangs succeed in setting up small kingdoms of their own in the Badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their Guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.



TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the Guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the Outlaw gang.

The Outlaw gang can end up losing its one remaining territory to another gang because it is heavily defeated in a scenario such as Gang Fight or Ambush. If this happens the Outlaws are forced to move on and look for another hideout – roll on the Outlaw Territory chart to see what charming new abode they find for themselves.





COLLECTING INCOME

The gang's territory still supplies income if it is worked by a ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the Badzones without the support of the Guilders. This penalty doesn't apply to territory generated from the Outlaw Territory chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and foraging (see below) is not cross-referenced with the size of the gang on the Income table as it is for a normal gang. However, the gang will need to be given supplies of some sort, see So Many Mouths to Feed... below.



FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, gangers, heavies and even leaders can all forage, though if they forage they can't perform any special tasks such as visiting the Outlaw trading post or working the gang's territory. Each forager collects D6 credits' worth of stuff from the wastes. Hired Guns and special characters never forage, that isn't what they're paid for.

SO MANY MOUTHS TO FEED...

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits' worth of supplies to keep him going. Hired Guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over can be put in the stash.



STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that doesn't have 3 credits spent on them after a game suffers a penalty of -1 to their Strength and Toughness characteristics until they do. These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the weapons and equipment of someone who has starved to death...

OUTLAW TERRITORY TABLE			
D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes <i>fear</i> from now on. No income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. <ul style="list-style-type: none"> 1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 The model finds nothing of value but survives. 5 The model discovers something worth 10 credits. 6 The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	





GAINING ADDITIONAL TERRITORY

An Outlaw gang cannot hold more than one piece of territory at a time because in the Badzones a gang can't risk splitting up to protect more than one piece of territory. This means an Outlaw gang that gains additional territory has two choices:

Occupy. The gang takes the new territory and abandons their old hideout (delete it from the gang roster).

Or

Loot. The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum for that kind. For example, looting a homestead or drinking hole would give you 120 credits. This income is not halved as it is for working territory out in the Badzones.

BOUNTY

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang which captures or kills Outlaws can collect a reward on them from the Watchmen. The standard going rate for a bounty is equal to the captured or deceased Outlaw's total cost. For example, Mad Dog of the Dog Soldiers is a ganger who has a respirator and is armed with a sword and an autopistol, hence his bounty is (50+10+10+15=85) 85 credits.

Naturally Outlaws can't collect bounty on other Outlaws, more because they would be shot for trying than for ethical reasons.

CAPTURED OUTLAWS

If an Outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think). Alternatively, they can sell the prisoner to the Guild courts and claim the bounty on him plus a bonus D6x5 credits for handing him over to the courts alive. In either case the gang can't claim the Outlaw's weapons or equipment (they're material evidence after all).

GANGERS CAPTURED BY OUTLAWS

Outlaws have the normal options with gangers that they capture – exchange or ransom them back to their gang or sell them into slavery on the night trains while keeping their weapons and equipment.

GUILD PRICE

A gang that has been outlawed may be able to buy off its Outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. The Guild price levied against an Outlaw gang to buy back their freedom to enter the settlements is a tenth (10%) of their gang rating, rounding up to the nearest 10 credits.





For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is (2,788/10=278.8). This rounds up to 280 credits.

It is important to note that a gang's Guild price is set when they become Outlaws and uses their gang rating at that time. Make a note of the gang's Guild price when they are outlawed to avoid any confusion later. Once a gang has gathered enough credits to buy their way out of being Outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash in the presence of another player.

Remember though, that Spyrers, Ratskins, Scavvies and Redemptionists are always outside the law, and can never lose their Outlaw status.



REGAINING TERRITORY

When an Outlaw gang pays off its Guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang using the Territory table in Necromunda: Underhive. The gang's old hideout may be discarded and removed from the roster or kept as one of the five pieces of territory at the discretion of the gang's leader.

PERSISTENT OFFENDERS

Unfortunately the Guild price for Outlaw gangs is increased every time they commit another crime – in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' Guild price. Note down the increase in price after each game and keep a running total.

If an Outlaw gang ever attacks or harms a Guilder in any way it loses its chance to pay off its Guild price forever. The Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the Badzones.

Incidentally, real hardened Outlaws don't give a damn about paying their Guild price anyway, and should complain loudly that it's too low and that it should be five or ten times as much.



OUTLAW TRADING POST

See last Fanatic Magazine (...issue 5)

OUTLAW SCENARIOS

Outlaws roll on the Outlaw Scenario table rather than the standard one in the Necromunda: Underhive rulebook. Other gangs must use the standard table, this one's for Outlaws only. If a gang gets to choose a scenario it can pick from either list.

NORMAL GANGS CHOOSING TO PLAY OUTLAW SCENARIOS

Gangs (except Enforcers) which roll a "May Choose" result on the Scenario table in Necromunda: Underhive can choose to play an Outlaw scenario if they want. The catch is that there's a good chance of them being outlawed if their opponent decides to report them to the Watchmen.

OUTLAW SCENARIO TABLE

2D6	Result
2	The non-Outlaw (law abiding?) gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. The battle is fought in a dangerously polluted area of the hive bottom: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers an S3 hit from the deadly toxic waste.
3	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose.
4	Play the Hit & Run scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker has been hired by a rival to make the Hit & Run so he will be paid D6x10 credits whether he wins or loses.
5	Play the Scavengers scenario.
6	Play the Hunters scenario.
7-11	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose.
12	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. In addition, this is a real grudge match so both gangs earn double Experience Points.

OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

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
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).
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
6	The group must be set up within 6" of the gang leader.



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 defenders' 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
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.
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.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course...

OUTLAW 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 watchtower.

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.

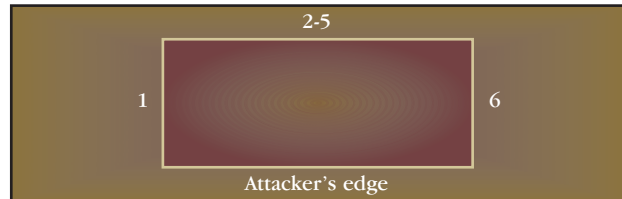
If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

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.



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. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.

OUTLAW 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.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

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.

OUTLAW 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

NOTE: In this scenario the defenders cannot be an Outlaw gang.

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 few hundred metres 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 rip off 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.

WRATH OF THE GUILDERS

The Guilders really don't appreciate people attacking their caravans, even less so if Guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the Guild price on the Outlaw gang is doubled. If any Guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay its Guild price to lose its Outlaw status.

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.

Author

Jake has recently taken to wearing large pink hats. Not really, but as he's out of the office for a week he can't proof read this!

Further Information

The rules for the Wyrds are currently being playtested and will be in next issue.

Website

www.Necromunda.com

