

SWAMP FEVER

by Bimmer

Well once you've made all that Necromunda terrain you really have to put it to some good use, don't you? Showing that he's not just a terrain maker, Bimmer has come up with this special scenario set in a disused chemical plant. For all you gangers that thought respirators and filter plugs were not as much use as a big gun and a power weapon, think again...

Scattered all over the underhive, you can find old chemical plants, long since abandoned, that have now turned into huge swamps of disgusting toxic waste. These places are often visited by scavenging gangs, since a lot of interesting loot can usually be found here.

The Swamp Fever scenario represents an encounter between two gangs out searching for loot at an old chemical plant.

TERRAIN

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 slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a D6. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

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

ENDING THE GAME

The objective of the Swampfever scenario is simply to drive off the opposing gang, and get the loot for yourself. If a gang fails a Bottle Roll, or a player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.

SPECIAL

The ground level is one huge swamp of acidic, chemical waste. Every turn, after the movement phase is done, roll once on the Swamp Table for

every ganger left on the ground level.

Due to the toxic, acidic fumes in the area, all walkways are corroded and rusty. Every turn, after the movement phase is done, roll once on the Walkway Table for every ganger who is left on a walkway. If the ganger was running or charging - add +2 to the roll.

EXPERIENCE

Fighters who take part in the Swampfever scenario earn Experience points as noted below.

- +D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the battle.
- +5 Per Heroic deed. Any ganger, who successfully saved a fellow from either a bottomless pit or a corroded walkway, gains 5 points for each rescue (See "Special".)
- +10 Winning gang leader. The gang leader of the winning side earns an extra 10 Experience points.

AFTER THE GAME

When the fight is over, the winning gang goes through the terrain to see if they can't at least get something out of this incident. To represent this, roll on the Winners Prize-table below.

SWAMP TABLE**Roll 2D6**

- 2-5 Nothing happens
- 6 Toxic fumes invade the victims airways (ignore this result if ganger wears respirator or filter plugs). The ganger receives 1 S4 hit.
- 7 Acidic waste eats away at the ganger's feet and legs. The ganger receives 1d3 S3 hits.
- 8 Swampcritters! Little disgusting animals swarm over the ganger, He receives 1d6 S2 hits. If the ganger survives the attack without going down, he must make a test for fear, as noted in the rulebook.
(Note: a pinned-result will be overruled by a failed test for fear)
- 9 Bottomless pit! The ganger steps over a deep hole in the swamp, and must pass an initiative test to prevent him from falling into the hole. A friendly ganger within 2" of the victim can make an initiative test to try to grab the victim before he goes under. If the ganger goes under, he is immediately considered Out of Action.
- 10-12 Nothing happens.

WALKWAY TABLE

(Add +2 if the model is running or charging)

Roll 2D6

- 2-7 Nothing happens
- 8-9 The walkway bounces and shakes wildly. Every ganger on the walkway must make a normal fall test as described in the rules. (If the ganger is in cover or the walkway has a railing etc. subtract -1 from the roll)
- 10 The ganger treads on a part of the walkway where there is only a thin layer of corroded metal left, and he falls through. Roll a D6:
- 1-3 the ganger falls all the way through the hole and takes a fall as described in the rulebook.
- 4-6 the ganger only gets his legs stuck in the hole. He receives 1d3 S2 hits. If the ganger stays stuck he may not shoot this turn. Any friendly model within 2" may make an initiative test to try to pull the victim out of the hole. If succeeding the unlucky ganger may move or shoot as normal.
- Any enemy model within 2" may make an initiative roll to attempt to push the other ganger through the hole. (Note: A ganger receives no extra experience from wounds afflicted this way).
- 11 If a stuck model is engaged in hand-to-hand combat he is treated as having WS=0
- One end of the walkway (the one with most people on it) breaks loose, and plunges down, turning the walkway into a slide, sending everybody on it tumbling down to the level where the walkway comes to rest. Treat this exactly as if the models had failed an initiative test for falling, but count the strength of the hit as half the distance fallen.
- Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)
- 12 Total breakdown! The walkway collapses completely. Remove the walkway from the tabletop, and treat every model on the walkway as if he failed a test for falling, as described in the rulebook. Any models within 1" of either end of the walkway may attempt to jump to safety by passing an initiative test. Models with the Leap-ability may make this attempt when up to 6" inches from the edge. (Note: they only make it if they subsequently make a successful leap roll)

WINNERS PRIZE-TABLE

Roll 1D6

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| 1 | The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster. | 5 | The Area turns out to be a sacred burial place for a local Ratskin tribe. The Gang leader succeeds in convincing the tribe that they saved their sacred site from the barbaric forces of their opponents.

To show their gratitude the tribe offers their help to the 5 "saviours" To represent this, the gang may employ a Ratskin Scout for the next fight for free. If the gang already has a Ratskin Scout they may forego the payment for this fight.

If the gang is not allowed to hire ratskin scouts (i.e. Redemptionists) they instead attack the Ratskin encampment, and succeed in getting away with D6x10 credits worth of loot. |
| 2 | The gang finds the old control room of this chemical plant, and it seems the officer in charge was something of an art collector. The gang gets away with D3 mung vases. Roll for the value of the vases as described in the rulebook. | 6 | The gang finds no treasures, but the area in itself is an excellent chem-pit. Add the territory to the gang's roster. |
| 3 | The gang fills all empty cantinas, and bottles with swampcritters, which they can sell to the doctor at a guilder camp, or maybe a bar owner looking for something to spice up his drinks. Add D6x10 credits to the gang's income for this battle. | | |
| 4 | Apparently a lot of people have been sucked down by the pits in this swamp. The gangers recover D3 items from the sludge. Roll on the Rare Trade Chart to determine the identity of the items found. | | |

