

# SCENARIO

# THE GUNK FLOOD

by **SIMON HUGHES**

Young Simon has wrote this scenario, which is an intersetting twist on the Gang Fight. So lets see just how fast you can get your Gangers to high ground.



*My name is Simon Hughes I am 14 years old. Young maybe, but I am a Games Workshop fanatic. For Warhammer Fantasy I possess a Dark Elf, Undead, and Dwarf Army. For 40k I am a Tyranid at heart but have recently been modelling an Ork army. I like to collect small armies of roughly 1500pts for fantasy; my Tyranid army was 2000pts but the new game it has been reduced to nearer 1000pts!*

*In Necromunda I play with Delaques and Ratskins. I have organised campaigns amongst my friends and find Necromunda by far the best game system. After I read the Necromunda source book for the first time many ideas popped into*

*my head for the game. The Outlanders rule book is excellent especially the section about the Studio campaign by Andy Chambers.*

*After buying the Journal for the first time I read the articles inside and thought I could do that! So here is a scenario of my own design, I hope you enjoy it.*

## THE GUNK FLOOD

The fight takes place on a very dangerous section of the underhive. Burst and ruptured pipes have caused this area to start flooding with what looks like very murky water, but this toxic gunk is lethal if it gets to

you, in your nose and mouth. The very veins of the underhive are spilling out, threatening your gang's survival and what's more you have company..

This scenario should only be played if both players agree.





*Eschers take cover, high up where the gunk can't ruin their hair-does.*

## TERRAIN

As per normal, this scenario is played on a roughly 4' x 4' area. Taking it in turns, each player places a piece of terrain on the table.

It might be a good idea to place the higher buildings near the edge of the table for the purposes of this scenario.

## TREACHEROUS CONDITIONS

As this scenario is sort of one big treacherous condition. Only play with treacherous conditions if both players agree.

## DEPLOYMENT

Each player rolls a dice, the lowest scorer chooses which table to set up on and places all of his gang fighters within 8" of that edge.

## STARTING THE GAME

Roll a D6, the highest scorer takes the first turn.

## TOXIC GUNK RISING

Pipes and vents are spilling toxic waste into this section of the hive. The atmosphere scrubbers and drainage systems cannot cope with the amount of liquid waste being pumped into the area.

At the beginning of every turn, starting from the second, the gunk will rise by 1D6-2 inches.

-If a fighter is in 1" of gunk at the start of their turn then they will move at half rate.

-If a fighter is in 2" of gunk at the start of their turn then the fighter sustains an automatic flesh wound and must move at half rate.

-If a fighter is in 3" of gunk at the start of their turn then that model immediately goes out-of-action.

-If a fighter is down and is submerged in any level of gunk they are automatically out-of-action.

-Pinned fighters are immediately unpinned when submerged in any level of gunk.

-Models falling from higher platforms still take hits as normal.

-Levels of gunk will never count as cover or affect to hit rolls.

-The level of gunk will never go higher than 10". Once it reaches 10" it will stop rising.

## OBJECTIVE

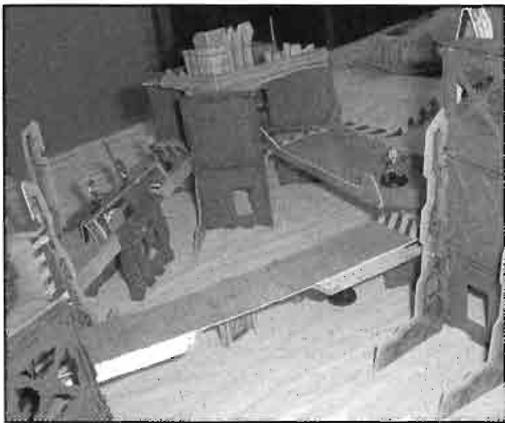
The objective is to eliminate the opposing gang before your own gang succumbs to the toxic gunk. It is also important to note down flesh wounds as I know in the games I played there were quite a few.

## ENDING THE GAME

If a gang fails a bottle roll, or one player voluntarily bottles out, the game ends immediately. The gang that bottles out loses, and the other gang automatically wins.



*The girlies get ready to kick some!*

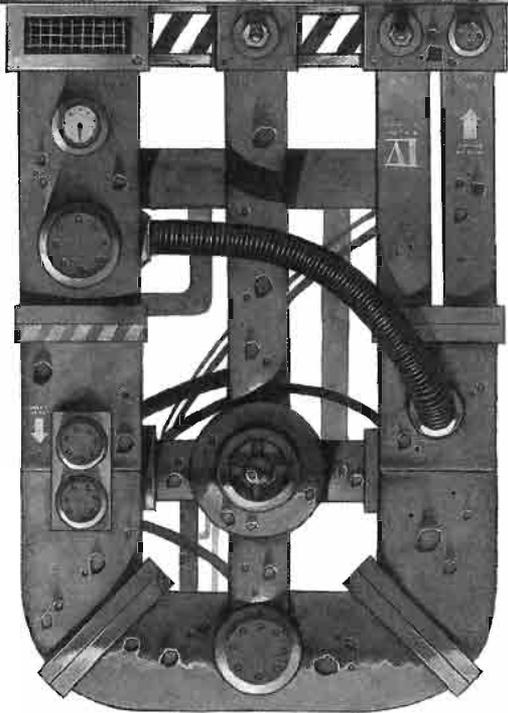


*You've gotta keep climbing to avoid the gunk flood.*

## EXPERIENCE

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

- D6+2** Survives. Every one that does not die, receives this amount of experience. Even if they go down or out-of-action.
- 5** Wounding hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound. Remember to note down wounding hits.
- 10** Winning gang leader. Only the winning gang leader receives this bonus.



*My Ratskins, known throughout the Underhive as 'The Black Claw' came up against a Delaque gang calling themselves 'The Cunning Gangsters'. I had encountered them on numerous occasions, so I knew what to expect.*

*The majority of my Gangers had combat skills and advances so on the first turn I charged towards the 'Gangsters' hoping to get into combat as soon as possible. My Shaman invoked the Ghost Dance power to protect the advancing Ratskins. He was positioned towards the back of the scrap near a lift and so could rise to a higher level as soon as the gunk became a threat.*

*Heavy Bolter fire rattled round my Gangers and I looked nervously on. Luckily my brave was the only casualty in that salvo. This had obviously shaken my warriors as the return fire with the meagre muskets and autoguns was abysmal. However the Infiltration, Leap and Sprint skills held by my fighters allowed them to close in quickly and fight in hand-to hand combat for the possession of high ground.*

*The highlight of the battle was when I managed to knock the accursed Delaque Heavy into the gunk with a carefully placed manstopper shell. Hurray, what a splash he made!*

