



THE OVER 4000 RETIREMENT PLAN

What to do when your gang's too big for its boots

by Andy Kettlewell

I've been playing Necromunda since the Delaque models were released, and after fighting through the Hive for almost a year, my gang has grown to a rating of 3489. I am very happy that they are doing so well but they are beginning to get to the stage when nobody really wants to play against them. This is mainly because the gang is now about the size of a small army and they are all good fighters, with the exception of that Juve that always gets shot (there's always one)!

In Outlanders it suggests that gangs which reach a gang rating of 4000 points should think about retiring as they are so big that you may as well field them in a game of Warhammer 40,000! This seems a shame when I think of the years of effort I have put in to my gang to make them the group of good, upstanding 'citizens' they are today. I know each member by name and I've trained them and looked after them and raised them from when they were all Juves, why should I give them up? However there comes a time in a gang's life when it has grown too big for its boots. When a gang reaches this point it is normally a good idea to retire them, no matter how much it breaks your heart to let them go. The biggest problem is when your gang rating gets close to 3999 and you are planning your next, and probably last, game. Do you want your last game to be a cowardly bit and run against a smaller gang, or a scavengers scenario when you already have more money than you know what to do with? Not a chance, when my gang goes into retirement, it's going out with a bang.

A PARTY WITH FIREWORKS

The retirement of a gang should be a big affair, after all you have been playing with it for a long time. Your last game should be a huge gang fight more on the scale of Warhammer 40,000 than Necromunda.

The first thing you should do is sit down with your friends and plan your scenario. For the scenario you have to decide how you want your gang to be remembered for all time. If you have a particularly violent gang then you should be thinking about storming the Planetary Governor's personal palace or attacking an Imperial Landing pad in the hope of capturing a space ship! If your gang has hired a few Wyrds then maybe the Inquisition has detected their dangerous psychic activity and sent one of their number to eliminate them, and all those tainted by association with them! The options are unlimited. If you are very sure that this will be your last battle you could even include your gang in a Warhammer 40,000 game!

I WANT ALL MY FRIENDS TO BE THERE

The most important thing to do is involve other people. Don't just play against one person, design a scenario that involves three or four people all using their own gangs, or other troops.

Some time ago, (cue nostalgic music), one of my friend's gangs was nearing retirement age and we persuaded him that his next game should be his last. As his Orlock gang was the most successful by far it was universally disliked. So we thought of a scenario that involved everyone else's gang laying siege to the Orlock's main hideout. Now this was a scenario in itself but the planetary governor's troops were added to help the Orlocks so that a friend, who didn't own a gang, could play. The sides were not balanced and the rules for watch towers and scaling fortress walls were made up on the day, but it was the best game of Necromunda we have ever played. Tales are still told of that fateful encounter in bars all over the Hive.

MAKING UP RULES

Obviously Necromunda was not designed to fight battles of this size. When using scenery like fortresses, watchtowers and mine fields it is best to invent rules that make them interesting and fun to play with. These rules should be talked through with your friends to avoid any arguments during the game.

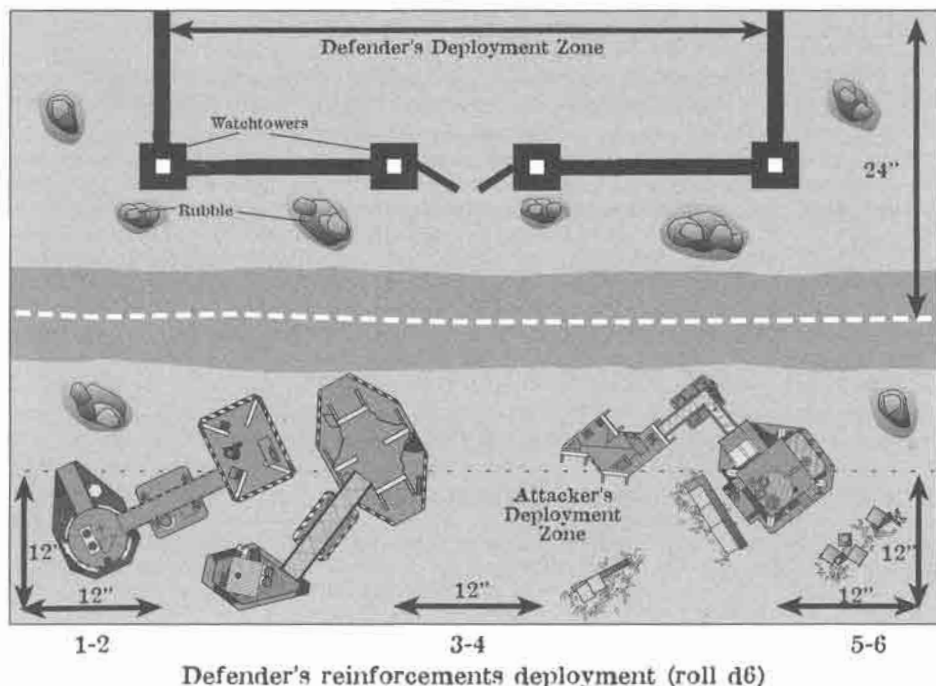
Unusual troop types also have to be thought up. In our game a squad of the planetary governor's troops were used. We assumed that the government would hire the best fighters, so all of these troops had the Gang Leader Profile. This is just an example, I don't want to say 'do this' in an authoritarian voice because making up new rules for your own scenario is half the fun. Many rules for scenery and different troop types are included in Outlanders.

SCENARIOS

Here are three scenarios that I would have as my gang's parting shot. I have tried to create a scenario that is suited to the retiring gang's character. Every gang has a unique character. If you are unsure what your gang's character is just ask your opponents, I'm sure they will tell you about what they perceive as your gang's strengths, weaknesses and general quirks. My gang, being Delaque, is very sneaky. I invariably get a Juve from one of my Settlements and if I play against a Cawdor gang I always seem to capture at least one of them! This could mean that my gang is being paid by one of the Noble Houses to gain information on religious cults in the Hive and I could base a scenario around that story line.

SCENARIO 1 - CITIZEN UPRISING

The retiring gang is now so big it has defeated all other gangs in the area at least once. Animosity against the gang is high enough but, to make matters worse, the Noble Houses of the Spire have



been found giving aid to the gang and the situation has rapidly escalated out of control. Other houses of the Hive City have met and discussed a plan to drive the gang out of the area. An attack on the gang's hideout is planned and gangs have eagerly volunteered for the attack. This was to be a combined operation, old rivals would fight side-by-side to finally be rid of these Spire lovers.

A Delaquer spy, hired by the Noble Houses, heard of the plan and reported it to his employers. They secretly alerted the Hive government who have sent a unit of the Governor's personal guard to help the besieged gang, unofficially of course!

TERRAIN

The battlefield is a little different from the average Necromunda game. The hideout is going to be very large and well protected as the gang is both rich and powerful. The fortress walls are lined with battlements so any gang members on them count as being in hard cover. It takes a whole turn's movement to climb up the walls. A model that attempts to climb must be in contact with the wall at the start of their turn. They may not run when climbing, but you can move up and shoot in the same turn.

The gate is open for the entire battle. The gang has so much confidence in its defenses that they leave the gate open to try and lure the opposing gangs inside so they can bring their superior skills and equipment into play.

The primary reason for this confidence is their newly built watch towers. These towers are equipped with Heavy Stubbers that have a 360 degree fire arc. A gang member must be positioned on top of each watchtower in order to use the Heavy Stubber and counts as being in soft cover.

GANGS

Any number of gangs may team up to attack the hideout. The total gang ratings of the attacking side should be about 500-1000 points more than that of the defending gang.

Three loot counters can be placed inside the hideout to represent expensive items of equipment lying around. The rules for loot counters are in the Scavengers scenario in the Necromunda Source Book.

The Government troops sent are none other than the Governor's Personal Guard, in disguise of course! The unit consists of five Guards. At the start of every turn roll a D6. In the first turn the Guardsmen set up in their deployment zone on a roll of 5+. In the second turn this drops to 4+, assuming that they have not already arrived. If by the end of the second turn the guards have not arrived, they set up automatically at the start of the third turn.

PLANETARY GOVERNOR'S PERSONAL GUARD

When the Noble Houses contacted the Hive Authorities and reported the situation the Governor himself decided to intervene. Friends in the Hive are scarce and must be protected if the Spire wishes to retain one of its best sources of information concerning gang activities.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

WEAPONS: Lasgun, sword, las-pistol

SPECIAL: The unit has the True Grit skill. The Governor's Personal Guard are equip with the best weapons available in the Spire. They never need to make ammo rolls.

STARTING AND ENDING THE GAME

Both sides roll a D6 and the highest scoring player takes the first turn.

The fight continues until the attacking gangs have all been driven off or the defending gang decides to abandon its hideout.

The attacking gangs take bottle tests individually.

The defending gang is fighting for its home so they only start taking bottle tests when they have

taken 75% casualties. If the defending gang fails its bottle roll then the attacking side can claim all the loot counters.

The Governor's Guard are highly trained and fear the retribution of the Governor for failure more than death itself! The Governor's Guard do not take Bottle tests.

PICKING UP THE LOOT

The loot counters may only be picked up by the attacking side. The rules for loot counters are in the Necromunda Source Book. Any loot counters may be cashed in. Each loot counter is worth D6x10 credits.

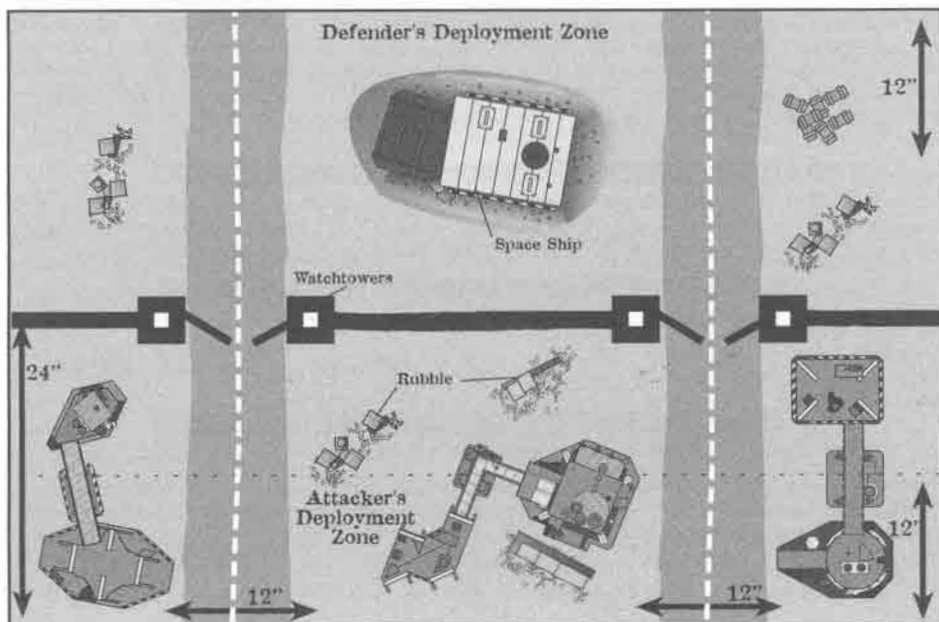
EXPERIENCE

All gang members who take part in the fight earn experience points in the same way as the Scavengers Scenario in the Necromunda Source Book.

SCENARIO 2 - ESCAPE FROM THE HIVE

The retiring gang has grown tired of life in the Hive City. It started out as no more than a band of animals but has fought and won many battles and has used its new found wealth to create a better life for its gangers and their families. Where as before a fight between another gang would give the chance to capture more loot or territory, battles now threatened their new way of life. Many outlander gangs have risen from the Underhive after rumours of the gang's wealth and fortune had been spread by neighbouring gangs. The attacks were easily repulsed but the threat of mutants and other vile creatures was too much for the gang. They plan to break out of the filth and scum of the underhive and build a new life on another planet. The gang has heard wondrous tales about life on other worlds. There is no hunger, no killing and the streets are 'allegedly' paved in gold/adamantium alloy.

The only problem is transport, the gang does not have the equipment or the technical knowledge to build and launch a space ship. The only option open to them is to steal an existing space ship. This is an extreme course of action as the gang will be destroyed if they fail, but they can not stand



the filth of the Hive any longer. Imperial landing pad schedules have been acquired by the gang and details of guard watches have been correlated to work out the best time of attack. Tunnels and Vents that lead to the landing pad have been found or built to allow the whole gang to launch a surprise attack on the pad.

TERRAIN

The landing pad wall is made of thick adamantium plates that are impossible to destroy with the weapons available in the Hive. The only way through the wall is the gates that open to allow goods in and out of the pad area. The troops defending the walls are unaware of the attack so gates will be open throughout the battle for normal trade.

Each gate has two towers defending it. Each tower has a highly sophisticated targeting device combined with a searchlight and a grenade launcher. At the start of each defending side's shooting phase each tower may use its searchlight or grenade launcher.

The searchlight works in exactly the same way as the Searchlight Warhammer 40,000 Vehicle Card. The grenade launcher uses the profile given in the Necromunda rule book and fires with BS3. The grenade launcher is equipped with Scare gas grenades which have a reduced area effect of 1". Both the grenade launcher and the searchlight can be targeted and have a toughness of 4 and 1 wound. Alternatively, you can use the rules for watchtowers and searchlights in Outlanders if you wish. The terrain in the base should be arranged in a neater fashion, and there should also be a space ship!

GANGS

The attack on the landing pad is ultimately futile. The pad is so well defended that any attack will probably be repulsed. If by luck a few individuals do breach the walls and somehow launch a space ship they will be hunted down by the Imperial fleet. This, however, does not stop your gang from trying!

The odds in this scenario are stacked against the attacking gang. You should expect your gang to lose, but you should also try and play in the spirit of the scenario. A utopian paradise awaits if you can just launch the ship, so you should always try to complete the objective. Even downed gang fighters near to death should drag themselves towards the space ship in the hope of a better life, (or just life)!

The whole of the retiring gang is deployed in the area shown on the map. The gang members are accompanied by their families as well. For each gang member one civilian model must be placed on the board. Civilians have the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	1	1	3	3	1	3	1	5

Civilians are armed with a hand weapon and are deployed and moved like any normal ganger. The defending player, or players, control one squad of ten Imperial Guard troopers and one five man Ratling Sniper squad chosen from the Imperial Guard Codex.

IMPERIAL GUARD SQUAD

The Imperial Guard defending the landing pad have been picked for their skill in street fighting and defensive actions. They are the best the Imperial forces have.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Guardsman: Lasgun, knife, frag grenades. Sergeant: Laspistol, sword, frag grenades

ARMOUR: Flak armour

SPECIAL: The squad may choose one Veteran ability from the Imperial Guard Codex. Each squad has the Iron will, Nerves of steel, and Combat master skills. The Imperial Guard never have to take ammo rolls.

RATLING SNIPERS

The ratling snipers are of great use in the dense hives of Necromunda. Their abilities to infiltrate and Snipe have made them an invaluable asset to the Planetary forces.

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	1	5	1	6

WEAPONS: Needle Rifle, Knife

ARMOUR: Flak armour

SPECIAL: The Necromunda rules for Needle Rifles are used.

The squad may choose one Veteran ability from the Imperial Guard Codex. The squad has the Infiltration and Marksman skills. Ratling Sniper squads never have to take ammo rolls.

STARTING AND ENDING THE GAME

The attacking gang automatically gets the first turn. The objective of the attacking gang is to get as many people as possible onto the space ship and blast off. Gang members enter the ship if they are in contact with it at the end of the movement phase. When the first gang model gets on board the Imperial troops realise things are getting out of control and order the Hive blast doors closed to prevent the ship escaping. When the first model enters the ship the doors will close at the end of the gang's next turn. Once inside the ship the gang must attempt to start the engines before the blast doors close at the end of the final turn. In the shooting phase each model in the space ship may attempt to start the engines. Roll a D6 for each model on board. On the result of 1-5 nothing happens, on the result of a 6 the engines are started and the ship immediately launches.

EXPERIENCE

This game effectively is the final curtain for the gang. If the gang does get to the ship not all gang members will escape. Those that do will probably be shot down by the Imperial Fleet. Those that are left behind will suffer under Imperial justice. If the whole gang fails to even get to the space ship then they will immediately become outlaws as described in *Outlanders*. If this happens then the remaining gang members get the same experience as if they were playing the gang fight scenario.

SCENARIO 3 - THE INQUISITION

No Imperial world is beyond the ever vigilant eyes and ears of the Inquisition. They search for any threat to the human race however large or small. The detection of dangerous psychic activity has centred their attention on Hive Primus.

An Inquisitor cell has arrived on the Hive and has met with Lord Helmawr. Helmawr has offered his assistance in the form of the planetary defence force and a unit of Adeptus Arbites. This help has been accepted by Inquisitors Karr and Kurlyk.

The Inquisitors' targets, two Wyrds of little psychic ability, have felt the presence of the cell and have sunk deeper into the Hive. They have found a large and powerful gang and have offered to work without reward hoping the gang gives them some protection against the Inquisition. Ignorant of the situation, the gang has accepted their offer.

The Inquisitors and the Arbites are descending through The Wall and into the Hive in search of the two psykers. The Wyrds are deemed a threat to the Hive and must be killed together with any they have tainted with their presence. Meanwhile, the two Wyrds are staying close to their gang, who are unaware of the events that are about to unfold.

TERRAIN

The Inquisitors are hunting the Wyrds in the gang's own territory so the terrain should be very dense. The planetary authorities have hired a number of ratskin scouts to seal all the secret exits the gang may have. The one free exit hatch remaining is placed on the board by the Imperial player. The rest of the terrain is set up as normal.

GANGS

The whole of the retiring gang is used together with two Wyrds which cost no credits to hire. The Wyrds may be Pyromaniac, Telepath, or Telekinetic and are recruited at the start of the game. The whole gang is deployed anywhere on the board but not within 10" of a table edge. The Wyrds are deployed with the gang but each Wyrd must remain within 6" of at least three gang members as they try to hide from the Inquisition.

The Imperial forces have one squad of five Adeptus Arbites and two Inquisitors. They have just arrived in the area and must be placed within 6" of the hatch.

ADEPTUS ARBITES

The Adeptus Arbites are grim warriors and rigidly uphold the Emperors laws.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

WEAPONS: Bolt pistol, Arbites combat shotgun, (with Solid, Scatter and Bolt rounds). One member of the squad carries a grenade-launcher with frag, Krak and scare grenades.

ARMOUR: Carapace armour

SPECIAL: The Warhammer 40,000 rules for suppression shields are used. Both squads have the Nerves of steel and True Grit skills. Arbites squads never take ammo rolls.

INQUISITORS

The Inquisition moves amongst mankind, striking down enemies of humanity with uncompromising ruthlessness.

Both Inquisitors in this scenario have the following profile -

M	WS	BS	S	T	W	I	A	Ld
4	7	7	5	5	3	7	3	9

ARMOUR: Terminator armour

INQUISITOR KARR'S WEAPON: Nemesis Force weapon, Scanner

INQUISITOR KURLYK'S WEAPONS: Power Fist with Digital lasers, and a Combi weapon.

SPECIAL: The Warhammer 40,000 rules for the Inquisitor's equipment should be used. Inquisitors may never be pinned and never take ammo rolls. Inquisitors have the Iron jaw, Killer Rep, and True Grit skills and have an unmodifiable 4+ save on a D6 against any Wyrd powers affecting them. Each Inquisitor has one random Wyrd minor power and never has to roll on the Perils of the Warp Table.

PERILS OF THE WARP

Each Wyrd is a powerful psyker and a danger to humanity. When a Wyrd takes his leadership test to use a power, on a roll of 9+ they must roll on the Perils of the Warp table in Outlanders.

STARTING THE GAME AND ENDING THE GAME.

The Imperial forces get the first turn. The game ends if all the gang members are down, out of action or have escaped through the hatch. Gang members who end their move touching the hatch are assumed to have escaped. Neither side takes Bottle tests.

EXPERIENCE

If any gang members live they gain the same experience as in a gang fight with an additional 1 point just for surviving! If the gang does survive the Wyrds disappear deeper into the Hive and cannot be hired again.