

CAPTIVE SCENARIOS

By Nick Jakos
Edited by Loriel

Captive based scenarios originally appeared in Necromunda Magazine and proved a popular way to play games involving prisoners. Having been out of sight and out of mind for quite some time, these scenarios recently found their way back into my Necromunda campaign with fantastic results. Refined for use with Necromunda's newest rules, these scenarios are ready to be included in your campaigns too.

I have played these scenarios multiple times, and in my opinion any captive scenario are the most exciting out there. I will do some editing to these documents to reflect my experience and try to adjust them more inline with NCE. Any changes and editing are highlighted with blue.

TAKING PRISONERS

When a member of a gang is taken prisoner, a dangerous chain of events follows. Gangs take different policies on their handling of captive fighters, from simply executing them to selling them into slavery. More daring gang leaders however, risk bartering and dealing for the lives of their prisoners. But when you're buying and selling lives in the underhive, it is easy to get in over your head.

To help create the intensity and drama of taking captives in games, players can choose to play one of the following new scenarios. Each scenario is played after a fighter has been taken captive by another gang. The first is the familiar *Rescue Mission*, while each new scenarios covers everything from attempting escapes to dropping off ransoms, to negotiating with slave traders.

PLAYING THE SCENARIOS

Captive based scenarios can be fun, but it is important to establish how you are going to use them. Players should agree to using these scenarios before they are played and, ideally, an arbitrator should decide how the players will deal with captives throughout the campaign.

In order to play the following scenarios, you first need a captive, a gang fighter who has gone out of action during a fight and whose serious injury roll resulted in a 61-63. Once the post battle sequence has been completed, the gang who took the captive must decide what they will do with their prize. They have the following options:

- Kill the captive.
- Ransom the captive back to his gang.
- Exchange the captive for one of their own.
- Kindly return the captive to his gang, with or without his weapons and equipment.
 - Kindly sell the captive to a Merchant's Guild slave traders.
- Keep the captive for the time being

Remember to keep your options open. Have a back up plan ready to sell your captive or kill him if his gang isn't willing to pay the ransom.

Once the gang holding the captive has made their decision, the captive's gang must either abandon their fighter to his fate or play one of the scenarios below. Each scenario represents one of the above choices and the captive's gang must pick appropriately. Unless agreed upon by both players and/or the arbitrator, only one scenario may be played per captive.

SPECIAL SCENARIO RULES

The captive based scenarios below introduce more narrative play than some gamers may be used to and they follow several special rules. For the most part, these rules are the same in each scenario and any differences will be noted.

The Captive

As you would expect, the majority of captive based scenarios involve a captive, whether trying to escape or bound and gagged. He is accompanied by one of the enemy gang, the escort, who is in charge of him. The captive behaves like a normal fighter with the following exceptions:

- The captive's movement rate is always up to 4". He may attempt to run, following the [Running rules from Blind Fight \(NCE pdf page 100\)](#). Due to his injuries, the captive may use no movement-based skills such as step aside, dodge or leap.
- The captive is assumed to be **bound**. While bounded captive is treated to have wsl and cannot use any weapons. Friendly fighter may free captive by moving in base contact with the captive and spends the rest of the turn cutting him free. Rescuing fighter may not do anything else rest of the turn. Captive is given a knife from his rescuer
- The captive is [has suffered a flesh wound](#), [note: Fighter cannot go to out of action due this flesh wound]

- The captive should be accompanied by an **escort** at all times. Captive cannot move while he is in base contact with the escort. Escort may choose to pin captive and make a normal move. If the escort is engaged in hand to hand combat, is pinned or taken man down, the captive can escape and move towards the nearest friendly model as described above.

- The captive may attempt to escape from his escort at the start of his turn, by rolling a D6 and adding his Strength. The escort rolls 2D6 and adds the highest roll to his Strength. If the captive's total score is higher, he breaks away from the escort and may take his standard turn, moving towards the nearest friendly model. If the escort's score is higher, the captive rolls for injury, following usual rules and can use skills such as true grit.

- Bound captive that escaped escort somehow can be recaptured by any rival fighter, by moving in base contact with the captive.

- While captive is escorted, for to purpose of shooting (line of sight, covers) treat both models as one model, same way as you would for shooting in close combat

- Escort can use captive as **human shield**. Escort receives 5+ special save against shooting attacks that originates in the forward 90° arc. If special save is pass captive will suffer the ill effect. If save is failed or attack is not originating from forward arc, randomize hits as same way you would for shooting in close combat. While escort keeps captive as human shield he may not run and movement is halved. He will turn the captive right in front of his forward arc.

- Captive ignore any old battle wound rolls and similar effects during this encounter.



These Loot Counters are perfect for representing the Bag.

Some of these scenarios have generic rules that applies to all of them. I have compiled them to here to save space from the actual entry.

Unless otherwise stated no special deployment rules are allowed during these scenarios

Build-Up

Scenarios involving captives are tense affairs and many make use of a build-up roll using the rules of Shoot Out Build up (NCE page 96) with exception build up score is 20. Additionally when fighters are moving away from rivals, we assume that they are walking backwards and looking towards the enemies

The Negotiation

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Some scenarios involves negotiation as part of the build up. Once the leading fighters get within 2" of each other during build up, the negotiation begin. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. Both players are allowed **once** to modify his score by +1 or -1. This reflects the willingness to compromise. It is allowed also to use this ability to prolong the negotiation.

Deal or no Deal

Assuming a shoot-out doesn't break out, once the players have negotiated their deal, the captive and the bag change hands. The former escort automatically takes control of the bag, the captive's bonds are cut and he is given a knife. In the gang's following turns, the leaders, the bagmen and the captive move back towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores. Game ends if leading fighters are in their starting position. Naturally if either player exceeds their build up score, shoot out will break. Use fast draw rules from (NCE page 97)

'The Bag'

'The Bag' refers to anything used as a ransom between gangs. This can be almost anything from creds to guns and equipment to deeds of territories. Of course, the ransom must be something the captive's gang has in their possession at the beginning of the battle and it is agreed before the game. The bag acts like a loot counter (following usual loot counter rules found in scavengers scenario NCE page 89) except for its value. The bag collected whichever gang controls it at the end of game. Winner will take the bag if it is in ground. Equipment and weapons that are part of the bag are packed for transport and cannot be used during the battle.

ESCAPE FROM CELL

The prospects for a captive fighter are dim. More often than not, the fighter is simply killed or handed over to the Guilders for a future of slavery. It is no wonder then, that most captives will do anything to get away. Waiting for the perfect moment, the fighter must make his way past an entire gang eager to collect on his head.

GANGS

The captive works by himself in this scenario, while all of his enemy's gang, the defenders, may be used to stop him. The captive **may** also gather several loot counters, one for each weapon or piece of equipment he carried when he was captured, **except free knife**.

The defending gang chooses one ganger or juve to act as the **guard** for the prisoner. He may also choose D3 additional fighters who are present when the captive makes a break for it. The leader may not be chosen for this scenario, as it is assumed he is off at the tradeport. **Any** special or heavy weapons **cannot be used by defending gang**, as they are in the middle of being cleaned and serviced. All other gang members are set aside and will be used as reinforcements. **naturally rolling any old battle wounds and similar effect**

TERRAIN

Terrain is set up in the normal fashion to represent a sector of the defending gang's hideout. While setting up the terrain, there are a few special features you must be sure to include.

The Cell

This is where the captive is being held. This can be anything from an actual cage or building, to a pile of slag or bulkhead to which he has been chained. The cell is placed in the center of the table.

Escape Points

Players must nominate **D3+1** escape points for the captive. This can be as simple as a table edge, though players can also choose to make it a feature on the table such as a ventilation entrance, an elevator or a sewage opening. Players may decide among themselves where to place the escape point, though it should be at least 18" from the cell. **Captive player will choose a escape point in secret, writing it down on piece of paper for example and stick with it. This represent idea that captive saw some ventilation while he was dragged in to the cell. Naturally the defeding gang knows all the possible escape points near their hideout.**

DEPLOYMENT

Deployment begins with the captive placing his fighter **touching the cell**. The defending player then places a loot counter representing each piece of the captive's equipment no more than 12" from the cell however he chooses.

Once the counters have been placed, the defending player deploys his force. The **guard** sets up first within 6" of the captive facing in a random direction. The defender's other fighters must be placed no less than 12" from the captive facing in a random direction. All defending fighters are treated as sentries as described in the Raid scenario (NCE page 93)



An escaped captive tries to give his captures the slip.

BEGINNING THE GAME

The captive always takes the first turn in this scenario, freeing himself from **bonds and can act as normal fighter during the battle**

SENTRIES AND THE ALARM

Once the sentries spot the captive trying to get away, they may move as normal **and alarm is sounded**.

During the first turn, captive is allowed to slip past within enemy fighters initiative without automatically spotted.

The defending player rolls a D6 at the beginning of his turn to see if any reinforcements arrive. 1-3 = none, 4-5 = 1 fighter and 6 = 2 fighters. Reinforcing fighters enter from a random table edge and may take their full turn immediately.

ENDING THE GAME

The game ends once the captive has been taken down or out of action, or once he has made it to the designated escape point. The game also ends in the unlikely event that the captive takes the entire opposing gang down or out of action.

Neither gang takes bottle tests in this scenario, though the defenders may choose to bottle out, in which case the captive escapes with all his weapons and equipment.

The Loot

Before attempting to reach the escape point, the captive may attempt to gather his weapons and equipment by moving into contact with one of the counters. He may use any weapons and equipment he picks up immediately.

Escaping and Concealed Blades

Fighters equipped with concealed blades can choose The Escape as well, though they play it slightly differently. Once the fighters are deployed, a captive with a concealed blade must roll a D6 and consult the chart below.

D6 Roll Result

- 1 The fighter is unable to subdue his guard and immediately takes a hit as if he fled hand to hand combat. (Note that this could make for a very short game) and the alarm is raised
- 2 The captive is unable to subdue his guard, who quickly raises the alarm.
- 3 The fighter is unable to use concealed blade and the game proceeds as normal.
- 4-6 The fighter successfully subdues his guard. The guard is placed in contact with the cell and man down. If he does not recover, the guard will suffer serious injuries as normal. Captive will receive wounding hits equal to guards wounds



Ratskin, from The Red Tribe known as crouching spider successfully subdued his guard Servius

MULTIPLE ESCAPERS

Sometimes multiple fighters end up captured by gang, sometimes even from different gangs. For each escaper add one escape point. All fighters can have their own escape point. Rival fighters are assumed to form a fledgling alliance during escape attempt, however nothing prevents them attacking each other... well nothing except common sense. Naturally frenzy needs to be subdued if there is rival ganger nearby.



Escher fighters take their Ratskin captives to the Slave Trader.

EXPERIENCE

Fighters earn the following experience for taking part in this scenario. Defending player may not gain any underdog bonuses, should they apply

- +D6 **Survive.**
- +5 **Per wounding hit.**
- +5 For taking captive out of action
- +10 **Escape.** if captive manages to escape
- +D6 For each weapon or equipment captive recovers before escape

SPECIAL

If the escape is successful during next post battle sequence defending gang income is halved due lack of respect.

If captive is taken out of action, roll injury as normal. Unless captive is killed, he is immediately sold to slavery (or killed, should defending player wish)

THE DROP

When a ransom demand has been made, the loot has to get to the right people somehow. Particularly tough and loyal gangers or sufficiently foolish juves are the perfect candidates for delivering the ransom to the waiting enemy.

In this scenario, a location has been determined for the drop and the bag man must act quickly to make the delivery and get his comrade released. Of course, a drop doesn't always go smoothly. [This scenario uses build up rules explained in the second page](#)

GANGS

The captive's gang selects one of their fighters to make the drop. This cannot be the leader. He also chooses D3 additional fighters who will act as back up in case things get ugly.

The gang waiting for the ransom has D3+1 fighters. These fighters may be chosen by the player, though the leader may not participate.

TERRAIN

Terrain is placed in the usual fashion. However, take care to designate an appropriate point for the drop. This can be any open area of the board, though it should be close to the center of the table. Mark the drop point with a counter or suitable piece of terrain.

DEPLOYMENT

The bag man deploys on his choice of table edges no more than 8" onto the table. His extra fighters are kept aside for now. The gang waiting for the drop deploys their fighters next. They must be deployed within 12" of the drop point and in hiding.

BEGINNING THE GAME

The bag man takes the first turn and must move as directly as possible towards the drop point. Because he is moving with extreme caution towards the drop point, he may move no more than his standard movement rate. The gang waiting for the drop may not run or charge either as they are trying to avoid being detected.

THE DROP...GOES WRONG

This scenario uses the build-up roll as described earlier. Once either gang rolls over their build-up number, a shoot-out begins immediately.

The bag man may add 1 to his [fast draw](#) score for every fighter who is detected or no longer hiding when the shoot-out starts.

After the shoot-out has been resolved, the bag man's reinforcements will be deployed anywhere on the bag man's side of the table at least 12" from any enemy gang member. Both players then roll a D6 and the highest score takes the next turn. The scenario plays like a standard gang fight from then on.

ENDING THE GAME

The game ends once the bag man [has finished the drop and returned within 12"](#) of the table edge without a shoot-out starting. (I know...this sounds boring...but it is actually quite intense!). If a shoot-out occurs, the game ends once all the members of either gang are taken out of action or once the Bag leaves the table.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

[Captive is returned to his gang if bag is finished without shoot-out or captives gang wins the battle after shoot-out. We assume that the captive is located nearby in some dumpster etc and is recovered shortly after the battle.](#)

EXPERIENCE

Fighters earn the following experience for taking part in this scenario.

+D6 for surviving the battle.

+5 per wounding hit

+5 for the bag man and [additional 5 if the game ends without shoot out](#)

+5 for carrying the bag off the table edge.

+? [Held nerve. Each surviving gang fighter of the side that held their nerve the longest scores a number of experience points equal to the difference between the two sides' scores](#)

THIRD PARTY

[It is possible that some rival gangers happend wander to the drop zone. If all the players agree a third \(or why not fourth\) player may enter the game after shoot-out is resolved , and captive gang is deployed and place one randomly determined fighter anywhere in the table at least 12" from any enemy fighter](#)

[Third party turn will always be after captive and ransoming gangs. Their main objective is to snatch the bag.](#)

[If no shoot-out is happening the lonely fighter is too afraid to attempt steal the bag.](#)



THE HAND-OFF

The most common resolution to holding a prisoner is for the gangs involved to meet and, while trying not to shoot each other, hand off a ransom for the captive. This is not a favorite solution of the captive's gang, who must fork over the ransom. Nor is it a favorite of the captive, as he is likely to be killed if something goes wrong.

The Hand-Off is played when gangs have decided to trade a captive for a ransom. The gangs must meet, work out a deal and trade their prizes, all while keeping their cool. [This scenario uses Build up and Negotiation rules explained in the second page](#)

GANGS

Each gang takes their leader and D3+1 fighters of their choosing. One fighter must be selected to carry the bag and this cannot be the leader. The opposing gang takes the captive and must select one fighter to act as the captive's escort. Again, this cannot be the leader.

TERRAIN

The terrain is set up in the normal fashion, though players should make a suitable meeting place [with open spot](#) in the center of the board.

DEPLOYMENT

Each player rolls a D6 and the highest roll deploys his leader first [near the open spot](#). The second player places his leader [between 12" to 18"](#) from the opposing leader. The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The bagman, the captive and escort must be placed within 4" of their respective leaders.

BEGINNING THE GAME

The captive's gang takes the first turn. No fighter may move more than 2" during the first part of this scenario and the leaders, escort, captive and bag man must move directly towards each other [at least 1 inch per turn](#) and cannot move behind cover.

Other fighters cannot come closer than 8" to any enemy. The leaders, bagman, escort and captive continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete or [shoot out occurs](#).

ENDING THE GAME

[Game ends if negotiation is finished and both leaders are in their starting position, before the shoot out occurs.](#)

[After shoot-out the game ends once the captive and bag is taken off board or if one gang is completely taken down or out of action.](#)

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically loses the bag to the enemy.

EXPERIENCE

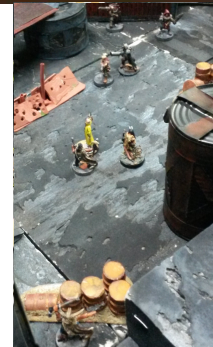
Fighters earn the following experience for taking part in this scenario.

- +D6 for surviving the battle.
- +5 per wounding hit
- +5 for each leader if they make a deal before a shoot-out
- +5 for captive if he was taken off table edges
- +5 for carrying the bag off the table edge.
- +? [Held nerve. Each surviving gang fighter of the side that held their nerve the longest scores a number of experience points equal to the difference between the two sides' scores](#)

THE EXCHANGE

In the rare event that two gangs each take a captive from the others' gang, they will most often meet and bargain for each captive's life. The stakes are high in this meeting, populated by fighters eager to get their comrade back and ready for a rematch.

The exchange is played when two gangs each hold a captive from the other. The gangs must meet and trade their captives before they lose their nerve and start shooting. [The Exchange is exactly same scenario as Hand-Off with the exception that bag is replaced by captive.](#)



THE SELL-OFF

There is a great deal of money to be made buying and selling captive gang fighters. While ransoms are common income for daring gangs, many leaders are simply not willing to fork over ransoms demanded for their captured kin. If the gang is not willing to pay to get their fighter back, there is always a market for the able-bodied and slave traders always offer a fair price.

In the sell-off, a gang holding a captive has decided to sell him to the local slave trader. Slavers are often untrustworthy and prone to carting away not only their captive, but the entire gang selling him. To make things worse, the captive's gang has learned of the sale are ready to mount a final rescue attempt. This scenario uses Build up and Negotiation rules explained in the second page.

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GANGS

This scenario is played by two or three players. The first plays as the ~~EWV~~ while another takes the captive's gang, trying once more to free their fighter. If you have a third player, he will take the role of either a third gang representing the slave trader, or the trader himself with his bodyguards.

The gang holding the captive takes their leader and D3+2 fighters to make the deal. One of these fighters must be appointed as the captive's escort.

The captive's gang may choose up to D3 fighters to attempt to rescue their fighter.

If the trader's gang is being played by a 3rd gang, it will consist of the gang leader and D3+2 fighters. One of these fighters must be assigned to be the bag man. Alternatively, the slave trader's gang may be made up of the actual slave trader, controlled by a player or arbitrator. You and your opponent must agree on rules for this character, and he will be accompanied by D3+2 hired guns of the player's choice.

DEPLOYMENT

This is essentially same as Hand-off. After both slave trader S V seller are deployed captive's gang is deployed fagUZ] Yrandomly chosen table edgež

BEGINNING THE GAME

Follow the regular rules aXHand-Offs XadeShW[S V eWV Captive's gang may move and do actions as normal after both seller and slaver have done their build up turn.

THE NEGOTIATION

Follow usual rules for negotiation, however Slavers will not modify their negotiation rolls ever.

THE SELL-OFF...GOES WRONG

As with Hand-Off shootout can occur between seller and slaver's gang.

However the captive's gang can spoil the trade in couple way. In general if captive's gang spoils the transaction roll D6. On 4+ Slavers and Sellers are going to do normal Fast Draw against each other. On 1,2,3 they realize that it is 3rd party interference and Xef VdSi [e fS] W SYS[ef fZW USbf[hW]e YS` Yž EWW[S` V eShW]Xd S XWV]` Y S`[S` UWXad fZWf_ WTW Y Tgf Xad TafZ eWV]` Y fZWISYS` VUSbf[hW]e dS`k fW bf]` Yž

If captive's gang is revealed by either of the gangs. For example hide was broken and captive ganger is withing forward arc of any model, they will spot them. It will result a fast draw only on 6+ in this instance.

If captive's gang is revealed by charging in to the trade, the model that is charged can attempt overwatch the charger. It is allowed to use this ability even if the charge would come from rear or side arcs. Naturally roll for fleeting target. If possible charger will move in to base contact with the enemy model. Roll to see how the gangs react.

If captive's gang starts shooting in to the trading part, right after the shot is resolved roll reaction for gangs.

ENDING THE GAME

Same rules for ending as in Hand-Off.

EXPERIENCE

ES_ WjWbW]WUW] fZSf [` : S VZAXXi [fZ Uagb`W WUWbf[a` ež

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Ž 5Sbf[hW]e 9S` Y US` `af US]_ ZW` `W]W WjWbW]WUW]W Additionally if seller and slaver were interrupted and realized the 3rd party they cannot claim held nerve experience either.

INTERCEPTION

By Lorie (august 2015 v.1)

It is common for gangers to be sold to slavery, however that is not complete without risk. Gangs needs to seek slave traders on trading posts, this journey will sometimes take the gang to unfriendly territories and to choke points where ambushes are likely.

This scenario represent situation where captive's gang is ambushing the captors while they are taking the captive to slave markets. This scenario can be taken if the captive is going to be sold. This scenario is essentially same as Ambush (NCE page 92) with couple twists.

TERRAIN

Terrain is set up in the normal fashion to represent a suitable ambushing site such as road, choke point etc. Determine randomly which table edge is going to be exit zone for captive's gang. Opposite to end will be exit zone for the captors.

GANGS

Captive's gang will be attacker and the intercepted will be defender. One of the defender will be escort for the captive, which follows the usual captive rules explained above.

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses **the group with the escort and captive** and places it in the approximate centre of the table. The attacker then sets up his entire gang. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to deploy and rolls a D6. On a roll of 1-5 the fighters must set up within 4" of one defender that has already been placed. On a roll of 6 the group may be placed anywhere on the table, **though must still set up within 4" of one another**. This enables them to ambush the ambushers! **Special deployment rules cannot be used.**

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

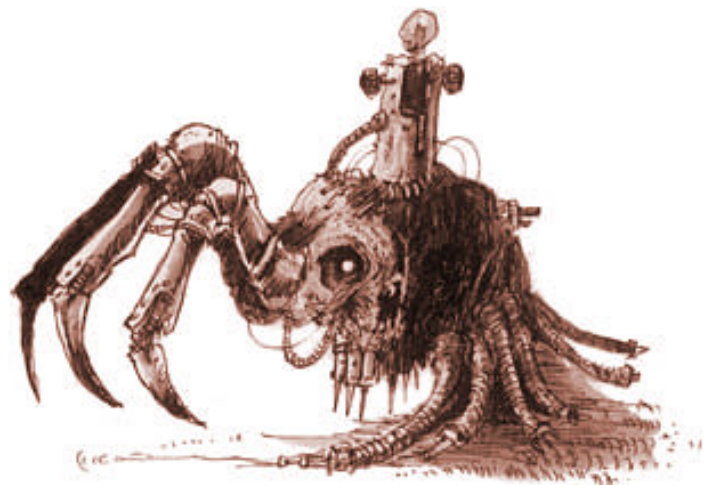
Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight. Game also ends if Captive is taken to exit zones.

EXPERIENCES

- +D6 **Survives**
- +5 **Per Wounding Hit.**
- +5 **Free Captive**, interceptor earns 5 experience if he cuts captive free
- +10 **Winning Gang Leader**
- +10 **Escapes:** Captive will receive +10 experience if the captive reaches his exit zone. *[note this only applies if the game ends this way]*
- +10 **Escorted,** Escort will receive +10 experience if he successfully brings captive to exit zone. *[note this only applies if the game ends this way]*



TORTURED CAPTIVE

By Lorie (august 2015 v.1.1)

Spyers are notorious of their amuzement and sadistic ways of dealing prisoners. Sometimes they simple kill them without blinking an eye, sometimes they toys them up in game or sportlike situation. Sometimes they use the captive to lure more gangers in to a trap

This scenario is mainly done for Spyers to represent their sadistic nature. Spyers toys with the captives, make them play a games similar to Saw movies. This particular scenario represent situtaion where captive is placed in to torturing device and the captive's gang is informed so they can attempt to rescue, right in to the spyers trap.

TERRAIN

Terrain is set up in the normal fashion however there should be relatively open spot somewhere in the middle of the board.

No treacherous condition is rolled as the spyers has chosen this particular place in the dome carefully.

GANGS

Spyer player places the captive roughly in the middle. The he places a loot counter atleast 8 inch from the captive. Loot counter contains all the equipment othe captive have (naturally no bionics etc.) Loot follows the usual rules for loots explained in Scavengers scenario. After this Spyer player places all of his eligible fighters anywhere in the table, but no less than 12 inch from table edges. All spyers start the game hidden and on overwatch.

Captive's gang assign numbers from 1-4 for each table edge and roll d6. On roll of 5 spyer player choose which table edge captive's gang start and on 6 captive's gang choose. Captive's Gang deploys each of his eligible fighter within 8 inch from the table.

No special deployment rules are allowed to use during this scenario.

CAPTIVE & TORTURING DEVICE

After both players have completed their turns the device causes strength [turn number] hit on the captive. Captive follows usual rules for wounding and injuries. If captive is taken out of action inside the device he is killed.

Device can be turned on and off by moving in base contact with it. There is a big red button on the device. However captive can be freed if friendly fighter moves (not runs) in basecontact with the torturing device and doesn't do anything else that turn.

STARTING THE GAME

Captive's gang goes first.

ENDING THE GAME

Game ends if either player fails bottle test, following the usual rules, except if the captive is still in the device when the spyer player bottles, continue the battle as long as either the captive dies or is released.

Game also ends if the captive reaches the starting zone of the captive's gang.

EXPERIENCES

- +D6 Survives**
- +5 Per Wounding Hit.**
- +5 Free Captive,** the fighter who frees the captive from the device gains extra experience
- +10 Escapes:** Captive will receive +10 experience if the captive reaches his exit zone. *[note this only applies if the game ends this way]*
- +X** Carrying the loot at the end of game, where X is the number of separate equipment (not counting free knife).

SPECIAL

In this scenario Spyer player may gain special experience bonus. These bonus can be allocated as the Spyer player sees fit, among the fighters that participated in the scenario.

If the captive dies in the device (either by out of action or opponent bottle out) Spyer player gains special experience equal to the turn count.

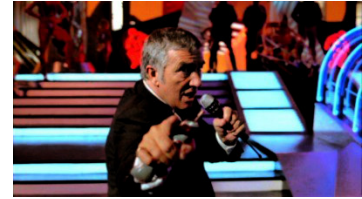
If the loot counter isn't recovered by captive's gang spyer player reseaves special experience equal the number of separate equipment in the loot.

If a non spyer player that is lawful decides to play this scenario against another lawful gang it is considered a dreadfull act and suffer -4 modifier to the outlaw roll. If Outlaw uses this scenario against lawful fighter they will lose any opportunity to become lawful gang again.

RUNNING MAN - ALLEY GAME

By Loriel (august 2015 v.1.3)

Running Man is popular tv-gameshow in the spire. In short it is a game of surviving, where some random worthless slaves are rounded up and they ran for their lives. Should they pass the game they earn their freedom.



This scenario is mainly done for Spyrers to represent their sadistic nature. Spyrers toys with the captives. This particular scenario represent situtaion where captive is placed inside a long tide alley with multiple other humans, then the Spyrers are surrounding the alley and tries to kill the runners. Winner of the game is the Spyrer who makes the most kills.

TERRAIN

Terrain should have one atleast 18 (but little longer is advisable) inch long and about 4-5 inch wide road. The road may contain small ammount of crates and barrels, but it is mostly open. On the both side of road should be atleast 2 inch high walls. Nominate other end of the road as starting zone and from 18 inch apart end zone.

No treacherous condition is rolled as the spyrers has chosen this particular place in the dome carefully.

GANGS

Spyrer player places all of his eligible fighters except Malcadons on the edges of the alley. Malcadons are placed behind the runners on top of the alley.

If spyrer player doesn't have 5 members roll d6 to generate npc spyrer. 1 = Jakara, 2 = Malcadon, 3 = Yeld, 4 = Orrus and 5+ choice. NPC spyrers are 0 experienced. This is a sports event after all and other spyrers are eligible to join. If npc spyrer kills captive it will not be counted towards vov.

Captive player places captive in to the road atleast 18 inch from the end zone. Captive player places then two NPC for each participating spyrer. Additionally for every 100 experience the participating spyrers have add 1 npc.

STARTING THE GAME

Captive will always start the game.

CAPTIVE

Captive is assumed to be bound and without equipment. Captive may not use any of his skills that logically couldn't be used while bounded. (such as sprint, leap, dodge, jump back etc.) Skills such as true grit, ironjaw etc can be used.

Captive can attempt run, by using same rules explained in Blind Fight scenario.

Captive may move through NPC but counts the movement difficult terrain. Movement cannot end on top of another model.

Captive is allowed to escape pinning as if he were leader (no extra rolls for models that could escape anyway) Additionally no nerve test are made by captive

NPC

Each NPC is assumed to have regular Juves statline. They don't take nerve tests of anykind and can move through models, After captive has moved, for each NPC roll 2d6 and scatter dice. On hit captive player choose how the NPC will move up to inch rolled. If arrow points towards the exit zone move the NPC total rolled ammount. When scatter dice arrow points backwards the NPC will move backwards at half rate. If NPC is pinned his movement rate is halved (and 1/4 backwards). Any NPC that reaches the end zone is taken off board.

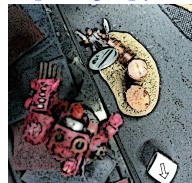
It is common that arrow will point towards alley wall. In this case move the NPC as far as possible to arrow direction and forward (or backward) for remaining move.

SPYRER TURN - ORRUS, YELD, JAKARA

Spyrers are allowed to move up to 1 inch per turn, but they cannot normally go in to the alley. We assume that there is perfect line of sight in every parts of alley (even if the model couldn't actually see some point there).

Spyrer player may choose the order which Spyrer takes the shots. Spyrer will shoot the closest unfriendly model in the alley. Only exception to this is situation that if the shot has chance of spray shooting any spyrers in the alley or closest target is web spinnered by malcadon, spyrer player may choose to shoot next close target instead If the spyrer has some special ability like rabid fire or gunfighter he will always use it against the same target.

If spyrer weapon is jammed, then in following turn he may go down the alley and follow the rules explained in Malcadon section.





SPYRER TURN - MALCADON

Each Malcadon will shoot the closest enemy, that is not webbed in alley with web spinner. At the end of turn If Malcadon isn't in the alley already roll a D6. If the score is equal or less than the Turn number Malcadon will jump in to the alley atleast 18 inch away from the end zone.

Malcadon's will always choose the closest unfriendly model as their charge targets. However if it is possible to charge multiple enemies at the same time, Malcadons will always do that. Malcadon will always automatically take any NPC out of action.

Malcadon will use their follow up to move towards the next closest target. Remember that if follow up brings fighter in to close combat the fight will happen next turn. In NPC situation Malcadon will take the NPC out of action at the start of NPC movement.

If Malcadon couldn't complete the charge Spyrer player may run or walk and shoot.

When Malcadon fights the captive, roll close combat as normal. If captive wins, it simple means that he manages to fend off the attacks and can break from close combat (without the free strike). If captive loses



Malcadon will hit him as normal and in the next captives turn captive will break from CC and receive the free hit as per normal breaking

ENDING THE GAME

No bottle rolls are made during this scenario. Game ends immediately if captive is taken out of action. Captive is horribly slaughtered and his body parts are collected as trophies. Game ends also if the captive reaches the end zone.

If captive manages to reach end zone by crawling downed, roll 4+ for out of action normal. We assume recaptured as survival against the odds instead. Naturally the point of the game was to earn freedom, it wouldn't be real sportmanship to capture the captive again, would it? Captive is given all of his equipments and he is free to go back to his own gang. But before he is let go he is branded (by tattoo, hot iron or some other similar way) Mark of the Running Man. Later in the campaign if a Spyrer manages to kill the Marked one he gains extra 10 experience. The captive gains bitter enmity against every spyrer that participated in this scenario. Additionally if Spyrer manages to capture the Marked one in later games, they will not place him again on Running Man

EXPERIENCE

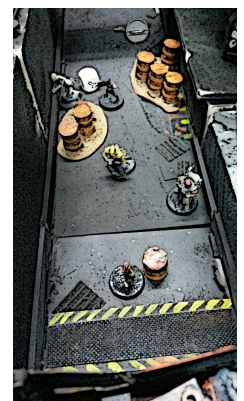
- +1 Spyrers receive +1 experience for surviving the scenario. There isn't any real threat to them. If no NPC reaches the end zone spyrers gain extra +1 experience
- +5 **Per Wounding Hit.** This is awarded ONLY from wounds done to captive.
- +3D6 **Runner** If he survives.
- +1D6 For the captive each time captive win in close combat.

SPECIAL

For each NPC that manages run the alley the next Spyrer opponent will gain +1-1 modifier to scenario roll. This bonus can be combined with other similar scenario modifiers. This represent the idea that those poor people will spread rumours about where abouts of the Spyrers..

GAMBLE

Naturally as in any sports a gamble and bets are taken. To juice things up in campaigning other players may place bets on the results. Usually they gamble who makes the most scores in the alley, or that some particular model manages to escape. For sake of simplification any winning bet doubles to credits



REDEEM OR BE BURNED

By Lorie (august 2015 v.1)

Redemptionist believe that Necromunda can be saved by flames and brimstone! They will allow to some few chance of redemption or purification by sacred fire.

This scenario is done for Redemptionis gang. If redemptionists manages to capture enemy fighter the captive's gang can choose this scenario instead normal rescue mission.

This Scenario follows all the normal rules for Rescue mission except ones listed below.

TERRAIN

Follow the usual rules of terrain, however there should be semi concealed chappel in the middle of the board. There shouldn't be too many possibilities to draw line of sight inside the chappel

CAPTIVE

Captive is placed in bonfire inside the chappel (or middle of board), that is just set on flames. At the start of game captive will catch fire on 6+ roll (as explained in NCE page 29). Naturally the captive is bounded and cannot move or beat the flames with strength test.

At the start of each captive's gang turn if the Captive isn't on fire roll catching fire. Each turn will increase the catching fire roll by 1, so in turn 2 it will be 5+, on turn 3, 4+. If by off chance game last till 6th turn the captive will automatically be set in flames.

Captive can be set free by moving in basecontact with him. If the captive is freed and burning then he follows normal rules for catching fire. The fighter who attempt to free captive will also test for catching fire with same chance as explained above.

If captive suffers enough flesh wounds to be taken out of action, if he is in the bonfire he will automatically die.

PRIEST

The priest is placed next to captive facing the captive. Priest is addition to other sentries. Unlike normal sentries priest is immobile and is preoccupied by the redeeming the soul of captive that usually cannot spot any enemy gangers, unless they comes within his initiative.

At the start of each priest turn when alarm has not being set roll 2d6+turn number. If the roll exceeds 14 the captive is redeemed of his sins. The bonfire is extinguished by some secret mechanism that only the priest knows. Captive immediately joins the game on Redemptionist side armed only with knife.

If alarm is set off, the priest can redeem the target instead of shooting as long as he is atleast 8 inch.

ENDING THE GAME

Use the same rules as in rescue mission. However if the captive's gang bottle out then continue the redeeming rolls as long as either the captive is redeemed or dead.

Naturally Redemptionist player doesn't make the normal redeem roll after this scenario.

EXPERIENCE

Use the same experience as in rescue mission with these additions.

- Captive receives experience equal the turns he was on bonfire (on fire or not)
- Priest receives 5 experience on succesfull redeem or if the captive died in bonfire.

Additionally if the captive received atleast two fleshwound while being in the bonfire roll D6. On 1-2 captive receive horrible scars and on 3-4 impressive scars. and 5-6 infected wounds (or perhaps burned wounds) This is addition to any other serious injury they are taking.

If the captive is rescued he will receive bitter enmity against the priest.

It is also possible to play this scenario even if the captive is Wyrd, Ratskin Shaman or member from scavvie gang. Follow all the rules except redeeming for it.



IN TO THE POT!

By Loriel (august 2015 v.1)

Scavvies culinary is infamous and dreaded accross the hive. Some have even survived in the last minute when their comrades manages to rescue them, literally pulling him off from boiling stew.

This scenario is done for Scavvie gang. If Scavvies manages to capture enemy fighter the captive's gang can choose this scenario instead normal rescue mission.

This Scenario follows all the normal rules for Rescue mission except ones listed below.

TERRAIN

Follow the usual rules of terrain,

CAPTIVE

Captive is placed in pot rouhgly in the middle of the board. Pot will do one strength turn number hit to the captive. Captive follow usual rules for injuries.

Captive can be set free by moving in base contact with him. The fighter that sets captive free might end up burning him self. On 4+ rescuer suffers str 2 hit.

If captive is out of actioned in the pot he will die.



EXPERIENCE

Use the same experience as in rescue mission with these additions.

- Captive receives experience equal the turns he was on pot

