

# Necromunda Stealth Scenario

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## GANGS

Attacker: 500 points, defender: 1500 points. The defender sets up first. He deploys 1000 points (or less) of his gang as sentries. Sentries may be placed anywhere on the table at least 2 inch away from a table edge. The attacker then deploys his gang within 1 inch of a selected table edge. The attacker may choose 500 (or more) points worth of his fighters to commit to the stealth scenario.

*Note: attackers with the Infiltrator skill use the special deployment rules of that skill.*

## LOOT

Each player places one loot counter. The defender places his first. Loot counters must be placed more than 3 inch from the edge of the table and up to 5 inch away from each other.

*Note: the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.*

## PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry only one loot counter 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.

## ATTACKERS

The attacker takes the first turn of the game.

## DEFENDERS

### SENTRIES

Until the alarm is sounded (see below) sentries move D6-3 inches per turn. Roll separately for each sentry to determine how far he moves. If the distance is negative then the attacking player is allowed to move the sentry model. For example, a roll of 1 gives a move of -2, so the attacker moves the sentry 2 inch in any direction. For each sentry moved by the attacker, roll the Scatter dice, and turn the model to face the direction indicated. All sentries their Weapon Skill is halved (rounding fractions up) and they may not shoot any weapons.

### SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above. After the alarm is sounded sentries may move and attack freely. In addition, the defender may bring on reinforcements as described below. The alarm can be sounded in a number of different ways: Spotting, Shooting and Fighting.

#### SPOTTING

If a sentry spots a raider he sounds the alarm. Roll 2D6 at the end of the defender's turn. This is the spotting distance until rerolled during the defender's next turn. Sentries can try to spot any raiders that are within the distance rolled so long as they could normally be seen – *i.e. they are within his 90° arc of vision.*

- Attackers in the open will be spotted on the D6 roll of 2 or more.
- Attackers in partial cover will be spotted on the D6 roll of 4 or more.
- Attackers in cover or hiding will be spotted on the D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches on the D6 roll of a 2 regardless of cover or hiding. *For example, a sentry with Initiative 4 spots hidden raiders within 4" on a roll of 2.*

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range is the same as in his turn and the same dice rolls are required.

*Note: a sentry can only give the alarm if he survives the attacker's turn. If he is taken out of action then he cannot give the alarm.*

#### SHOOTING

If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. All grenades automatically sound the alarm.

*Note: shooting can sound the alarm even if there are no sentries left.*

## FIGHTING

A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. If the attacker or defender shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

*Note: remember that the sentry's Weapon Skill is halved until the alarm is sounded.*

In addition, the noise of fighting may cause the alarm to be sounded even if the sentry doesn't survive to do so himself. The attacker rolls a D6. If the score is not more than the number of attackers fighting in the hand-to-hand combat then the noise of the scuffle has been noticed and the alarm is sounded. For example, if three attackers mug and kill a sentry then you must roll 4 or more for this to go unnoticed.

## REINFORCEMENTS

### WHEN

At the start of the game the defender divides 500 points of fighters into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements. Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. 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.

*Note: 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.*

### WHERE

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: 1 edge left of attacker's edge, 2-5 opposing edge, 6 edge right of attacker's edge (clockwise). Reinforcements cannot be placed within 8" of an attacker model. Reinforcements may move and fire normally the turn they are placed.

## ATTACKERS WIN

**Stick Up:** any attacker takes one of the loot counters off the table.

**Shoot Up:** half or more the number of attackers exit at opposite edge.