Necromunda Solo Campaign

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Exile Campaign

The Exile Campaign is intended for solo play. It represents the journey of an exiled gang, from the ousting out of a settlement, through the struggle for survival, to the fight to secure a new hideout. The campaign follows the rules for Dominion Campaigns, with the modifications listed below. You will only need a copy of the *Rulebook* and of *Gangs of the Underhive* to play an Exile Campaign. If you wish, you can add materials from *The Book of Perils, The Book of Judgement, The Book of Ruins* and the *House of...* supplements. Badzone Terrains, in particular, can add extra character to the battles fought in the wild (Scenarios 2 to 5). Similarly, Outlaw Favours (or Genestealer Cult and Chaos Gods Favours for the appropriate gangs) will add a further narrative to your campaign. You might also want to purchase equipment from the Badzones Trading Post or the Black Market (counting your gang as outlawed). This is absolutely fine, but just keep in mind that gang specific and rare/illegal equipment will be hard to come by during the campaign. The rules for Alliances, House Favours and House Plots should be avoided, as your gang is alone in the wild.

Territories and winning the campaign

To generate territories in an Exile Campaign, shuffle the whole deck and draw one card. This territory will be the final reward should the gang be successful in conquering their new hideout.

Founding the gang

Found a gang with a starting budget of 1,250 credits. In an Exile Campaign, you can recruit up to 2 Hangers-on when founding your gang, representing loyal followers choosing to stay with the gang or unfortunates dragged with them. Any unspent credits are not added to the gang's Stash, representing the assets seized from the gang before exile was imposed on them. In addition, the Gang Attributes and the 'Captured by' Fighter Attribute are not used in an Exile Campaign. Out in the wild, nobody cares for the wealth and reputation of a bunch of rovers and they are much more valuable as a source of food than as captives.

If you have a gang from a previous campaign, creating a Splinter Gang is strongly encouraged. Clearly, a rift has emerged within the gang and the losing side had no other option but to choose exile.

Running the Campaign

The Exile Campaign consists of 6 scenarios and will be played in 6 to 8 sessions. The scenarios are played in the order shown on the table below. For the first five scenarios, whether you win or lose, you will progress to the following one. Once you reach Scenario 6, you have a chance to win the campaign and secure the territory from which to start over again. If you succeed, the campaign is over.

D6	Scenario
	1: The Housting
1-2	2: Mutant Ambush
	3: The Hunt
3-4	4: The Uncharted Sprawl
5-6	5: Flight from the Sprawl
	6: The Siege

If you fail, run steps *1.Fighters Recover* and *3.Experienced Juves are promoted* of the Downtime phase. This represents the gang reorganising themselves before launching a fresh attack. Then, play Scenario 6 again.

Alternatively, after losing Scenario 6, you can choose to venture again in the wild to secure more resources. Roll a D6 and consult the table above to find what scenario you will play. After playing that scenario, you can attempt Scenario 6 again.

After the second attempt at Scenario 6, whether you won or lost it, the campaign is over.

The Pre-battle Sequence

Skip steps *1.Make a Challenge and Stake Territory*, *3.Determine Scenario* (unless you have ventured in the wild again after losing Scenario 6, see above) and *6.Announce Territory Boons*. Hired Guns added to your gang represent other fighters that, like the gang itself, are forced to make a living in the wild. Dramatis Personae could be recruited as well, but try to follow the rule of cool: is it likely that they will be found in the wild and that will lend their services to an exiled gang?

The Post-battle Sequence

Skip steps *2.Assign/Reassign Territory, 4.Collect Income* and *7.Report Results*. The remaining steps are run as normal, unless noted otherwise.

Wrap-up: check if any fighters have been captured, as normal. If one of your fighters is captured, they count as having rolled *Memorable Death* on the Lasting Injury table. If you capture any enemy fighter, you will have a chance to recruit them into your gang, as detailed below.

Post-battle actions: the *Sell to the Guilders* actions is replaced by the *Recruit Captives* action. You offer the captives a choice between joining your gang and death. Make an Intelligence check for each captured fighter, adding the following cumulative modifiers:

- +2 if your Leader took part in the battle and was not Out of Action at the end of it.
- +1 for each of your Champions that took part in the battle and was not Out of Action at the end of it.

If the test is failed, the captive is killed and their weapons and wargear added to your stash. If the test is passed, the captive joins your gang and is added to the gang roster, retaining their profile, skills and all their weapons and wargear. Unless otherwise stated in the scenario Rewards, recruited captives count as Gangers for the purposes of gaining experience.

The *Medical Escort* action is not available unless your gang includes one or more Rogue Docs. In this case, it is carried out following the rules in the Rogue Doc datasheet.

The *Trade* action is limited, as detailed below, to represent your gang making do with whatever they have scavenged, rather than actually visiting a market.

Update roster: you cannot *Hire a fighter* or *Recruit Hangers-on*. The only way to add members to your gang is by recruiting captives (see above).

Selling Equipment represents your gang disassembling and repurposing the gear they have.

When you *Purchase Equipment,* you can purchase Common Equipment from the Trading Post. Any gang specific equipment from the House lists is treated as Rare 8.

When you *Seek Rare Equipment* (and *Illegal Equipment* if using the rules for the Black Market), do not add any modifiers. These two changes represent your gang scavenging around, cobbling together equipment from scrap or stumbling upon the occasional itinerant trader, hence the reduced availability of equipment.

Obviously, you do not *Gain Boons from Territories* and there is no need to *Update Gang Rating.*

Ending the campaign

If you lost Scenario 6 twice, your gang is cast back, the Leader once again shamed. Soon, infight breaks and fighters start to leave. Few will survive, return to civilisation and perhaps earn a living as scummers. Most will face a lonesome death in the wild.

If you won Scenario 6, your gang secures their new hideout and quickly starts to assert their rights in the surrounding area. Run a full post-battle sequence to find out what the gang has earned for themselves. Add the campaign territory to your roster and generate income from it. You can perform *Medical Escorts* as normal, sell captives to the Guilders, purchase equipment with no restrictions and gain Boons from your territory. Finally, unless you have already done so after losing Scenario 6 a first time, run all the steps of the Downtime Phase.

If you then play any multi-player campaign, you could ask the Arbitrator permission to run a Splinter Gang in possession of the territory you conquered at the end of the Exile Campaign. The Arbitrator should put conditions, such as the territory being open to challenges already during the Occupation Phase (Dominion Campaigns), the gang being Outlaw until in possession of the territory (Law & Misrule Campaigns) or the territory being ruined (Uprising Campaigns). Alternatively, the Arbitrator can generate territories for the other gangs so that all have an additional one from the beginning of the campaign.

Scenario 1: The Ousting

As the gang is forced out of their settlement, a group of stranded fighters faces an angry mob.

Battlefield: The battlefield is a Sector Mechanicus battlefield representing a settlement main street. The battlefield itself may be as small as 12” x 24”, though larger is possible as long as it remains long and narrow. There should be no terrain that blocks line of sight from one short end to the other. Place a single Loot Casket within 3” of the centre of the battlefield.

Crew: This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook, except that Hangers-on should be included in deck while your Leader cannot be included. Use the Random Selection (D3+2) method to determine the crew.

Tactics Cards: No Tactics cards are used for this scenario.

Deployment: The whole crew is deployed within 3” of one of the short ends of the battlefield. The opposite end is their escape route. Then, for each fighter in the crew, place 2 Hive Dwellers so that they are at least 15” away from any fighter and within 3” of at least another Hive Dweller.

Mob Mentality: The Hive Dwellers are seething with anger and will vent it up at the fighters. None will draw their weapons, but enough punching and kicking can take even the toughest ganger down. At the slightest provocation, however, the crowd will quickly turn into a lynching mob.

There is no need to roll for priority at the start of this solo play scenario or at the start of any round – priority belongs to the Hive Dwellers in every round.

Hive Dweller (Rating: 35 credits, including equipment)											
M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Cl**	**Will**	**Int**
5”	5+	5+	3	3	1	4+	1	7+	8+	9+	9+
Weapons		**RngS**	**RngL**	**AccS**	**AccL**	**S**	**Ap**	**D**	**Am**	**Traits**	
Stub gun		6”	12”	+2	-	3	-	1	4+	Plentiful, Sidearm	
Maul (club)		-	E	-	-	S	+1	2	-	Melee	

When activating the Hive Dwellers, start from the readied Hive Dweller closest to the gangers. They will perform a group activation with the closest readied Hive Dweller. They

will act as determined by how close they are to the fighters, as detailed below. Until provoked (see below) they will act as an Angry Mob. The Angry Mob always Hurls fighters towards the escape route, makes unarmed attacks when fighting, and will never perform Coup de Grace (Simple) actions. Once provoked, they will act as a lynching mob, using their weapons when fighting and automatically passing any Nerve check. Hive Dwellers will always move and charge towards, shoot at and pelt the closest fighter. If 2 or more fighters are equally close, roll off to determine the Hive Dweller's target. Broken and Insane Hive Dwellers act as detailed in the Rulebook.

Trigger	**Angry Mob Actions**	**Lynching Mob Actions**
Hive Dweller is Prone & Seriously Injured	N/A	Crawl (Double) away from closest standing fighter
Hive Dweller is Prone & Pinned	N/A	Stand Up (Basic) and Shoot (Basic)
Hive Dweller is Standing & Engaged	Hurl (Basic)[1], then if possible Fight (Basic) otherwise Shout Abuse (Basic)[2]	Fight (Basic) and can perform Coup de Grace
Hive Dweller is Standing & Active; closest fighter is within 7"	Charge (Double)	Charge (Double) and can perform Coup de Grace
Hive Dweller is Standing & Active; closest fighter is within 14"	Move (Simple), then Pelt (Basic)[3]	Aim (Basic), then Shoot (Basic)
Hive Dweller is Standing & Active; closest fighter is more than 14" away	Move (Simple), then Shout Abuse (Basic)[2]	Move (Simple), twice

[1] See page 185 of the Necromunda Rulebook.
[2] The Hive Dweller bursts in a torrent of insults, fraying the gangers' nerves. If any Hive Dweller performs this action, place a token next to the gang's fighter cards to remember that they have been insulted. No more than one token can be placed per battle round.
[3] The Hive Dweller throws small debris or rotten food at the closest ganger. Take a BS check for the Hive Dweller, with a +1 modifier. For every successful hit, place a token on the fighter's card to remember that they have been pelted.

Insulted and Pelted tokens are discarded once the Hive Dwellers have been provoked.

The Walk of Shame: the fighters know better than to provoke the mob, but there is so much that a ganger can take before reaching for their guns. When activating a fighter, take a Cool check for them applying the following cumulative modifiers:

- -1 for every Insult token next to the gang's fighter cards.
- -1 for every Pelted token on their fighter card.

- -1 if they have been successfully Hurled during the Battle Round.
- -1 if they have been hit in close combat during the Battle Round.
- -2 if they are Engaged.
- -3 if they have been wounded.

If the test is passed, fighters cannot lead Group Activations and can only perform Stand Up (Simple), Crawl (Double), Retreat (Simple), Move (Simple) and Carry Loot Casket (Simple) actions, as appropriate for the fighter's status.

If the test is failed, the ganger cracks and draws their weapons. Immediately perform a Fight (Basic), Shoot (Basic) or Blind Fire (Double) action as appropriate for the fighter's status. From that moment onward all fighters can act normally and the Hive Dwellers have been provoked, acting as a Lynching Mob.

Every time a fighter performs a Carry Loot Casket (Simple) action while the Hive Dwellers are acting as an Angry Mob, roll a dice adding +1 for every Hive Dweller within 3" of the fighter. If the result is 5+, the fighter has been spotted and the mob is provoked. From that moment onward, all fighters can act normally and the Hive Dwellers act as a Lynching Mob.

Taking Flight: Any fighter that is within 1" of the escape route at the start of any End phase immediately Takes Flight, even if they are Seriously Injured, and is removed from the battlefield. If the Loot Casket is within 1" of the escape route when a fighter Takes Flight, that fighter claims it and it is removed from the battlefield.

Ending the battle: if either no fighters or no Hive Dwellers are left on the battlefield at the end of any round, the battle ends immediately.

Fleeing the battlefield: for the gang there is only one way out - through the mob. The gang does not take Bottle tests and cannot voluntarily flee the battlefield. Hive Dwellers take Bottle tests and might flee as normal, except that they cannot automatically flee the battlefield.

Victory: if one or more fighters have Taken Flight, the gang wins.

Rewards

Credits: if the Loot Casket was claimed, the gang earns D6x15 credits. These credits must be immediately converted into equipment, chosen freely from the gang's House Equipment list.

Experience

- Each fighter that took part in the battle earns 1XP.
- If a fighter claimed the Loot Casket, they earn 1XP.

- If the gang was victorious, the Leader earns 1XP, even if they did not take part in the battle.

If any Hive Dwellers is captured and successfully recruited, roll a D6. On a 4+ add a Hanger-on of your choice to the gang roster. Otherwise, use the profile above and treat the Hive Dweller as a Juve for the purposes of gaining experience. If using a Gang that does not list Juves in their Skill Access table, the Hive Dweller will have access to the same Primary and Secondary skill sets as a Specialist.

Scenario 2: Mutant Ambush

After days in the wild, the gang camps down in a ruined settlement. During the light-off cycle, a band of roving mutants springs an ambush on them.

Battlefield: the battlefield is a Sector Mechanicus battlefield representing the gang's camp. The battlefield itself may be as small as 24" square, though larger is possible. No terrains should be placed within 3" of the centre of the board. 3 structures should be placed around that empty space. Set up the rest of the battlefield as normal. Finally, place a single Loot Casket within a randomly determined structure surrounding the gang's camp.

Crew: This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook, except that Hangers-on should be included in deck. The player uses the Random Selection (D3+2) method to determine their crew - the remainder of the Fighter cards become the Reinforcement deck.

Home Turf Advantage: the gang has the Home Turf Advantage.

Tactics Cards: the gang can draw two random Tactics cards.

Deployment: the whole crew is deployed within 3" of the centre of the battlefield. Then, place 12 Mutants in 4 groups of 3, each within 3" of one of the battlefield corners.

Pitch Black: the Pitch Black rules are in place until the end of Turn 6.

Opportunistic Ambushers: the Mutants are a cowardly bunch. They will shoot at the encamped gang from the cover of darkness, but will avoid engaging in close combat.
At the start of this solo play scenario the Initiative goes automatically to the Mutants. At the start of the following rounds, roll a D6. On a 4+ the gang has the initiative.

Mutant (Rating: 80 credits, including equipment)											
M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Cl**	**Will**	**Int**
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+
Weapon		**RngS**	**RngL**	**AccS**	**AccL**	**S**	**Ap**	**D**	**Am**	**Traits**	
Reclaimed autogun		8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)	
Equipment: Photo-goggles **Mutation:** *Disturbing Appendages* - the fighter always counts as being equipped with a Fighting Knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 modifier to their Weapon Skill or Ballistic Skill rolls.											

When activating the Mutants, start from the readied Mutant closest to the gangers. They will act as determined by how close they are to the fighters, as detailed below. If 2 or more fighters are equally close, roll off to determine the Mutant's target. Broken and Insane Mutants act as detailed in the Rulebook.

Trigger	**Actions**
Mutant is Prone & Seriously Injured	Crawl (Double) away from closest fighter
Mutant is Prone & Pinned	Stand Up (Basis) and Shoot (Basic). If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Stand Up (Basic)
Mutant is Standing & Engaged	Fight (Basic)
Mutant is Standing & Active; closest fighter is within 3"	Move (Simple) away from fighter, then Shoot (Basic) or Reload (Simple) if needed
Mutant is Standing & Active; closest fighter is within 12"	Aim (Basic) and Shoot (Basic) if possible or Move (Simple) again. If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Shoot (Basic)
Mutant is Standing & Active; closest fighter is more than 12" away	Move (Simple) towards fighter and Shoot (Basic) if possible or Move (Simple) again. If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Move (Simple)

Reinforcements: at the start of each End Phase, the gang receives D3 reinforcements. They are placed within 1" of a randomly determined structure surrounding the gang's camp.

Ending the battle: if either no fighters or no Mutants are left on the battlefield at the end of any round, the battle ends immediately.

Fleeing the battlefield: the gang must hold out until light comes back and cannot voluntarily flee the battlefield. Mutants take Bottle tests and might flee as normal. If, at the beginning of round 7 or of any subsequent round, the Mutants have Bottled Out they will voluntarily flee the battlefield.

Victory: if the gang has any fighters on the battlefield (who are not Prone and Seriously Injured or Broken) by the start of round 7 then they are victorious.

Rewards: the rewards earned for this scenario depend upon how long the gang was able to hold out before being wiped out, fleeing the battlefield or routing the Mutants, as detailed in the table below.

Experience

- Each fighter that took part in the battle gains 1 XP.
- Fighters (who are not Seriously Injured or Broken) still on the battlefield by round 7 gain an additional D3 XP.

Round	**Reward**
1-2	Nothing
3-4	D3x10 credits, 1 XP for the Leader (if not Seriously Injured or Broken)
5-6	D6x10 credits, 2 XP for the Leader (if not Seriously Injured or Broken)
7+	2D6x10 credits, 3 XP for the Leader (if not Seriously Injured or Broken)

Scenario 3: The Hunt

The gang has stumbled upon the trail of a rogue Ambot and tries to capture it.

Play The Hunt (Warhammer Community solo scenario, available at https://www.warhammer-community.com/wp-content/uploads/2020/05/u~H3v6~I9-vZx9Y-.pdf).

If the gang wins this scenario, the Ambot is automatically captured and successfully reprogrammed to serve the gang. Add an Ambot (page 88, *Gangs of the Underhive*) to your gang roster. You cannot purchase options for it.

Scenario 4: The Uncharted Sprawl

The gang has come upon the entrance to a long forgotten tunnel sprawl. Hoping to find richer pickings than they did so far, they enter it. In the shadows, gleaming optics spy their movements...

Battlefield: this scenario uses the standard battlefield set-up guidelines for Zone Mortalis, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The battlefield itself may be as small as 24" square, though larger is possible. After placing terrain, place 4 Loot Caskets, each as close as possible to the centre of each battlefield quarter**.**

Crew: this scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The player uses the Custom Selection (D3+4) method to determine their crew.

Tactic Cards: the player may choose a single gang tactic from those available to their gang. Alternatively, they may randomly select two gang tactics from those available to their gang.

Deployment: the player deploys their entire crew within 3" of one battlefield edge. The opposite edge is their escape route.

The Hunted Looters: at the start of this scenario, the fighters will have no idea that they are being watched by Stalk-sentries, yet they will carefully move through the sprawl.
If no Stalk-sentry is on the battlefield, the player may activate each Ready fighter in an order of their choosing as normal. However, when activated, each Standing fighter may perform only a single Move (Simple) action or a single Carry Loot Casket (Simple) action, and each Prone fighter may perform a single Crawl (Double) action. In addition, each Standing fighter may perform the Operate Door (Simple), Access Terminal (Basic), Force Door (Basic), Smash Open Loot Casket (Basic), Bypass Loot Casket Lock (Basic) actions or the following action:

> **Give Cover (Basic):** The fighter covers their friends as they search the area. Place a Giving Cover marker on this fighter to indicate they are giving cover. Should a Stalk-sentry appear, any fighter with a Giving Cover marker may be able to make a Shoot (Basic) action targeting it, as described in the 'Hidden Riches and Dangers' table (see page 13). During each End phase, remove these markers.

If any Stalk-sentries are on the battlefield, the gang receives Priority on a roll of 4+. The player may activate each Ready fighter in an order of their choosing as normal. When activated, each fighter may act as normal and may perform any action the player wishes, treating Stalk-sentries as enemy fighters.

Hidden Riches and Dangers: After a fighter performs a Carry Loot Casket (Simple), Smash Open Loot Casket (Basic) or Bypass Loot Casket Lock (Basic) action, there is a chance that a Stalk-sentry will attack them. Roll a D6 and consult the table below. If 5 Stalk-sentries are already on the battlefield, the result is automatically *"We'll get rich!"*.

D6	Outcome
1	*"Aaaah!"* The fighter is ambushed by a Stalk-sentry! One Stalk-sentry is immediately placed on the battlefield, Engaged with the active fighter and if possible completely outside their vision arc. The fighter's activation immediately ends and the Stalk-sentry is activated. Treat the Stalk-sentry as having charged the fighter.
2	*"It's Behind You!"* Suddenly, and most unexpectedly, a Stalk-sentry appears before the fighters. Place one Stalk-sentry anywhere on the battlefield so that it is no more than 3" away from the active fighter and, if possible, completely outside their vision arc. Each fighter with a Giving Cover marker may immediately perform a Shoot (Basic) action targeting the Stalk-sentry. When doing so, however, they suffer a -3 modifier to their hit roll(s). Once every eligible fighter has performed this action, the Stalk-sentry will activate and will enact defense protocols (see page 14).
3-4	*"They're Coming Out the Emperor-damn Walls!"* The active fighter spots a Stalk-sentry in the darkness. Place one Stalk-sentry anywhere on the battlefield so that it is exactly 7" away from the active fighter. Each fighter with a Giving Cover marker may immediately perform a Shoot (Basic) action targeting the Stalk-sentry. When doing so, however, they suffer a -2 modifier to their hit roll(s). Once every eligible fighter has performed this action, the Stalk-sentry will activate and will enact defense protocols (see page 14).
5-6	*"We'll get rich!"* The fighter gloats over their findings. If the fighter has any remaining action, they can complete their activation as normal. Otherwise activate the next fighter or Stalk-sentry.

The Stalk-sentries: Whoever used the tunnel sprawl as their stash, had it guarded by Stalk-sentries, deadly cyborgs programmed to protect it at all cost. They have the following profile and special rules:

Stalk-sentry (Rating: 210 credits, including equipment)											
M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Cl**	**Will**	**Int**
5"	3+	4+	3	3	2	4+	2	7+	6+	7+	7+
Weapon		**RngS**	**RngL**	**AccS**	**AccL**	**S**	**Ap**	**D**	**Am**	**Traits**	
2 x Power knives		-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power	
Equipment: Mesh Armour **Skills:** Spring Up, Nerves of Steel											

One with the Sprawl: The Stalk-sentries have door controls built into their cybernetic augmentations. If they are within 1” of a closed or locked door when activated, that door is automatically opened. Note that this means that a fighter behind the door might become the closest to the Stalk-sentry and thus its target.

Frenzied: When the Stalk-sentries attack, they do so with blind fury, using all of their available weapons. In addition, should the Stalk-sentries ever have a choice between consolidating or performing a Coup De Grace (Simple) action, they will always perform a Coup De Grace (Simple) action.

Unbreakable: The Stalk-sentries know no fear, and will not flee whilst protecting the sprawl. The Stalk-sentries will never bottle out and cannot become Broken or Insane, for any reason.

Enacting Defense Protocols: When activating the Stalk-sentries, start from the readied Stalk-sentry closest to the gangers. They will act as determined by how close they are to the fighters, as detailed below. If 2 or more fighters are equally close, roll off to determine the Stalk-sentry’s target.

Trigger	**Action**
Stalk-sentry is Prone & Seriously Injured	Crawl (Double) away from closest fighter
Stalk-sentry is Engaged	Fight (Basic)
Closest fighter is within 8”	Charge (Double)
Closest fighter is within 12”	Take Cover (Basic)
Closest fighter is more than 12” away	Move (Simple) towards fighter, then Take Cover (Basic)

Taking Flight: Any fighter that is within 1” of the escape route at the start of any End phase can Take Flight, even if they are Seriously Injured. The fighter is removed from the battlefield, and counts as being Out of Action from now on for the purposes of Bottle tests. If a Loot Casket is within 1” of the escape route and of a fighter that Takes Flight, that fighter claims the Loot Casket and it is removed from the battlefield.

Ending the battle: The battle ends only when the gang has no fighters remaining on the battlefield.

Fleeing the battlefield: If the gang voluntarily bottles out and flees the battlefield, they lose the battle.

Victory: the gang wins if 3 or more fighters have Taken Flight and 1 or more Loot Caskets have been claimed.

Rewards

Credits: the gang earns D6x10 credits for each claimed Loot Casket.

Experience

- Each fighter that took part in the battle gains 1 XP.
- Each fighter that took a Stalk-sentry Out of Action gains 1 XP in addition to the XP gained for taking an enemy Out of Action.
- Each fighter that claimed a Loot Casket gains 1 XP.

Scenario 5: Flight from the Sprawl

Regrouping after their encounter with the Stalk-sentries, the gang realises one of their wounded comrades was left behind. Determined to save them, they turn back and re-enter the Sprawl, but not before sending word to the rest of the gang.

Battlefield: this scenario uses the standard battlefield set-up guidelines for Zone Mortalis, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The battlefield itself may be as small as 12”x36”, though larger is possible as long as it remains long and narrow. After placing terrain, place 2 Loot Caskets, anywhere on the board more than 6” from the centre of the board and 12” from each other**.**

Crew: this scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The player uses the Random Selection (D3+2) method to determine their crew, except that they have to select one of their models to be the wounded fighter (see below) before choosing the rest of their crew. The remainder of the Fighter cards become the Reinforcement deck.

Tactic Cards: the player may select two gang tactic cards from those available to their gang.

Deployment: the player deploys their entire crew within 3" of one short battlefield edge. Then deploy two stalk-sentries, at least 6” from each other and within 3” of the opposite short board. Three more stalk-sentries are held back as Reinforcements. Finally, place the wounded fighter face down as close as possible to the centre of the board.

At the start of this solo play scenario the Initiative goes automatically to the gang. At the start of the following rounds, roll a D6. On a 4+ the gang has the initiative.

The Wounded Fighter: randomly select one of your fighters (not Brutes or Hangers-on) that went into Recovery at the end of the previous battle, they will be the wounded fighter. If no fighters went into Recovery (or if playing this scenario as a Skirmish) randomly select a Ganger or Juve.

The wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from - do not take a Recovery test for them during the End Phase as you would normally do. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace (Simple) action as normal. If they are taken Out of Action, they are considered to have automatically rolled a Grievous Injury on the Lasting Injuries table. Friendly fighters may make the Carry (Double)

action if they activate in base contact with the wounded fighter, allowing them to move up to their Move characteristic and take the wounded fighter with them. If the wounded fighter begins their activation in base contact with the player's board edge, they may move off the board.

The Stalk-sentries: the stalk-sentries programming has reacted to the persistent threat posed by the gang and they are now enacting aggression protocols. Use the profile and special rules on pages 13-14, but consult the table below to determine the stalk-sentries' behaviour.

Enacting Aggression Protocols: When activating the Stalk-sentries, start from the readied Stalk-sentry closest to the gangers. They will act as determined by how close they are to the fighters (including the wounded fighter), as detailed below. If 2 or more fighters are equally close, roll off to determine the Stalk-sentry's target.

Trigger	**Action**
Stalk-sentry is Prone & Seriously Injured	Crawl (Double) away from closest fighter
Stalk-sentry is Engaged	Fight (Basic)
Closest fighter is within 8"	Charge (Double)
Closest fighter is within 15"	Move (Simple) towards fighter, then Take Cover (Basic)
Closest fighter is more than 15" away	Move (Simple), twice. This will trigger the Sprint Skill.

Reinforcements: at the end of the second round, and each round thereafter, the gang will receive D3 random fighters as reinforcements. The Stalk-sentries will instead receive a single Stalk-sentry per turn. Reinforcements will arrive during the End phase. Reinforcements are placed within 1" of their respective board edge.

Ending the battle: the battle ends when the wounded fighter is either taken Out of Action or escapes the board. If there are no fighters or no Stalk-sentries on the board at the end of a round, the game also ends.

Fleeing the battlefield: If the gang voluntarily bottles out and flees the battlefield, they lose the battle.

Victory: if the wounded fighter is taken Out of Action, then the player is defeated. Otherwise, they are the winner.

Rewards

Credits: if victorious, the gang earns D6x10 credits for any unopened Loot Casket on the board at the end of the battle.

Experience

- Each fighter that took part in the battle gains 1 XP.
- Each fighter that took a Stalk-sentry Out of Action gains 1 XP in addition to the XP gained for taking an enemy Out of Action.
- If a fighter carries the wounded fighter in base contact with the gang's board edge, they gain 1 XP.

Scenario 6: The Siege

The gang has followed rumours of an abandoned structure where they could settle and start over again. Unfortunately, a lesser Guilder and their henchmen have already taken possession of the structure and are reclaiming it. They must be driven off.

Battlefield: this scenario uses the standard battlefield set-up guidelines for Sector Mechanicus, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The battlefield itself may be as small as 24” square, though larger is possible. After placing terrain, place 1 objective marker in the centre of the board. Then place two more objective markers, each 6” away from the first one in the direction shown by a scatter dice.

Crew: this scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The player uses the Custom Selection (5) method to determine their starting crew. The rest of the fighters constitute their reinforcements.

Tactic Cards: the player may select two gang tactic cards from those available to their gang.

Deployment: place the Guilder and two Henchmen wholly within 1” of the central objectives, then place three Henchmen wholly within 1” of each of the other objectives. The gang’s fighters are then placed in base contact with any battlefield edge and at least 9” away from any enemy model.

Guilder’s Henchmen: the Guilder and their henchmen are well trained and equipped and won’t give up easily. They have the following profile and special rules:

Henchman (Rating: 100 credits, including equipment)											
M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Cl**	**Will**	**Int**
5”	4+	4+	3	3	1	3+	1	9+	7+	7+	8+
Weapon		**RngS**	**RngL**	**AccS**	**AccL**	**S**	**Ap**	**D**	**Am**	**Traits**	
Combat knife		-	E	-	-	S	-1	1	-	Backstab, Melee	
Lasgun		12”	24”	+1	-	3	-	1	2+	Plentiful	
Autogun		8”	24”	+1	-	3	-	1	4+	Rapid Fire (1)	
Equipment: bio-booster. Choose between lasgun or autogun.											

Guilder (Leader, Rating: 250 credits, including equipment)											
M	**WS**	**BS**	**S**	**T**	**W**	**I**	**A**	**Ld**	**Cl**	**Will**	**Int**
5”	3+	3+	3	3	2	3+	2	6+	5+	6+	7+
Weapon		**RngS**	**RngL**	**AccS**	**AccL**	**S**	**Ap**	**D**	**Am**	**Traits**	
Combat knife		-	E	-	-	S	-1	1	-	Backstab, Melee	
Plasma gun Low Maximal		 12” 12”	 24” 24”	 +2 +1	 - -	 5 7	 -1 -2	 2 3	 5+ 5+	Scarce Rapid Fire(1) Unstable	

Equipment: Bio-booster
Skills: Ballistic Expert
Assess target: the Guilder will assess their target before firing their plasma gun. They will use the maximal profile only if the target fighter’s Toughness is 5 or more.
I’ll increase your share!: while the Guilder is standing, all henchmen that are within 9” and line of sight of the Guilder use the Guilder’s Cool and Willpower characteristics instead of their own when making any checks.

Whenever possible, the Guilder will perform a group activation with the two closest Henchmen.

Trigger	**Actions**
Guilder/Henchman is Prone & Seriously Injured	Crawl (Double) away from closest fighter
Guilder/Henchman is Prone & Pinned	Stand Up (Basic), then Shoot (Basic). If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Stand Up (Basic)
Guilder/Henchman is Standing & Engaged	Fight (Basic)
Guilder/Henchman is Standing & Active; closest fighter is within 8”	Charge (Double)
Guilder/Henchman is Standing & Active; closest fighter is within 24”	Aim (Basic) then Shoot (Basic). If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Shoot (Basic)
Guilder/Henchman is Standing & Active; closest fighter is more than 24” away	Move (Simple) towards fighter and Shoot (Basic) if possible, otherwise Move (Simple) again. If Out of Ammo Reload (Simple). If the Ammo Check is failed, perform the action a second time, otherwise Move (Simple)

Salvaging duty: at the beginning of the game, the Guilder and Henchmen are busy salvaging valuables. During the first round, priority will automatically go to the gang.

After the gang's first activation, activate the Guilder. During the following activations, the closest readied Guilder's Henchmen to the gangers is activated. They will act as determined by how close they are to the gang fighters, as detailed above. If 2 or more fighters are equally close, roll off to determine the Guilder's Henchmen's target. Broken and Insane Guilder's Henchmen act as detailed in the Rulebook.
In the following rounds, Priority will go to the gang on a roll of 4+.

Home Turf: the Guilder's Henchmen have the Home Turf Advantage.

Reinforcements: at the end of the second round, and each round thereafter, the gang will receive D3 random fighters as reinforcements. During the End phase roll a D6: on a 3+, reinforcements can be placed within 1" of any board edge. On a 1-2, reinforcements must be placed within 1" of the center point of a randomly chosen edge. In both cases, reinforcements must be at least 6" away from any Guilder's Henchmen.

Valuables & Landmarks: the objective markers represent key points or resources the gang is attempting to capture. At the beginning of the battle, the objectives are controlled by the Guilder's Henchmen. For the gang to take control of an objective, they must have more standing fighters then Guilder's Henchmen within 3" of it in the End phase. Once an objective has been captured, it remains under the gang's control.

Ending the battle: the battle ends at the end of turn 10, at the end of any round in which the gang has captured all three objectives, or if at the start of any round only gangers or only Guilder's Henchmen are on the battlefield.

Fleeing the battlefield: the Guilder's Henchmen will automatically flee if, after failing a Bottle test, the Guilder is not on the battlefield at the beginning of any subsequent round. The gang may voluntarily flee the battlefield as normal.

Victory: if the gang captures all three objectives or there are only gangers standing on the battlefield at the end of any round, they are victorious, otherwise the Guilder's Henchmen win.

Rewards
Credits: the gang adds D6x10 credits to their stash for each objective they capture.

Experience
- Each fighter that took part in the battle earns 1XP.
- A fighter who participates in the capture of an objective earns 1XP.