

GOING OUT WITH A BANG!

Battle-scarred and bloodied, your gangs have fought a long and bitter war in the depths of the underhive. But now their campaign of violence and destruction has come to a head, and the strong must prove their mettle in the crucible of war. A legacy awaits!



END GAME NARRATIVE

Whichever kind of End Game you settle upon, it should feel like the conclusion of the campaign, as the most powerful gang or gangs make their final play for everlasting glory. This is a great opportunity for the Arbitrator to wrap up any plots or storylines they might have going on in their campaign, perhaps even working these into the scenario they want to run. Whatever the outcome, this is a chance for the gang or gangs to go out in a blaze of glory – and either win big or earn a one-way trip to the Corpse Grinders ...

It's been a wild ride punctuated with the thunder of guns, the screams of dying gangers and the occasional sump horror rampaging around eating everything in sight. The last bullets have been fired, the final creds spent and the dead fighters put to rest. Your Necromunda campaign is coming to an end. So what now? You could tally up the kills, victories and Gang Ratings, hand out the Triumphs and retire your battle-hardened fighters ... or you could give them a send-off worthy of Necromunda, and go out with stub guns blazing!

In this article, we explore the idea of the End Game scenario as a means to retire a gang. In Necromunda, how a gang goes out is, in many ways, more important than how it first enters the campaign, as this will be its legacy for years to come. It provides a satisfying finale for all involved and can be a chance to finally settle scores, take out those persistent rivals or silence those underhive horrors that may have been haunting the players. Perhaps, most importantly, it gives the most powerful gang a chance to prove once and for all just how tough they are and show off all that hard-won skill and firepower.

THE END IS NIGH

Eventually, one or more gangs are going to get ridiculously powerful (typically around sometime when their Gang Rating hits the 4,000 credits mark) – and this is when everyone knows it's probably time to give them a chance to go out with a bang by giving them their very own retirement scenario. For more guidance on when to retire a gang and how to go about it, refer to the Perpetual Campaigns article in *White Dwarf* from May 2019.

There are many ways to play out a gang's departure from a Necromunda campaign: bloody free-for-alls between gangs, pit fights between chosen champions, races to secure a treasure, an attempt to bring down a powerful monster or simply being the last gang standing as the hive falls apart around them. Presented here are some ideas for End Game situations, as well as guidelines on how they might be played out in your campaign, while on the following pages you will find three purpose-built End Game scenarios: The Last Round, Gateway to Hell and The Long Night. Will your gang emerge bloodied and triumphant, or will they go out with a bang?

SURVIVAL OF THE FITTEST

The classic End Game pits the strongest gang (or gangs) against everyone else in the campaign. This only works if the gang(s) in question is very powerful, though not so much so that an alliance of all their enemies would not pose a significant challenge. This can be a fun ending to a campaign, as it gives the other players a chance to take on their friend's gang on an equal footing, while the player with the stronger gang can enjoy the power they have achieved without the need to hold back. Any scenario is suitable for this kind of End Game, but ones such as Last Stand or Ambush are particularly appropriate.

SUPER CYBORG ASSASSINS

A twist on the Murder Cyborg scenario from the *Necromunda Rulebook*, this kind of End Game has the powers-that-be sending a host of cybernetic killers down into the underhive to restore law and order (or simply just kill everyone). The players can work together or against each other, but there will be a Murder Cyborg for each gang on the loose, and the game only comes to a conclusion when all the Cyborgs are killed ... or the gangs are. Alternatively, the Murder Cyborgs might be chronogladiators turned assassins, and if they are not killed by the end of a set round, they explode!

DARKNESS FALLS

The environment itself is a great way to make a final battle memorable. This can mean using things like the Pitch Black rules from the *Necromunda Rulebook* or the various environmental effects from *Necromunda: The Book of Peril*. These kinds of hazards work best if they are progressive – perhaps the chamber the fight is taking place in is filling with water (or something a little nastier) and fighters must climb up or drown, or maybe the air is getting increasingly toxic and each round fighters must make Toughness checks or take Flesh Wounds. Either way, the battle is against the clock, and the gangs must try to kill each other before the underhive kills them all.

FINAL SANCTION

Similar to the Hive Riot, Final Sanction has a steady stream of Enforcers showing up to put down the gang violence. The Arbitrator could have all the gangs working together (or at least in a loose alliance until the danger has passed), while they control an equal number of Enforcer patrols in a massed gang battle. Alternatively, the scenario could focus on the gangs trying to destroy the last vestige of law and order in their section of the underhive, with the gangs gathering together to destroy a Precinct-fortress, with victory going to the gang which can take out the Enforcer Captain. The *White Dwarf* scenario Assault on Precinct-fortress 17 is a great example of this kind of End Game.

CRAWLING CRITTERS

Monsters, sump horrors and underhive critters are all staples of *Necromunda*. In *Crawling Critters*, the final battle takes place in the Badzones with the local fauna complicating matters. The Arbitrator could use the profile for Carrion Creatures from the *Fighter Down* scenario in the *Necromunda Rulebook*, or they could make up their own horrors. Perhaps the fight takes place in the lair of a gigantic monster, and the gangs must either try to be the first to take it out or conclude their battle without waking it from its slumber.

HIVE RIOT

An expansion of the Downtown Dust-up scenario found in the *Necromunda Rulebook*, a Hive Riot sees the final fight break out in a crowded underhive market, active factorum or other teeming environment. In addition to dealing with each other, the gangs must contend with hordes of bystanders (some of which might not be too happy that the gangs are starting a fight). The Arbitrator can use the rules for Hive Dwellers found in that scenario, but instead of them being activated as individuals they could be activated as groups – roll once for each group of fighters, using the Hive Dweller reaction table.

MULTI-PLAYER GAMES

End Game scenarios work best when they are multi-player games. While it might be appropriate for a single powerful gang to see if they can break free of the underhive, take down the local warlord or escape into the wastes, these games will be more memorable and more exciting if all the players have a stake in the outcome rather than watching from the sidelines. Fortunately, *Necromunda* is a game that lends itself well to multi-player games, and guidelines for running *Necromunda* with more than two players can be found in the *Necromunda Rulebook*, covering such things as determining Priority when there is more than two players and limiting the number of fighters each player can field in especially large games in order to keep the action moving. The End Game scenarios presented in this article are all designed with multi-player gaming in mind.

THE LAST ROUND

A powerful gang celebrates their final victory at a local drinking hole – only to discover the fight is not over yet ...

ATTACKER AND DEFENDER

In this scenario, one or more gangs are the attacker and one other gang is the defender. The defender is always the gang with the highest Gang Rating, and, while this scenario can be played one-on-one, it has been designed for a single powerful gang to face multiple, less powerful gangs.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines as described in the *Necromunda Rulebook* with the following exceptions. The battle takes place in a drinking hole somewhere deep in the underhive, and so the battlefield should emulate this to some extent. Players should set up the battlefield so that there is an open area in the middle (roughly 12" across) to represent the taproom – this area should still have a reasonable amount of scatter terrain for fighters to hide behind (such as tables, crates and barrels). Surrounding this open area should be walls or other impassable terrain with at least two entrances covered by doors. The rest of the battlefield may be set up as normal.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the *Necromunda Rulebook*. Each of the attackers uses the Custom Selection (10) method to choose their crew, while the defender uses the Custom Selection method to choose – meaning they can field their entire gang. If there are three attackers, they each use the Custom Selection (7) method, while if there are four or more attackers, they each use the Custom Selection (5) method.

DEPLOYMENT

The attacker(s) set up their fighters anywhere within 6" of the edge of the battlefield, while the defender places their entire gang within the taproom (see Battlefield).

GANG TACTICS

Each player may choose two Gang Tactics from those available to their gang.

ENDING THE BATTLE

The battle ends when only one side (attacker or defender) has fighters remaining on the battlefield.

VICTORY

If the defender has at least one fighter that is not Seriously Injured remaining on the battlefield at the end of the battle, the defender is victorious. Otherwise, the attacker(s) are victorious.

OUTCOME

Win or lose, the defender's glorious run as the most powerful gang in the dome ends here: if they are victorious, they enjoy one last round of drinks (over the corpses of their rivals) before disappearing from the sector and into legend. Otherwise, they become permanent fixtures of the bar's decor ...

REWARDS

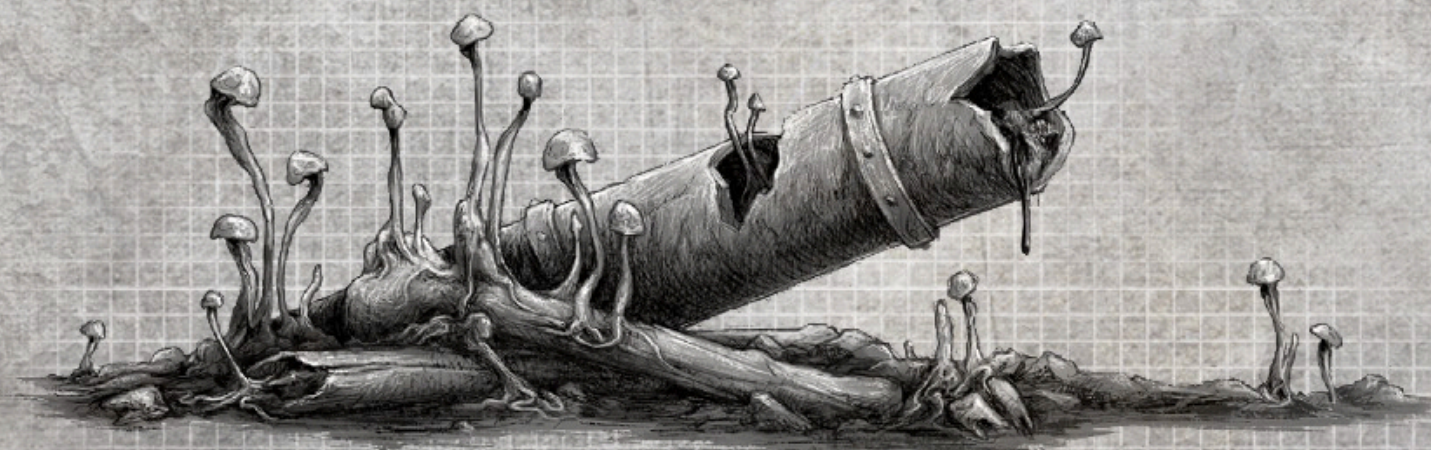
EXPERIENCE

Each attacking fighter that took part in the battle earns 1 XP.

REPUTATION

Each attacking gang gains 1 Reputation.

If the defender bottled out, each attacking gang gains an additional 1 Reputation.



LIMITED AMMO

Not only have the defenders been caught by surprise by the attack, they only have a limited supply of ammo to hand:

- For the duration of this scenario, all weapons carried by fighters in the defender's crew that do not have the Scarce trait gain the Scarce trait.
- For the duration of this scenario, all weapons carried by fighters in the defender's crew that have the Scarce trait replace it with the Limited trait.

In addition to being short on ammunition, the defenders haven't brought all of their firepower with them:

- Any weapons that have the Limited trait on their profile as normal cannot be used by fighters in the defender's crew, as they are considered to have been left in the gang's hideout.

ON THE CLOCK

The attackers might have caught out the defenders while they were not expecting it, but their gangs could easily lose their nerve – they are trying to take out the toughest gang around, after all!

In the End phase of the third round, and in the End phase of each round thereafter, every player rolls a D6. If, however, the Leader of an attacking gang is not present on the battlefield, or is Out of Action, Seriously Injured or Broken, that player does not roll a D6 for their gang.

Compare all the dice rolls:

- If at least one of the attackers' rolls is equal to or higher than the defender's roll, then all is well. The attackers have not lost their nerve and the attack continues.
- If, however, the defender's roll is higher than any one of the attacker's rolls, all of the attacking gangs must immediately remove D3 randomly selected fighters from the battlefield, as they lose their nerve and flee.

ARBITRATING THE SCENARIO

There are many ways for the Arbitrator to balance this scenario, either to make it more even for the attackers or to give the defenders more of a fighting chance.

If the attackers seem out-gunned, the Arbitrator could allow them to take on free Bounty Hunters or Hive Scum. An Enforcer patrol might show up to give them a hand, or a Guild entourage might offer an alliance just for the fight. The Arbitrator may wish to simply modify the attackers' crew size, increasing it as they see fit (and possibly decreasing it if lots of gangs have shown up to take on the defenders).

If the defenders are looking a little weak, the bar itself may have defences that can work in their favour, giving them some sentry guns to set up, or a friendly Ogryn bouncer for protection. If the Arbitrator just wants to add to the chaos, the bar could be on fire – smoke giving everyone a -2 modifier to hit with ranged weapons and in each End phase D3 random fighters on each side must test to see if they catch fire just as if they had been hit by a weapon with the Blaze trait!

A variation of this scenario could pit the Arbitrator against all the gang Leaders in the campaign. Each player starts with just their Leader as one of the defenders drinking in the bar, while the Arbitrator takes on the role of the attacker and throws Enforcers, outlaws, plague zombies, or whatever else they want against them.

GATEWAY TO HELL

A gang tries to escape from the authorities into the wastes – though the hive will not let them go so easily.

ATTACKER AND DEFENDER

In this scenario, one or more gangs are the attacker and one other gang is the defender. The defender is always the gang with the highest Gang Rating, and, while this scenario can be played one-on-one, it has been designed for a single powerful gang to face multiple, weaker gangs.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*. After the battlefield has been set up, the defender chooses one battlefield edge to represent the Ash Gate (see opposite).

CREWS

This scenario uses the standard rules for choosing a crew, as described in the *Necromunda Rulebook*. The attacker uses the Custom Selection (10) method to choose their crew, while the defender uses the Custom Selection method to choose – meaning they can field their entire gang. If there are three attackers, they each use the Custom Selection (7) method, while if there are four or more attackers, they each use the Custom Selection (5) method.

DEPLOYMENT

The defender places their entire crew anywhere within 6" of the centre of the battlefield. Then the attacker(s) sets up their fighters anywhere on the battlefield. Attacking fighters must be set up at least 9" away from any defending fighters and out of line of sight if possible.

GANG TACTICS

Each player may choose two Gang Tactics from those available to their gang.

ENDING THE BATTLE

The battle will end either at the end of round 9, or when the defender has less than a third (rounding down) of their crew remaining on the battlefield, or when only one gang has fighters remaining on the battlefield.

VICTORY

If at least a third (rounded down) of the defender's fighters managed to escape the battlefield via the Ash Gate battlefield edge, they are victorious. Otherwise, their attacker(s) are victorious.

OUTCOME

Win or lose, the defender's days are numbered: if they are victorious, they head out into the wastes (perhaps starting their own settlement or rising to rule an ash wastes tribe). If they fail in their bid to escape the hive, well, the gears of the great gate aren't greased by oil alone ...

REWARDS

EXPERIENCE

Each attacking fighter that took part in the battle earns 1 XP.

REPUTATION

Each attacking gang gains 1 Reputation.

If the defender bottled out, each attacking gang gains an additional 1 Reputation.

THE ASH GATES

The gangs are fighting in the shadow of one of the great ash gates that ring the base of the hive. The defender must hold out until this mighty seal opens enough for them to make their escape – though this wait, and the approach to the gate itself, are not without peril as the gates are well-defended and the mechanisms that work them are potentially deadly.

ASH CLOUDS

As the Ash Gate opens, clouds of choking, blinding dust roll into the hive, driving some fighters to the ground and reducing visibility.

In the End phase of the third round, the Ash Gate begins to open. In this End phase, and each subsequent End phase, all fighters within 12" of the Ash Gate battlefield edge (as described previously) and with a line of sight to that battlefield edge, must make a Strength check:

- If this check is failed, they are moved D6" directly away from the Ash Gate battlefield edge, blown by the strong winds (note they will stop if they come into contact with impassable terrain, but this movement may cause them to fall off ledges).
- Once this movement is complete, the fighter must make an Initiative check. If this check is failed, they become Pinned by the strong winds (note that fighters that passed their Strength check do not risk being Pinned).

Additionally, at the end of the third round, and at the end of each subsequent round, visibility across the battlefield becomes reduced as the ash clouds thicken:

ASH STORM VISIBILITY

Round	Maximum Visibility
3	36"
4	24"
5	18"
6	12"
7	9"
8+	The Pitch Black rules are in effect

ESCAPING THE BATTLEFIELD

During their activation, a fighter can attempt to escape the battlefield via the Ash Gate, if their movement takes them into contact with that edge of the battlefield.

Roll 2D6 and subtract the fighter's Strength from the roll:

- If the result is equal to or less than the number of the current round, the fighter escapes and is removed from the battlefield.
- If the result is higher than the number of the current round, the fighter suffers a Strength 4, Damage 1, AP - hit and is moved D6" directly away from the Ash Gate battlefield edge.

ARBITRATING THE SCENARIO

As noted previously, the Arbitrator may wish to modify the attacker's crew size, increasing it as they see fit (and possibly decreasing it if lots of gangs have shown up to take on the defenders).

In addition, this scenario is ideal for an end of campaign, multi-player battle that pits all the surviving gangs against the Arbitrator. Enforcers, Guild watchmen, Bounty Hunters, plague zombies, Redemptionists, hive critters, Murder Cyborgs or anything else the Arbitrator has in their collection come on each round from the battlefield edge opposite the Ash Gate edge. These adversaries then keep on coming until either the gangs escape through the gate or the battle ends. The Arbitrator might even run the scenario in reverse, with the gangs fighting amongst themselves as enemies pour in from the wastes, and they must hold out as the gate slowly begins to close – reduce the enemies arriving each round – and the hive's air scrubbers clear away the dust and restore visibility.

THE LONG NIGHT

Gangs must fight to survive a sector-wide shutdown, battling darkness, cold, critters and each other until the artificial dawn comes.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the *Necromunda Rulebook*. All players use the Custom Selection (10) method to choose their crew, with the exception of the player whose gang has the highest Gang Rating, who may field their entire gang. If there are four gangs they each use Custom Selection (7) method, while if there are five or more gangs they each use Custom Selection (5) method – once again with the exception of the players whose gang has the highest Gang Rating, who may field their entire gang.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the *Necromunda Rulebook*.

GANG TACTICS

Each player may choose two Gang Tactics from those available to their gang.

ENDING THE BATTLE

The battle will end either at the end of round 9 or when only one gang has fighters remaining on the battlefield.

VICTORY

The gang with the most fighters remaining on the battlefield at the end of the battle is victorious.

OUTCOME

Win or lose, this long night will mark the passing of a gang into legend. If the gang with the highest Gang Rating wins this scenario, they have survived the Long Night and will wander off into the dark of the underhive, never to be seen again (though tales will be told about them for some time). If they lose, well, the bones of the great look much like everyone else's!

REWARDS

EXPERIENCE

Each attacking fighter that took part in the battle earns 1 XP.

REPUTATION

Each attacking gang gains 1 Reputation.

If the defender bottled out, each attacking gang gains an additional 1 Reputation.

DEEPEST DARKNESS, FREEZING COLD

In an act of desperation, or perhaps local sabotage, power to this entire section of the hive has been shut down. Darkness descends as lumens fail, cold sets in as thermal vents close, and critters gather as automated settlement defences power down.

This scenario uses the Pitch Black rules from the *Necromunda Rulebook*. In addition, such are the plummeting temperatures, fighters are in danger of succumbing to the numbing cold if they do not keep moving. If a fighter does not perform at least one Move (Simple) or Charge (Double) action during their activation, they must take a Toughness check at the end of the activation:

- If this check is passed, the fighter is able to ward off the biting cold.
- If this check is failed, the fighter immediately suffers a Flesh Wound.

Fighters that are currently on fire (i.e., fighters that are subject to the Blaze condition), do not need to make this check. Running around and rolling on the ground as they attempt to put the flames out keeps them warm enough.

MONSTERS EVERYWHERE

With the darkness comes the monsters, and in the darkness of the underhive, there are many monsters.

When a player activates a fighter, they must roll two D6. Choose the higher of the two rolls and consult the table below:

D6 Result

1	The fighter suffers a Strength 6 hit with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions during this activation as they are too busy fighting for their life.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally.

In addition, in each End phase, after making Recovery rolls, each player must roll a D6 for each of their fighters that is Seriously Injured. On a 4+, that fighter is dragged off into the dark and goes Out of Action.

ARBITRATING THE SCENARIO

Instead of, or in addition to, the rules presented above, the Arbitrator may choose to add actual monsters to the darkness. These can be almost anything the Arbitrator can imagine, from swarms of hive rats or plague zombies, to crawling xenos horrors or even warped Daemons. Players with access to *Necromunda: The Book of Ruin* could use its section on Scenario Complications.

These monsters should act as fighters controlled by the Arbitrator, and can move and attack in the End phase.

For added horror, the Arbitrator can have these monsters appear and disappear from one round to the next, the players never quite sure where or when they will show up.