

HANGERS-ON SCENARIOS

Hangers-on are vital to the survival of any Necromunda gang. Without Rogue Docs to patch up fighters, Ammo-jacks to check their weapons and Sloppers to feed them, most gangs wouldn't last long at all. But what happens when Hangers-on get caught in the crossfire?



Necromunda is not all big hair, bulging muscles and blazing guns; some members of a gang actually work for a living! Behind the scenes and in the gang's hideout, the Hangers-on see to everything from hot meals (just don't ask what kind of meat that is) to digging bullets out of gangers (who sometimes even survive the experience). Most of the time, these Rogue Docs, Ammo-jacks, Sloppers, Dome Runners and other support fighters stay well clear of the battlefield, their contribution to the gang too valuable to risk getting permanently terminated by a stray bullet. Sometimes, though, a sudden assault, underhive ambush or simple bad luck will thrust them into the thick of it, and when that happens, they'd better be ready!

In this article, we explore different ways for arbitrators and players to get their Hangers-on onto the battlefield. While sometimes they might turn up as a result of one gang defending their home turf

against another – and there being no time for the Hangers-on to seek cover – it can be fun to create specific scenarios that focus on them. There are many ways to create fun scenarios centred on Hangers-on. Perhaps the gang's Slopper was cooking a particularly nasty underhive critter and it's gotten loose, or maybe a Look-out needs to sneak through an enemy gang's turf to deliver a message. Players could even play scenarios that pit their Hangers-on against each other outside of the gang – rival Rogue Docs having a showdown hunting for an important body in the local corpse factory or two Dome Runners racing across a battlefield laden with underhive perils.

Over the following pages, you will find three special scenarios, each one centred on a different Hanger-on. The rules for Hangers-on can be found in *Necromunda: Gangs of the Underhive*, as well as in the various 'House of' books (such as *House of Iron*).

USING EXISTING SCENARIOS

There are a number of scenarios in the *Necromunda Rulebook* that are perfect for using Hangers-on to represent key elements of the game. In a *Downtown Dust-up*, Hangers-on could be mixed into the hive dwellers; perhaps the gunfight is taking place outside an Ammo-jack's workshop or a Rogue Doc's clinic. Hangers-on like the Dome Runner might be one of the defenders in a *Caravan Heist*, or maybe they are leading the way for the caravan to make sure it has a clear path. *Escort Mission* could be used with any Hanger-on, the gang having to get them to safety or take them out, while *Fighter Down* is perfect for the inclusion of a Rogue Doc.

MERCY MISSION

In the aftermath of a gang battle, both sides try to get their fallen fighters to safety.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the Necromunda Rulebook.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the Necromunda Rulebook. Both sides use the Random Selection (5) method to determine their crew. In addition, both sides add a Rogue Doc and a Hive Scum armed with a Stub Gun to their crew.

DEPLOYMENT

Both players roll off, with the winner placing one of their opponent's fighters (with the exception of the Rogue Doc and the Hive Scum) anywhere on the battlefield. Players take turns until all fighters (with the exception of the Rogue Doc and the Hive Scum) are deployed. The player who won the roll-off then randomly determines a battlefield edge and places their Rogue Doc and Hive Scum in contact with the edge and each other; their opponent then does the same on the opposite board edge.

THE AFTERMATH

A brutal gang fight has taken place, and the battlefield is strewn with downed fighters. All fighters (with the exception of the Rogue Doc and Hive Scum) begin the battle Prone and Seriously Injured, and on 1 wound if they have multiple wounds. All fighters (with the exception of the Rogue Doc and Hive Scum) also count all their weapons as Out of Ammo. Recovery rolls for Seriously Injured fighters may be made as normal at the end of each round, and weapons may be reloaded once a fighter has recovered from being Seriously Injured.

MISSION OF MERCY

The Rogue Docs and their attendant Hive Scum are on a mission of mercy. The Rogue Doc and Hive Scum cannot take the Coup de Grace action. Neither side is willing to kill the docs, so if a Rogue Doc is hit by an attack, they are Pinned as normal but otherwise unaffected. Finally, the presence of the docs means fighters who go Out of Action need not roll on the Lasting Injuries table, and crews do not need to make Bottle tests.

ENDING THE BATTLE

The battle ends in the End phase of any round if one side has at least three of their fighters (not counting the Rogue Doc and Hive Scum) in contact with their battlefield edge, or only one gang has fighters remaining on the battlefield.

VICTORY

When the battle ends, if one player has at least three of their fighters in contact with their battlefield edge and their opponent does not, they are the winner. Otherwise, the result is a draw.

REWARDS

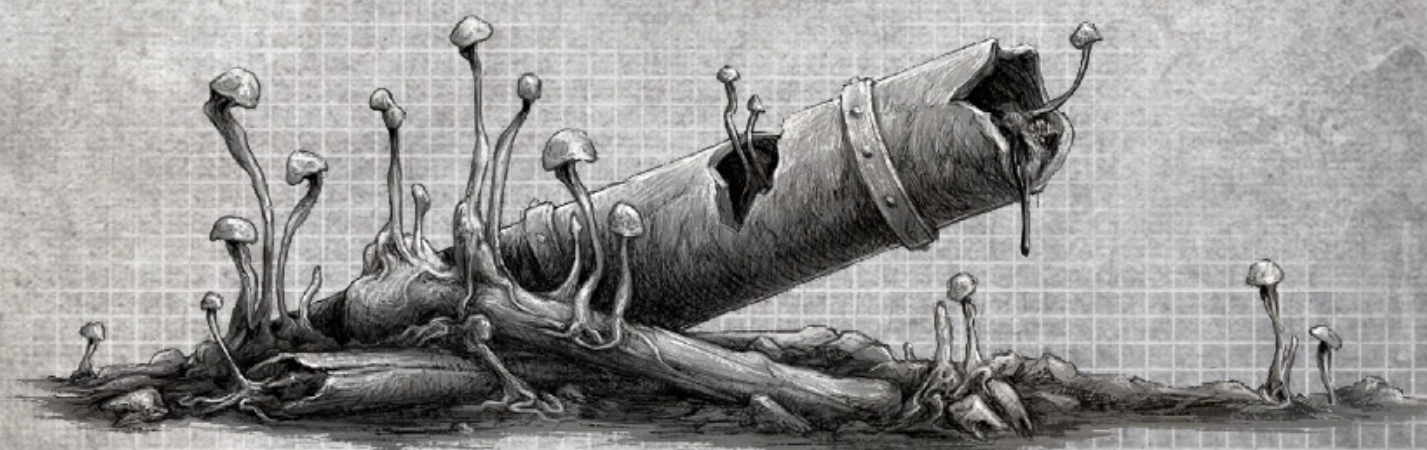
EXPERIENCE

Each fighter who took part in the battle earns 1 Experience point.

Each fighter who made it back to their battlefield edge earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.



DOME RUSH

Two gangs follow a Dome Runner into dangerous territory looking for loot.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the Necromunda Rulebook.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the Necromunda Rulebook. Both sides use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

Players roll off with, the winner choosing one corner of the battlefield and deploying their entire crew within 6" of this corner. Their opponent then places their entire crew within 6" of the opposite corner. A Dome Runner is then placed in the centre of the battlefield.

DOME RUN

In the End phase of each round, the player with Priority moves the Dome Runner. The Dome Runner must move their maximum distance and end their move at least 5" from where they started. After the Dome Runner has moved, the player who moved them may place a loot casket and/or a booby trap (of their choice) within 6" of their final position (see the Necromunda Rulebook for details on loot caskets and booby traps). Alternatively, they may remove a booby trap from within 6".

As the gangs are trying to follow the trail left by the runner, they don't want to kill them.

If the runner is hit by an attack, they are Pinned as normal but otherwise unaffected.

ENDING THE BATTLE

The battle ends when one gang has opened three loot caskets or only one gang has fighters remaining on the battlefield.

VICTORY

If one gang opened at least three loot caskets or their opponent has no fighters on the battlefield at the end of the battle they are the winner. Otherwise, the result is a draw.

REWARDS

CREDITS

The winner adds 2D6x10 credits to their stash.

Each loot casket opened by a gang adds D6x10 credits to their stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



TARGET PRACTISE

Two gangs test their aim in an Ammo-jack's bullet emporium.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the Necromunda Rulebook. Note, however, that the battlefield should include a number of large open areas and numerous long-range firing lines where possible.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the Necromunda Rulebook. Both players use the Custom Selection (5) method to choose their crew.

DEPLOYMENT

Starting with the winner of a roll-off, one player lines their fighters up (each within 2" of another) 6" from the centre of the battlefield. Their opponent then lines up their own fighters opposite the enemy crew and also 6" from the centre of the battlefield. An Ammo-jack is then placed between the two sides.

SHOOT-OUT

At the start of each round, before activating any fighters, the players place targets on the battlefield. These can be represented by dice, tokens or even models, provided they are obviously targets and it is obvious which player placed them. The players alternate placing three targets, starting with the player who has Priority. Targets must be placed within line of sight and weapon range of at least one enemy fighter, though they may be placed in cover.

Targets can be attacked just as if they were fighters, benefiting from range and cover as normal. When a target is hit, remove it from the battlefield. The points for taking out a target varies as follows (add multiple instances together):

- The target was at long range: 2pts
- The target was in partial cover: 2pts
- The target was in full cover: 3pts
- The target was over 24" away: 4pts
- Shooting the target risked hitting a friendly fighter: 2pts per fighter at risk

Record the total points for each side and the individual points for each fighter. In the End phase, the crew with the highest points total may move the Ammo-jack anywhere on the battlefield and count it as part of their crew for the following round. If a fighter makes an attack against an enemy fighter, immediately move the Ammo-jack to within 6" of them and make an attack from the Ammo-jack against the offending fighter. If the Ammo-jack is attacked, the crew who attacked them immediately loses the scenario.

ENDING THE BATTLE

The battle ends when one player gets to 50 points or only one gang has fighters remaining on the battlefield.

VICTORY

The gang that gets to 50 points first is the winner. Otherwise, the result is draw.

REWARDS

CREDITS

The winning gang adds 3D6x10 credits to their stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 Experience point.

Each fighter who personally scored more than 20 points earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.