

STANDARD SCENARIO:

CRYSTAL SEARCH

The Underhive is full of industrial waste of Hive City and the Underhive itself which often forms large wastezones in deserted areas. In some of this wastezones with the right mixture of chemicals and other fluids, and the right environmental conditions, crystals are formed. Some of these crystals can be sold to the guilders, who use them for ornaments or sell them to Hive City. But searching for crystals in the wastezones is dangerous, as most of the waste is toxic and emits dangerous gases.

In this scenario two gangs encounter each other while searching for crystals in the wastezones and each tries to drive the other off and grab the Crystals for itself.

TERRAIN

It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart. You have to place several toxic waste pools on the table which represent the chemical fluids and other industrial waste which formed the crystals.

Once you have placed the terrain you must place a number of **Crystal counters** on the table to represent the valuable crystals. Roll a D6 to see how many counters there are.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Crystal counters must be placed at the edge of a toxic waste pool, more than 8" from the edge of the table and at least 4' away from each other. Note that 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.

GANGS

Once all the Crystal counters have been placed each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His Opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll a D6 and the highest scoring player takes the first turn.

TOXIC GAS

Whenever a fighter gets within 1" of a toxic waste pool he is in danger of getting into a cloud of toxic gas which emits from the pool. On a D6 roll of 5+ the fighter is hit by a cloud of toxic gas. Notice that a fighter also gets in danger of getting into a cloud of gas if he is within 1" of a waste pool at the start of his own turn. However only roll to see if a fighter is hit by a cloud of gas once a turn, not several times, although the fighter may get within 1" of a waste pool several times during his move.

Fighters hit by gas are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count in quite the same way as a regular weapon hit.

Any model hit by gas must roll a D6. If the score is less than the target's toughness it is not affected by the gas. If the score is equal to or more than the target's toughness it is affected as described below. A roll of 6 always affects the target regardless of his toughness.

A fighter wearing a respirator or filter plugs can re-roll a failed toughness test against toxic gas.

Scavvies and Scalies have a natural resistance against toxic gas, as they live in this toxic environment for their whole life.

If a fighters is affected by toxic gas roll a D6.

- 1 **They're Crawling All over Me!** The toxic gas influences the victim's brain and causes hallucinations. The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.
- 2 **Over There!** The toxic gas influences the victim's brain and he is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim does not move this turn but must blast of with any weapon he has in a totally random direction. Roll a scatter dice to see which direction he shots. If any model, friend or foe, lies in the direction indicated then it becomes a target just as normal.
- 3 **Run For It!** The toxic gas influences the victim's brain and he is overcome with terror, his eyes widen and he starts to dribble and gibber. The model is automatically and immediately broken as if he had failed a leadership test and broke his nerve. Move the model 2D6" away from the enemy.
- 4 **Flesh Wound.** The gas is slightly toxic and attacks the victim's lungs as he inhales it. From now on the fighter has problems with

breathing which affects his fighting abilities in the same way as a usual flesh wound.

- 5 **Down.** As the fighter inhales the gas he coughs a few times and falls to the ground gasping for air. Turn the model over or face down, to show that the fighter has gone 'down'.
- 6 **Out Of Action.** The gas is highly toxic. The fighter coughs a few times, gasps for air and falls to the ground unconsciously. The fighter is out of action for the rest of the game.

Fighters who go down as an effect of the toxic gas may try to recover as usual at the end of the player's turn. If trying to recover don't roll on the above chart, instead roll on the standard injury chart, as if hit by a usual weapon. However if the fighter goes out of action while trying to recover follow the rules below.

Fighters who go out of action as an effect of the toxic gas they inhaled have to roll on the special toxic injury chart below instead of the normal serious injury chart.

PICKING UP CRYSTALS

Crystal counters may be picked up by any model that is in base-to-base contact with the crystal or manages to get into base-to-base contact with its standard movement (i.e. it may not run) and spends the rest of the turn loosening the crystal. The model cannot shoot or fight in hand-to-hand combat during that turn. A fighter can carry any number of Crystals without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Crystal counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer crystals 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 crystals the model is carrying.

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the crystals in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Crystal counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, the game ends and that gang has won.

The winner of the scenario may claim any Crystal counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the *Crystal Search* scenario earn Experience points as noted below.

- +D6 **Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +1 **Per Crystal Counter.** If a fighter is carrying crystals at the end of the game he receives +1 point per counter.
- +5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several wounds from one shot using some weapons, only 5 points are earned when this happens not 5 points per wound.
- +10 **Winning Gang Leader.** The gang leader of the winning side earns an extra 10 Experience points.

CRYSTALS

After the game is over each gang is allowed to cash in its crystals. The income generated is added to the income from the gang's territory. Each Crystal counter is worth 2D6 x 5 credits. If you have a *Guilder Contact* territory you may add an extra 10 credits for each crystal.

WASTE POOLS

The chemicals, slime and other liquids which form the waste pools are in most cases highly toxic. So if a fighter falls in one of these pools for any reason (e.g. falling down from a higher level of a building) he is in big trouble. Although he might manage to get out of the toxic waste conscious (which he should if he wants to survive), his condition is too bad to fight any longer. Treat the model as out of action for game purpose, if rolling for serious injuries roll on the toxic injury chart below instead of the normal serious injury chart.

TOXIC INJURY CHART

Roll a D6 to see what serious injury the fighter has.

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|---|-------------------------|
| 1 | Dead |
| 2 | Head Wound |
| 3 | Old Battle Wound |
| 4 | Full Recovery |
| 5 | Horrible Scars |
| 6 | Impressive Scars |

To get a complete description of these injuries see the *Necromunda* rulebook on page 82.