SMUGGLING RUN

"You going to do anything, or just stand there looking pretty?"

Scabs to Kal Jericho

In this scenario, one gang must smuggle a package past wary guards, while the other gang tries to stop them.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The defender uses the Hybrid (2+2) method to determine their starting crew. The attacker uses the Custom (8) method to determine their starting crew. The rest of the defender's Fighter cards are shuffled together to form the Reinforcements deck.

DEPLOYMENT

The defender sets up their starting crew within 12" of the centre of the battlefield with each fighter at least 6" away from any other fighter. The attacker then selects a battlefield edge to be their entry edge and sets up their starting crew within 3" of it. The opposite battlefield edge is the exit edge.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*, comparing Gang Rating instead of starting crew.

ENDING THE BATTLE

If, at the end of any round, either the Package has been delivered or only one gang has fighters remaining on the battlefield, the battle ends immediately.

VICTORY

If the Package has been delivered then the attacker is victorious, otherwise the defender is victorious.

REWARDS

CREDITS

The victorious gang adds 2D6x10 credits to their Stash.

The losing gang adds D6x10 credits to their Stash.

EXPERIENCE

The leader of the victorious gang earns D3 XP, even if they did not take part in the battle.

REPUTATION

The victorious gang gains D3 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

SNEAK ATTACKS

This scenario uses the Sneak Attacks rules as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The defender's starting crew are all Sentries.

REINFORCEMENTS

At the end of the End phase when the alarm is raised and each following End phase, the defender rolls a D3 and receives that many Reinforcements. These are deployed one at a time.

THE PACKAGE

The attacker is trying to move some valuable cargo through enemy territory. After both crews have been deployed, before the first roll for Priority, the attacker places a Loot Casket to represent the Package in base contact with one of their fighters and within 3" of the entry edge.

If, in the End phase of any round, the Package is within 1" of the exit edge, remove it from the battlefield as the Package has been delivered.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and subsequently flees the battlefield, the attacker automatically wins the scenario.

SMUGGLING LORD HELMAWR

If players wish, they can use this scenario to represent Kal Jericho smuggling the body of Lord Helmawr through the depths of Hive Primus. In order to do so make the following changes:

- The attacker should be an Underhive Outcasts gang led by Kal Jericho and Scabs.
- The defender should be a House gang of the defender's choice.
- When Scabs performs the Carry Loot Casket (Single) action, he may move an additional D3" if Kal Jericho is within 3" of him.