

# MONSTER HUNT

*A bounty has been posted for a massive underhive beast.*

## BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described on page 21 of *Gang War*, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

## CREWS

This scenario uses the standard rules for choosing a crew, as described on page 22 of *Gang War*. Players use Random Selection (D3+7) to choose their crew.

## DEPLOYMENT

This scenario uses the standard rules for deployment from page 22 of *Gang War*.

## TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

## SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 65 of the *Necromunda: Underhive* rulebook), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.





### ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the Arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

### ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

### VICTORY (SKIRMISH ONLY)

If the gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

### REWARDS (CAMPAIGNS ONLY)

#### CREDITS

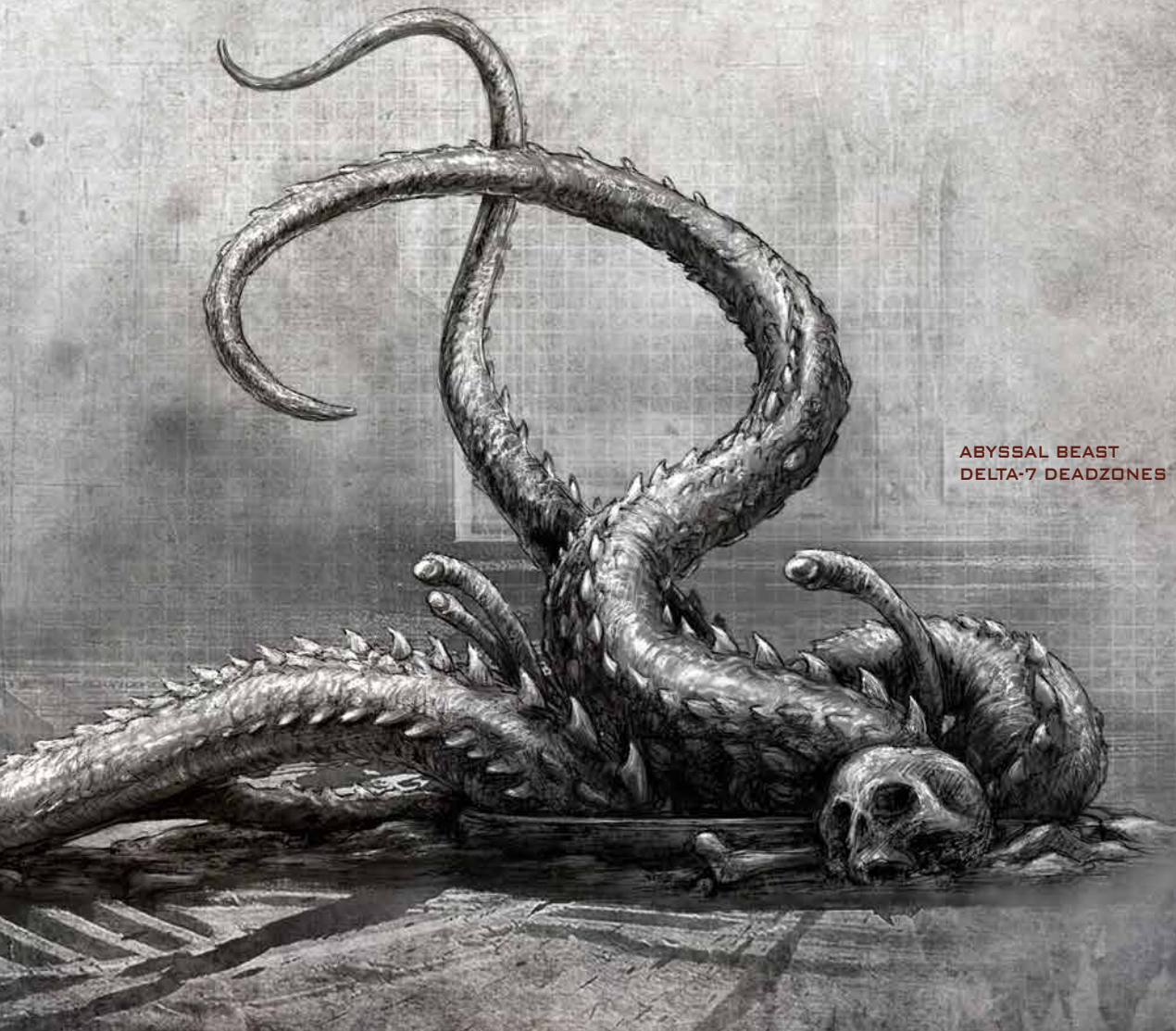
The gang that slew the Sump Horror can claim the bounty and add 3D6x10 credits to its Stash.

#### EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker. The fighter that deals the killing blow to the Sump Horror gains D6 Experience. In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

#### REPUTATION

Each gang that took part gains 1 Reputation. The gang that killed the monster earns D6+1 Reputation.



ABYSSAL BEAST  
DELTA-7 DEADZONES