

THE BATTLE FOR WINKY WORLD

A NECBROMUNDA CAMPAIGN

WWW.GOONHAMMER.COM

OPENING DAY

"Welcome. It's nice to have you here. This is going to be such an exciting day. Do you know what 'nemesis' means?"

Professor Walter E. Winkie

In this multi-player scenario, gangs welcome the first visitors to the newly reopened park, but unexpected surprises await them.

BATTLE TYPE

This is a Sector Mechanicus battle. Vehicles and wargear that grant the Mounted condition cannot be included.

BATTLEFIELD

The scenario will take place on a 3'x3' battlefield. Terrain should be fairly dense across the entire board. Identify a number of sewer grates or pieces of terrain that could represent tunnel exits within 6" of the board edges.

CREWS

All gangs use custom Selection (d3+2) to determine their crew for this scenario.

DEPLOYMENT

In Priority order all players should deploy one fighter at a time within 12" of the center of the board and at least 4" from any enemy fighter. Hivers do not count as enemy fighters.

GANG TACTICS

Each player may randomly determine three tactics cards to take, then choose one to discard.

ENDING THE BATTLE

The battle ends when either at the start of the end phase (before spawning additional Humpa Dumpas) only one gang has fighters left on the table, there are no hivers left on the table, or there are no Humpa Dumpas remaining on the table.

VICTORY

If only one gang has fighters on the battlefield at the end of the battle, they are the winner. Otherwise, the winner is the gang who took the most Humpa Dumpas Out of Action.

REWARDS CREDITS

D6x10 credits for each hiver left on the board at the end of the battle, split among all gangs who have at least one fighter on the board at the end of the game.

EXPERIENCE

Each fighter who took part gains 1xp. Each fighter gains 1xp for each Humpa Dumpa they take Out of Action.

REPUTATION

Each gang that has at least one fighter still on the board at the end of the scenario gains d3 Reputation.

THINGS FROM THE SEWERS

At the start of the first round place a bunch of Humpa Dumpas within 3" of the drains on the board (if necessary place markers on the board to represent the sewer entrances). The number of Humpa Dumpas is equal to 2x the total number of fighters. Include in this initial wave any fighters who have been killed in the campaign so far, just for giggles. They will have the same stats as regular Humpa Dumpas.

FRESH MEAT

Do not remove the model for any fighters or Hivers who go Out of Action from the board.

NOWHERE TO RUN

Gangs cannot bottle out in this scenario. The lure of cold hard cash is too strong.

HUMPA DUMPAS

| M | WS | BS | S | T | W | I | A | Ld | Cl | Will | Int |
|----|----|----|---|---|---|----|---|----|----|------|-----|
| 6" | 4+ | 5+ | 3 | 3 | 1 | 4+ | 1 | 9+ | 4+ | 6+ | 10+ |

WEAPONS AND WARGEAR: Claws and Teeth (count as unarmed attacks)

SKILLS: Nerves of Steel

SPECIAL RULES

- Humpa Dumpas ignore Flesh Wounds but will go Out of Action if dealt a Serious Injury
- At the start of each round after the first, before any fighters activate, place an additional d3+1 Humpa Dumpas on the table within 3" of a drain.
- Humpa Dumpas will all activate at the start of the End phase, making two actions according to these rules in order:
 - If they are within 1" of an Out of Action hiver or a Seriously Injured fighter they may pick up the model as a free action and will attempt to flee (making a Retreat action if necessary) toward the nearest drain. While carrying a model their Move is reduced to 4".
 - If they are Engaged they must take Fight actions
 - They must charge the nearest fighter or hiver. If they are equidistant choose the Hiver
 - If neither of the above apply, they must use their actions to move toward the closest hiver

SPECIAL ACTION: FLEE INTO THE SEWERS (BASIC). If a Humpa Dumpa is within 1" of a drain they may make a Flee Into the Sewers action. Remove them from the board, along with any models they are carrying.

Players should keep track of how many Humpa Dumpas their fighters take Out of Action as this is a victory condition.

HIVERS

If a Blast marker or a template touches a hiver, roll a D6. On a 4, 5 or 6, they are Out of Action, otherwise they are unharmed.

If a hiver is hit by a ranged attack, roll a D6. On a 4, 5 or 6, they are Out of Action, otherwise they are unharmed.

If a hiver is hit by a Melee attack, roll a D6. On a 3, 4, 5 or 6, they are Out of Action, otherwise they are unharmed and are moved D6" directly away from the attacker.

Hivers do not get pinned from being hit by ranged attacks.

In each End phase after the Humpa Dumpas have activated, roll a Scatter dice for each hiver who is more than 2" from any Humpa Dumpa and not Out of Action. Move the hiver 2D6" in the direction indicated by the dice, coming to a halt if they contact impassable terrain or come within 1" of a fighter or Humpa Dumpa.

THE DREADFUL PROFESSOR WINKIE

Twisted by his vile experiments into the Warp and forbidden xenos technologies, the Professor lies sleeping beneath the park. He will of course awaken during the battle. At the start of the end phase (before activating Humpa Dumpas) of round three the Professor will emerge as close as possible to the center of one of the outer tiles (pick one tile to be 1, roll d8, count around clockwise). Professor Winkie wants everyone to stay in his park forever.

| M | WS | BS | S | T | W | I | A | Ld | Cl | Will | Int |
|----|----|----|---|---|---|----|---|----|----|------|-----|
| 5" | 3+ | 4+ | 4 | 4 | 4 | 3+ | 3 | 6 | 5+ | 6+ | 5+ |

| WEAPON | S | L | S | L | STR | D | AP | AM | TRAITS |
|-------------------|--------|----|----|---|-----|---|----|----|--|
| Xenarch Death Arc | E | 5" | +1 | - | 3 | 1 | - | 2+ | Melee, Plentiful, Versatile, Shock, Rapid Fire (2) |
| Balefire Thrower | - | T | - | - | 4 | 2 | -1 | 5+ | Blaze, Cursed, Template |
| Gunk Grenades | Str x3 | | - | - | 2 | | | | Blast (3"), Grenade, Gunk |

WARGEAR:

Holochromatic Field, Archaeo Carapace, Photogoggles

SKILLS: Fast shot

SPECIAL RULES:

- This model will activate twice in a round, once after all players have activated their first model, and once after all players have activated their third (or last, if all players have fewer than three) model.
- This model cannot be knocked prone or pinned when hit by a ranged attack
- This model is immune to coup de gras actions until his Toughness has been reduced to zero.