THE HUNT

In the darkness of the underhive, the hunters become the hunted…

SOLO PLAY SCENARIO

This scenario is designed for a single player to use in conjunction with a gang created for Skirmish play. Their crew of hardened underhive gangers finds themselves unexpectedly hunted by a rogue Ambot. The rogue Ambot behaves autonomously, in a manner determined by the movements and actions of the fighters. The gang must bring it down to escape its unnatural lair.

BATTLEFIELD

This scenario uses the standard battlefield set-up guidelines, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The battlefield itself may be as small as 24" square, though larger is possible. The battlefield should be densely packed with terrain features, giving the rogue Ambot plenty of dark corners in which to lurk!

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The player uses the Custom Selection (D3+4) method to determine their crew.

DEPLOYMENT

The player deploys their entire crew within 3" of the centre of the battlefield.

GANG TACTICS

The player may choose a single gang tactic from those available to their gang. Alternatively, they may randomly select two gang tactics from those available to their gang.

ENDING THE BATTLE

The battle ends only when the gang has no fighters remaining on the battlefield or when the rogue Ambot is taken Out of Action.

VICTORY

If the rogue Ambot is taken Out of Action, the gang is victorious. Otherwise, the rogue Ambot is the victor of this encounter.

REWARDS

As this scenario is designed for solo play, it is intended to be used in skirmish play rather than campaign play. However, should the Arbitrator choose to allow it, a gang may play this scenario as part of an ongoing campaign. In which case, the rewards are as follows:

CREDITS

If the gang was victorious, it adds 2D6x10 credits to its stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

The fighter who took the rogue Ambot Out of Action earns D3 XP.

REPUTATION

If the gang was victorious, it gains 1 Reputation.

If the gang Bottled Out, it loses 1 Reputation.

HUNTER & HUNTED

At the start of this scenario, the fighters will have no idea where the rogue Ambot might be. They do, however, believe it to be close, and cautiously search the area for evidence of it.

There is no need to roll for priority at the start of this solo play scenario or at the start of any round – priority belongs to the player in every round.

If the rogue Ambot is not on the battlefield, the player may activate each Ready fighter in an order of their choosing as normal. However, when activated, each Standing fighter may perform only a single Move (Simple) action, and each Prone fighter may perform a single Crawl (Double) action. In addition, each Standing fighter may perform one of the two following actions:

Giving Cover markers.

• **Search Area (Basic):** The fighter tentatively searches their immediate surroundings for signs of the rogue Ambot. Make an Intelligence check for the fighter, applying a +1 modifier if the rogue Ambot has previously appeared and has since returned to the shadows (as described below). If this check is passed, they have found some evidence of the beast. If this check is failed, they have not.

Each round a record is kept of how many fighters have performed this action, and of those fighters how many were successful (i.e., passed their Intelligence check), finding evidence of the rogue Ambot, and how many were unsuccessful (i.e., failed their Intelligence check), finding no clues to the beast's whereabouts.

• **Give Cover (Basic):** The fighter covers their friends as they search the area. Place a Giving Cover marker on this fighter to indicate they are giving cover. Should the rogue Ambot make an appearance on the battlefield, any fighter with a Giving Cover marker may be able to make a Shoot (Basic) action targeting it, as described in the 'It Came From the Shadows!' table (see page 3). During each End phase, remove these markers.

If the rogue Ambot is on the battlefield, the player may activate each Ready fighter in an order of their choosing as normal. When activated, each fighter may act as normal and may perform any action the player wishes, treating the rogue Ambot as an enemy fighter.

"IT CAME FROM THE SHADOWS!"

Each time an active fighter performs a Search Area (Basic) action, there is a chance they will discover the rogue Ambot, and a danger that their blundering about will cause the rogue Ambot to attack them. Roll a D6 and apply the following modifiers, then consult the table below:

- Apply a -1 modifier for each fighter that has unsuccessfully performed a Search Area (Basic) action during this round.
- Apply a +1 modifier for each fighter that has successfully performed a Search Area (Basic) action during this round.

D6	Outcome
1	**"Ooops…"** Pulling aside some underhive debris, the fighter finds the rogue Ambot! The rogue Ambot is immediately placed on the battlefield, in base to base contact with the active fighter. The fighter's activation immediately ends and the rogue Ambot is activated. Treat the rogue Ambot as having charged the fighter.
2-3	**"It's Behind You!"** Suddenly, and most unexpectedly, the rogue Ambot appears before the fighters. Place the rogue Ambot anywhere on the battlefield so that it is no more than 3" away from the active fighter and, if possible, completely outside their vision arc. Each fighter with a Giving Cover marker may immediately perform a Shoot (Basic) action targeting the rogue Ambot. When doing so, however, they suffer a -3 modifier to their hit roll(s). Once every eligible fighter has performed this action, the rogue Ambot will activate and will act on instinct, as described below.
4-7	**"What's That?"** The active fighter thinks they see something in the darkness, but it is not the rogue Ambot. Immediately roll a Firepower dice for every fighter with a Giving Cover marker, representing the nervous fighters shooting at shadows. If a fighter is armed with more than one ranged weapon, nominate one. If the Ammo symbol is rolled, make an Ammo check as normal. Once a Firepower dice has been rolled for every fighter with a Giving Cover marker, remove the marker from them.
8+	**"There It Is!"** The active fighter spots the rogue Ambot in the darkness. Place the rogue Ambot anywhere on the battlefield so that it is no more than 6" away from the active fighter. Every fighter with a Giving Cover marker may immediately perform a Shoot (Basic) action targeting the rogue Ambot. When doing so, however, they suffer a -2 modifier to their hit roll(s). Once every eligible fighter has performed this action, the rogue Ambot will activate and will act on instinct, as described below.

THE ROGUE AMBOT

From somewhere in the hive, an Ambot has appeared. For reasons unknown, the many failsafes designed to suppress its natural instincts have become ineffective, causing the mechanical beast to do what Ambulls in captivity have done since before the birth of the Imperium – tunnel to freedom, build a lair, and hunt for food! Logically, of course, this specimen has no particular need for fresh meat, and, trapped within its mechanical shell, is unable to consume its prey anyway. But these trifling facts are of little concern to the primitive Ambull mind!

The rogue Ambot has the following profile and special rules:

ROGUE AMBOT

NA CREDITS

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
2x Tunnelling claw									
- Melee	-	E	-	-	S	-1	2	-	Melee
- Ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm

SKILLS: Bull Charge, Hurl, Nerves of Steel, Spring Up
WARGEAR: Light carapace armour

SPECIAL RULES

Alien Abomination: Freed from the many inhibitors that govern and suppress its natural behaviour, the rogue Ambot behaves far more like a wild Ambull. It's alien reactions are far faster than those of the average human, and it moves with a speed that seems impossible for its mechanical bulk.

Whilst the rogue Ambot is on the battlefield, it does not lose its Ready marker at the end of an activation and there is no limit to how many times it may be activated each round. Every time the player finishes a fighter's activation (or finishes the last activation of a group activation), play passes to the rogue Ambot, which will activate and act on instinct (as described below).

Frenzied: When the rogue Ambot attacks, it does so with blind fury, using all of its available weapons. Whenever the rogue Ambot makes a Fight (Basic) action, one attack must be made using the tunnelling claw's ranged profile.

In addition, should the Ambot ever have a choice between consolidating or performing a Coup De Grace (Simple) action), it will always perform a Coup De Grace (Simple) action.

Unbreakable: The rogue Ambot knows no fear, and will not flee whilst within its lair. The rogue Ambot will never bottle out and cannot become Broken, for any reason.

Unfeeling Hide: The rogue Ambot is a sophisticated servitor-construct, but one that is malfunctioning, causing its sensor arrays to simply not register certain environmental dangers. Should the rogue Ambot ever become subject to the Blaze condition, it will allow the flames to burn. The rogue Ambot will suffer a Strength 3, AP -1, Damage 1 hit every time it is activated, but otherwise acts as normal. Should the rogue Ambot go Back to the Shadows (see following page), remove the Blaze condition from it.

In addition, should the rogue Ambot ever become subject to the Webbed condition, it may simply brush aside the webs. When the rogue Ambot is activated, roll a D6. On a roll of 1-3, remove the Webbed condition from it and proceed with its activation as normal. On a roll of 4 or more, the Ambot struggles to remove the web and its activation ends immediately. If the rogue Ambot is Webbed during the End phase, roll for Recovery as normal.

ACTING ON INSTINCT

The rogue Ambot does not think or reason like a human. Instead, every time it is activated, it will act on instinct alone.

To determine the rogue Ambot's actions when activated, refer to the table below:

Trigger	Action
Fighter in base contact?	Fight (Basic) Action, and/or Hurl (Basic) action
Closest fighter is within 6"?	Charge (Double) Action
Closest fighter is within 12"?	Move (Simple) Action then Shoot (Basic) action
None of the above?	Back to the Shadows (see below)

The rogue Ambot will always move towards the closest fighter, and will always target the closest fighter with its attacks. If there are two fighters equally distant then randomly determine its target.

BACK TO THE SHADOWS

If, during any End phase, the rogue Ambot is in base contact with a Seriously Injured fighter, and if there are no other fighters within 4" of it, it will drag its prey off into the shadows, removing itself and the fighter from the battlefield (the removed fighter counts as having gone Out of Action).

In addition, should the rogue Ambot suffer a wound for any reason, after making a save for it (if any), but before applying damage, make an Initiative check for the creature. If this check is passed, the rogue Ambot suffers a single wound, ignoring all weapon traits, and is removed from the battlefield. If this check is failed, apply damage as normal.

In both cases, it will not appear again this round, but may appear in later rounds as described previously.

MORE MONSTERS TO HUNT

In addition to the rules presented here, players are encouraged to explore the options contained within the 'Scenario Complications' rules, presented in *Necromunda: The Book of Ruin*. Here, players will find rules for creating all manner of monsters, be they daemonically-possessed hivers or alien abominations. Perhaps the gang has stumbled into the lair of a Chaos cult, and finds itself hunted by a daemonhost. Or perhaps it has uncovered a nest of Purestrain Genestealers.

Using the rules presented here to control such a foe, an experienced gang could find itself facing an entity far more powerful than an escaped Ambot with its safety systems switched off. Alternatively, the gang could be facing not one enemy but many, perhaps even being outnumbered by scurrying swarms of smaller xenos lifeforms that activate individually or in groups of two or three, determined by the roll of a D3.

The options really are endless, and players are encouraged to delve deeply into their collections and to explore them all!