

# The Dust Storm

*The sky has split in two, lights are going out across the cosmos, and rumors have spread of a great rift tearing the Imperium apart.*

*On Necromunda, unexplained rolling blackouts spread across the planet, and weather unusual even for the Ash Wastes rages in from the west and spills into the Cinderak Crater.*

*Gangs around the region abandon their settlements, attempting to outrun the storms and reach the safety of the nearest hive city.*

## Attacker / Defender

This multiplayer scenario is designed to be played with one Ash Wastes Nomad gang and one or more other gangs but can be played without an Ash Wastes Nomad gang.

## Battle Type

This scenario is an Ash Wastes battle. One vehicle or mounted fighter be included in all crews.

## Battlefield

This scenario is designed to be played on a 6'x4' rolling roads battlefield representing the flat wastelands surrounding Cinderak City. Alternatively, it can be played on an 8'x4' battlefield without a rolling roads phase.

If they choose, each player (including the Nomad gang) can place up to X pieces of large terrain anywhere on the battlefield. Roll off for order.

### Non-Nomad Gangs:

- 1-2 Non-Nomad Gangs: D3+1
- 3-4 Non-Nomad Gangs: D3
- 5+ Non-Nomad Gangs: D2

Next, each player may place one barricade in the same order.

No loot caskets are placed. No booby traps or gang terrain may be used.

## Crews

*All fighters and crew come out of recovery for this battle. Any fighters stuck in the wastes won't last long!*

*Vehicles with any Loss of Power lasting damage get that repaired for free. Crews made sure to prep for the evacuation.*

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## Non-Nomad Gangs:

- 1-2 Non-Nomad Gangs: Custom(5)
- 3-4 Non-Nomad Gangs: Custom(4)
- 5+ Non-Nomad Gangs: Custom(3)

## Nomad Gang:

- 1-2 Non-Nomad Gangs: Custom(4+D3)
- 3-4 Non-Nomad Gangs: Custom(5+D3)
- 5+ Non-Nomad Gangs: Custom(2 + 1 per Enemy Gang + D3)

## Deployment

### Non-Nomad Gangs:

Starting with the gang with the highest starting crew rating, players take turns deploying their entire crew within 12" of the Trailing Edge.

All non-mounted fighters must be deployed in or on a vehicle or base-to-base with a mounted fighter (they doubled up!). Each model must be within 3" of another friendly model.

Entire gangs cannot be blocked from being deployed. If there is no room for an additional gang to deploy anywhere on the board, agree on how to tweak already deployed models to make room for all models to deploy.

### Nomad Gang:

All Non-Nomad Gangs deploy first.

Do not deploy any Nomad models.

For each Nomad model:

1. Mark on a piece of paper where you want each model to be deployed anywhere outside 24" from the trailing edge. (e.g. relative to a certain piece of terrain or "48" from the trailing edge and 12" from the left edge"). It might help to imagine the board as 4'x8', which is the full size of the battle.
2. Mark which turn the model *must* be deployed in.

Models will come onto the battlefield during the Nomad Ambush phase within 3" of the spot marked and outside 1" of any enemy models.

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Models equipped with a Sky Mantle can be deployed with the Hidden Condition. Blast and template shots cannot be placed touching these models when fired until the models are revealed for the first time. (Blast templates can scatter into the models.) Models instantly lose the Hidden Condition if they move or if any enemy model is within 3" at any time.

## Gang Tactics

Each Non-Nomad Gang may choose one tactics from those available to their deck (truly custom).

If, during the pre-battle sequence, a gang's starting crew rating is more than 200 credits less than the highest starting crew rating, that gang may randomly determine one additional tactic card from their deck (discarding any tactic that cannot be used with their starting crew models).

The Ash Nomad gang may choose two tactic cards from their deck (truly custom).

## Ending the Battle

The battle ends when either 8 rounds have been played, when at the start of a round only one gang has models remaining on the battlefield, or when all gangs but one have only Seriously Injured fighters and Wrecked vehicles remaining in play.

## Victory (Triumphs)

**Waste Revenge:** The Ash Waste Nomads don't allow any enemy models to reach the board edge.

**1st, 2nd, 3rd Place:** The first gang to have any model reach the board edge after the fourth round or be closest to the board edge after round 8 wins first place. Second to reach second place, etc.

**Highest Body Count:** The gang that caused the most enemy models to become seriously injured, out of action, or wrecked. (Seriously injured fighters still count even if subsequently recovered, and can be counted again!)

**First Oil:** The first gang to take an enemy vehicle out of action.

**Good Day To Die:** The first gang to have all models go out of action.

**Witness Me:** The model with the stupidest death.

## Objectives

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The gangs must reach the edge of the Cinderak City outskirts to seek shelter from the incoming dust storm.

If any part of model touches the leading edge after turn 3, they have reached Cinderak City and are removed from play.

If the model is in or on a vehicle, any fighters on or in the vehicle are also removed.

## Priority & Group Activation

Priority for the first round is determined in order of starting crew rating with the Non-Nomad gang with the lowest starting crew rating activating first.

In the following round, the gang that activated first will activate last, the gang that activated second will activate first, the third will activate second, etc. This pattern continues each round.

Each non-Nomad gang activates all of its models as if in a single group activation.

## Bottle Tests

There are no bottle tests in this battle.

## Nomad Ambush

Before the start of the second round and any round thereafter, the Nomad gang must deploy any models marked to arrive on that turn in the location they marked down.

The Nomad gang gets the first activation each round they have models on the board and can perform one activation between each non-Nomad gang's activation until all Nomad fighters have been activated each round.

## Rolling Roads

The battlefield counts as rolling roads with Impassable Sides and no Region effects.

When deploying new terrain, the Ash Nomads get to place all terrain (they planned the spot for their ambush).

In the Rolling Roads Phase of Turn 3, instead of deploying terrain normally, deploy terrain to represent the outer walls of the hive outskirts (e.g. Zone Mortalis walls).

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There should be two 6" openings in the walls, each starting 6" from the middle of the leading edge.

—12" Wall— —6" Open— —12" Wall— —6" Open— —12" Wall—

Starting with Turn 4, in the Rolling Roads Phase the battlefield no longer progress 8" and no new terrain is placed. Models eligible to reenter the battle can continue to test to do so from the trailing edge.

Clouds of Ash and Impassable Sides rules remain in effect until the end of the battle.

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The weather worsens as the toxic dust storm increases in strength.

Round	Visibility	Other Effects
1-2	18"	None
3-4	15"	None
5-6	12"	Fighters without a respirator count Move(Simple) as Move(Basic)  At the start of their activation, vehicles must pass a handling test or lose control, counting a rollover as a 90-degree turn (they can then activate as normal).
7-8	9"	Fighters without a respirator count Move(Simple) as Move(Basic).  At the start of their activation, vehicles must pass a handling test or lose control with a -1 modifier, counting a rollover as a 90-degree turn (they can then activate as normal).  <b>Chem Devils:</b> At the start of each round, before the first activation, each player (including players that no longer have models on the board) takes turns doing the following: <ol style="list-style-type: none"><li>1. Place a 3" blast template anywhere on the board at least 1" away from any models.</li><li>2. Scatter the template 3D6".</li><li>3. Any model touched by the template is moved 1D6" in the same direction. Stopping if hitting another model or terrain.</li><li>4. Fighters take a S2, AP-, D1 hit against the model.</li><li>5. Fighters become Prone: Pinned (mounted fighters do not take damage).</li></ol>

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Round	Visibility	Other Effects
1-2	18"	None
3-4	15"	None
		<p>6. Resolve vehicle collisions using the distance moved as the M characteristic.</p> <p>7. Vehicles must pass a handling test or lose control.</p> <p>Chem Devils are resolved in this order: Ash-Waste Nomads, Non-Ash Waste Gangs with models on board in priority order this round, Non-Ash Waste Nomads with no models on board roll off.</p>