

GANG STRONGHOLDS IN NECROMUNDA

The Gang Stronghold is a great addition to any Necromunda battlefield, and can be used alongside the Zone Mortalis terrain range to create a variety of options. If players choose, a Gang Stronghold can be used as the focal point of a scenario, with one gang defending their home turf from an assault by a rival.

Any time a player's gang is the defender in a scenario and has the Home Turf Advantage, at the Arbitrator's discretion they can set up a Gang Stronghold. The advantage for the defender is that this will give them a far more defensible position to fight from, however, the rewards for the attacker will also be greater should they triumph.

SETTING UP THE GANG STRONGHOLD

If a Gang Stronghold is being used as part of the scenario, the defending player can set it up in their deployment zone. Depending on the size of the battlefield and the scenario being played, this might mean some of the stronghold falls outside of the deployment zone. This is perfectly acceptable, but as much of the terrain as possible should be within the deployment zone. Players can then set up the rest of the terrain following the normal method.

FEATURES OF THE GANG STRONGHOLD

In addition to following the standard rules for terrain from the *Necromunda Rulebook*, such as ladders, cover and blocking line of sight, a Gang Stronghold includes a number of unique features, as described below:

STRONGHOLD GATE

Stronghold Gates are counted as doors (see the *Necromunda Rulebook*) with the following exceptions. The defender can choose to lock or unlock a Stronghold Gate using the Bolt Door (Simple) action. Stronghold Gates may begin a battle locked. Stronghold Gates do not have door terminals and cannot be opened with the Access Terminal (Basic) action or a gang tactic that causes a locked door to open or close.

If a Stronghold Gate is forced open or destroyed, it will fly open away from the fighter forcing or attacking the door. Fighters within 1" of the far side of a Stronghold Gate that flies open must make an Initiative check or suffer a Strength 4, AP -, Damage 1 hit and become Pinned.

WATCHTOWER

The Watchtower is an ideal place for the gang to keep a lookout for enemies. Any Sentries placed in a Watchtower do not move if activated before the alarm is raised in a scenario in which the Sneak Attacks special rules are used, though may still be turned to face in any direction by the player controlling them. In addition, a Sentry in a Watchtower counts as having rolled a 12 for the purposes of Spotting Attackers.

GUNK TANK

A Gunk Tank is a valuable source of water, promethium or similar precious liquid for the gang. It can be used as an objective in any scenario requiring the attacker to reach a certain point of the battlefield or destroy a specific piece of terrain. Additionally, if players have access to *Necromunda: The Book of Peril*, the Gunk Tank can be counted as a Promethium Reservoir.

FIRING PORTS

The walls of a Gang Stronghold are broken up by a number of firing ports which allow defending fighters to fire out from whilst remaining safe behind full cover. However, any fighter can crawl through a firing port in exactly the same way as they might crawl through a ductway, using the Crawl Through Ductway (Double) action, as described in the *Necromunda Rulebook*.

LOOTING THE STRONGHOLD

In a scenario involving a Gang Stronghold, if the attacker is victorious they add an additional 3D6x10 credits to their gang's stash as they loot their enemy's hideout.