

HOUSE DELAQUE

The motives of the veiled House Delaque are shrouded in mystery. The foolhardy might seek to pry further, but few who cross the Delaque live to regret this error, being silently hunted down by shadowy figures emerging from the vents of the Underhive. Delaque spies are said to operate throughout the hive, and it is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

Delaque traditionally wear long coats with internal pockets for concealing weapons and other equipment. Pale and bald with eerie, whispering voices, their appearance does little to contradict an age-old reputation for double-dealing and espionage amongst the Houses of Necromunda.



Delaque Leader with boltgun and stub gun



Delaque with shotgun



Delaque with lasgun



Delaque Heavy with heavy stubber



Delaque with autogun



Delaque Juve with stub gun



Delaque Juve with autopistol



Delaque with lasgun



A Delaque gang

THIS IS THE PLAN...

BY GAVIN THORPE

One of the most enjoyable aspects of Necromunda, and the one that makes the game so varied each time you play, is the variety of scenarios detailed in the Sourcebook. Whether you are playing one-off games or are involved in a full campaign, it is the variation of the scenarios which ensure that no battle is quite like the last. Although there are some basic tactical principles that apply to every Necromunda game you play, each scenario requires different plans and this variety will test your tactical flexibility to the utmost.

There are seven scenarios in the Necromunda Sourcebook ranging from the straightforward *Gang Fight* to the more involved *Shoot Out* and *Raid*. However, the tactics for a *Gang Fight* are a whole article in themselves (which will be appearing in a later issue) while the *Raid* and *Rescue* scenarios are basically the same game in slightly differing flavours. Also, the *Shoot Out* does not leave much to the players, since both gangs simply walk towards each other and start firing – great fun but not the most exhaustive exercise in Underhive tactics! So, we are left with four types of fight: *Scavengers*, *Hit and Run*, *Ambush*, and the *Raid/Rescue* mission. Each of these must be approached differently depending on your gang, your opponent, and whether you are attacking or defending. Let's start at the top, with *Scavengers*.

SCAVENGERS

Scavengers is basically a normal scrap with the addition of Loot counters and horrible monsters lurking in the darkness! However, these two simple factors make a *Scavengers* battle totally different from a normal fight. *Scavengers* is one of the best scenarios for any gang, since hard cash is always a valuable commodity whether you are just starting out or have played umpteen games and are top dogs of the Underhive. You must ask yourself how far you are willing to go to get those Loot counters. Just how much do the ends justify the means? Is it really worth sending in your leader to stand in the open, for D6x5 credits? No? A green juve on the other hand...

I can't answer for everyone, but for me those valuable Loot counters represent new guns, prized rare items and fresh fighters – essentials that any gang needs if it is going to stand half a chance in the cut-throat world of the Underhive. The first thing to sort out is where to place the Loot counters. If you have a hand-to-hand combat orientated gang, place the Loot in tight nooks and crannies where the terrain is dense and your close combat expertise will come into play. If, on the other hand, you have Van Saars or another shooting orientated House, placing Loot in the open allows you to provide better covering fire for the fighters you send after it.

When you're playing *Scavengers*, you must remember that the Loot

Conflict constantly erupts in the Underhive as rival gangs raid each other and spring ambushes on their unwary foes. Remember, only death is certain in Necromunda...

counters are the reason you're there – don't get distracted by trying to shoot up the enemy! Fighters with skills like *Sprint*, *Infiltration*, *Leap*, *Hip Shooting*, and *Dive* are all very useful in *Scavengers*, using their abilities to get close to the Loot as quickly and safely as possible. Close combat specialists are also suited to this role, as you will be heading towards the enemy, and it's quite likely that you will have to fight it out in hand-to-hand combat to see who gets the spoils. You can use these gang members to move towards the Loot while the rest of the gang covers their advance. However, be careful about sending fighters out on their own, as you can never tell when that Monster roll is going to come up as a six. For this reason,

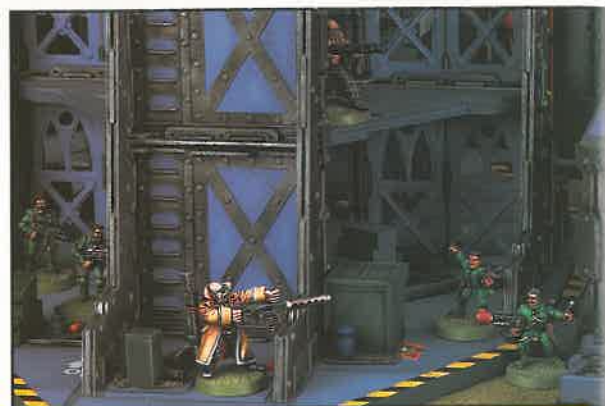
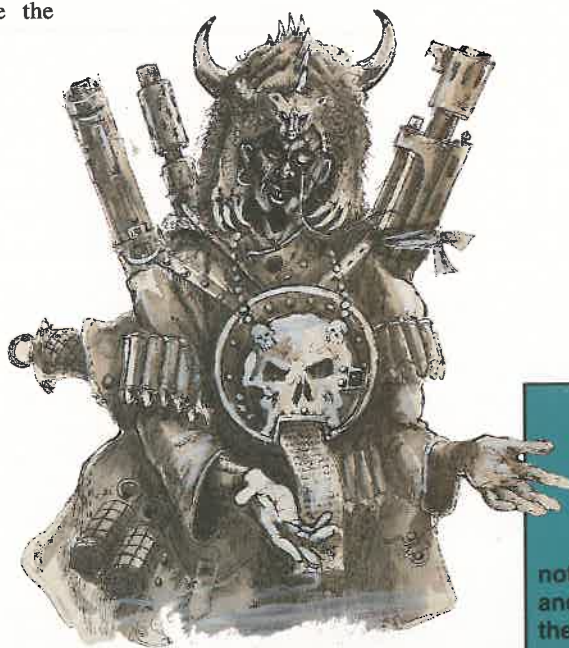


Many things draw people to the Underhive. Some wish to escape the law, others seek a more settled life than is offered uphive. Most come scavenging for the abandoned treasures of long-dead generations, hoping to make their fortune.

organising your gang into groups of two or three will help, ensuring that nobody is an obvious target for the lurking creatures of the Underhive. Of course, if you're feeling particularly cruel, you can use your worst juve as bait – simply leave him as far away from anybody as possible, and when the Monsters strike, guess who gets it! *Scavengers* is a mobile game, as you'll have to move around to pick up the Loot. This is another good reason to keep your gang close to their comrades. If your fighters are constantly missing turns because they're pinned (and don't even have a chance to break it), you are going to lose the race!

The first thing to do is to organise your fastest and most agile fighters into a "scavenging party". Whilst they run forward, the rest of your gang provides covering fire to make sure that your scavenging party reaches the Loot with minimal resistance. This means you'll have to set up your gang where they can draw lines of fire to the Loot counters and the area around them. If the enemy enter that patch, blast 'em! Again, you must ensure that nobody is left on their own: always organise your gang into groups of two or more. Of course, your enemy will be trying to do blast you too, and sometimes a *Scavengers* battle will come down to who has the best covering fire, rather than the quality of the scavenging party itself. This is where your heavy weapons come in. In the early turns of the game, while everybody is closing in on the Loot, use your longest ranged weapons to pick off the enemy fighters providing covering fire rather than the closing enemy scavengers. Later on, the combined attack from your scavenging party and covering fighters should drive off any survivors.

There is one other way to do well at *Scavengers*, but it's very hard to pull off successfully. As the winning gang automatically gets any unclaimed Loot (since they end up in possession of the battlefield) it's sometimes worth ignoring the Loot and simply concentrating on making the other gang bottle out first! Although this totally contradicts what I was saying earlier about concentrating on the Loot, it can work if you try hard enough. However, it can be very risky and if the opposing gang manages to evade the



Fighters who give covering fire to the rest of your gang are best positioned to concentrate on one area of the battlefield. Use terrain or other gang members to shield them from the rest of the table.

attentions of your fighters they may be able to slip away quietly with everything!

Whatever you decide to do, go for it whole-heartedly. Don't hang about swinging between going for the Loot and attacking the other gang – positive action brings positive results!

HIT AND RUN

It's difficult to be specific about *Hit and Run* tactics as there are five possible missions to choose from. Nonetheless, there are a few general points to keep in mind whether attacking or defending. Things are slightly easier for the defender in a *Hit and Run* since their job is pretty much the same regardless of what the attacker is trying to achieve. Always willing to take the easy option, I'll deal with the defenders first.

DEFENDER

The defender in *Hit and Run* has one objective in mind – to drive off the attacking gang before they achieve their mission. For this reason, throughout the battle, keep in mind just what the attacker is aiming to do. He will try to distract you, force you to turn your attention elsewhere and generally make a total nuisance of himself. Whatever goes down, and no matter how threatening that heavy looks, if he isn't in a position to complete the attacker's mission, he is of less importance than someone who is. There are two parts to the defender's strategy.

Firstly, the initial guards who are on the tabletop at the start of the game. Where you place these guards is important and will dictate the rest of your plan. You can group them close to the attacker's objective (be it a water still, Loot counter or a

particular gang member) or you can spread them out to cover more of the tabletop. Which you choose will depend on the number of fighters available as guards and the particular style of fighting

Mercilessly hunted by the Guilders, renegade gun-runners supply weapons to anybody including outlaws, Scavvies and Ratskin war parties. However, the risks are not without their rewards as arms and ammunition fetch a high price in the lawless Underhive.

HOUSE GOLIATH



Goliath Leader with melta-gun and stub gun



Goliath Juve with autopistol



Goliath Juve with laspistol



Goliath with autogun and axe



Goliath with lasgun and autopistol



Goliath Heavy with heavy stubber



Ratskin with shotgun



Ratskin with lasgun



Ratskin with autogun



Ratskin with lasgun



Ratskin with shotgun



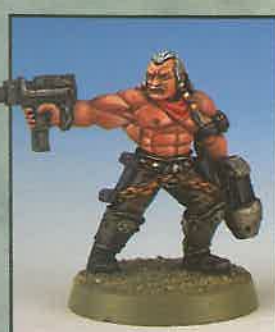
Ratskin with autogun and pick

RATSKIN SCOUTS

UNDERHIVE SCUM



Scum with hand flamer



Scum with autopistol and plasma pistol



Scum with plasma pistol



Scum with bolt pistols

HOUSE VAN SAAR



House Van Saar is the most technically orientated of the Houses of the Underhive and is renowned for the careful workmanship and high quality of its products. Because of this, Van Saar goods are able to fetch a premium price amongst the Noble Houses, making Van Saar the wealthiest House in Hive City.

Just like the other Houses, the Van Saar adopt a unique and highly recognisable dress code. This takes the form of a tight-fitting body suit designed to protect the wearer in the Hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.



Van Saar Leader with plasma pistol and chainsword



Van Saar with autogun



Van Saar with shotgun



Van Saar Heavy with heavy stubber



Van Saar with lasgun



Van Saar Juve with stub gun and autopistol



Van Saar Juve with laspistol



Van Saar with autogun and laspistol



A Van Saar gang

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Untrained psykers, known as Wyrds, often sell their services to desperate gangs and less legitimate settlement leaders. They are all outlaws, and they are often the target of purges by the Adeptus Arbites and Imperial Inquisitors.

ATTACKER

Picking the right fighters is the basis of a well planned *Hit and Run*. If you are attempting *Blitz*, make sure the guys you send in can damage a Water Still with

Toughness 6 without too much difficulty (this is where heavy and plasma weapons come into their own!). If you have to scrag an enemy in hand-to-hand combat, send in your close combat specialists and perhaps a heavy to give them some covering fire. A *Marksman* or *Crack Shot* ganger makes the perfect assassin in the *Bushwack* version of the scenario, while fighters with *Sprint*, *Dive* and other skills that allow rapid movement with relative safety are ideal for the *Shoot Up* and *Stick Up* missions. Another thing to remember about *Hit and Run* is the amount of experience the attacker can gain. If you can send in six fighters, it isn't always a bad idea to send a juve who could greatly benefit from the ten bonus Experience points that each fighters gets if the attack is successful.

I've found that the best plan is to assign two or three of your attackers to completing the mission, while the others are tasked with keeping any guards at bay and stopping the defender's reinforcements from having any great impact. The most effective way to do this is to set up a screen – your troops on suppression duty physically place themselves between the defenders and the group making the hit. This will force the attacker to shoot at your screen as they will be the closest targets. Time is of the essence – the longer you hang around, the more reinforcements will pour onto the table. Your screen should be able to hold up anybody moving on for at least a turn or two. This time (probably bought with blood!) must be used wisely. Each turn your hit squad isn't doing something to achieve the mission is a turn wasted!

you prefer. If you like long-ranged firefights, spreading out will put some distance between you and the attacker. If you are a pistols and close combat fan, a solid wall around the objective may serve as a better defence. I find that placing almost all of your guards close to the objective (with only one or two outriders further away) is the best strategy. It's no good knowing you're going to gun down the enemy, if they achieve their objective before you have the chance!

Secondly, you must decide who to bring on as reinforcements. As you don't know where the reinforcements are going to turn up, it's best to bring on the guys with the longest ranged basic and special weapons – heavies can't move and fire, and usually take too long to get into a proper firing position (unless of course they have the *Bulging Biceps* skill!). This means that if your reinforcements come on at the wrong end of the table, it shouldn't be too long before they can get stuck in. If they come on right next to the attacker (and survive the experience), they'll probably get bonuses to hit for firing at short range...



In *Hit and Run* or *Scavengers*, use most of your attackers as a screen or to provide covering fire, while two or three fighters concentrate on the mission's objective.

AMBUSH

Ambush is perhaps my favourite scenario (at least, when I'm attacking...), but maybe that's because I'm a sneaky, backstabbing Delaque! However, when things go wrong, it's usually disastrous. Let's deal with attacking first this time. The important thing about an *Ambush* is the size of the gang you are attacking. The larger the gang, the more chance of some of their fighters breaking out and turning the tables on you! Only *Ambush* small gangs, that's my advice! To minimise the risk to your gang always be pessimistic. When you set up, do so in such a way that if your opponent gets behind you *and* gets the first turn, you'll still be relatively safe. If things go well, it doesn't matter that you have to move a little bit to get into the perfect position (apart from your heavies who'll have to take their chances!).

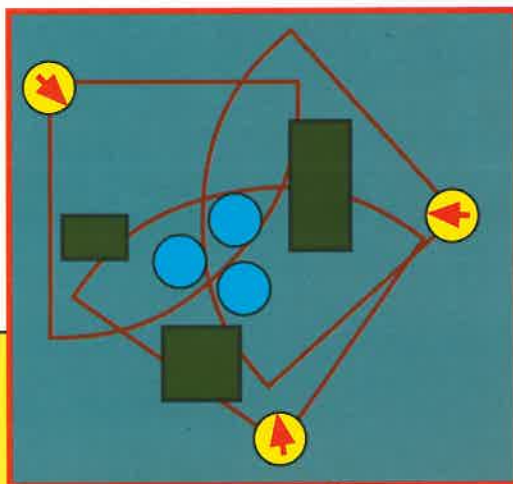
There's a nice phrase that sums up the attackers' tactics in an *Ambush* – "Converging Fields of Fire". This means that everybody (yes, everybody!) is firing at the same targets. When you open fire, pick on one enemy, and keep firing until he is gunned down. Then pick another target, and make sure you nail him, and so on. The diagram below shows how converging fields of fire work, so keep them in mind when you are setting up. As well as maximising your attack, keep a weather eye for the counter-ambush. Try to position your fighters so that a single turn on the spot will allow them to target attackers sneaking behind their comrades, so if you are outflanked you can deal with it straight away.

BEING AMBUSHED

Being the defender in an *Ambush* is a very harrowing experience. It's down to the luck of the dice whether you are all lined up like plaster ducks at the shooting range, or whether your gang has managed to scrape together some kind of organised defence. Again, it's best to be totally downbeat and expect the worst, since anything which swings your way becomes an added bonus. The motto of the defenders should be "watch those corners!". Don't have your gangers all facing the same direction, as any canny attacker is going to stand behind you! Engaging the attacker in a firefight is a possibility, but you'll probably find yourself in a much worse position, surrounded on all sides, with fighters going down nearby and causing the other gang members to break and run

By careful positioning of your gang you can ensure that wherever the enemy hide, somebody can always target them. This is very important in an *Ambush*.

The population of the Underhive contains all sorts of sellswords and guns-for-hire. Dispossessed nobles from the Spire find that their exquisitely-crafted weapons and armour can earn them hard cash and a harder reputation in the cut-throat settlements which are their new home.

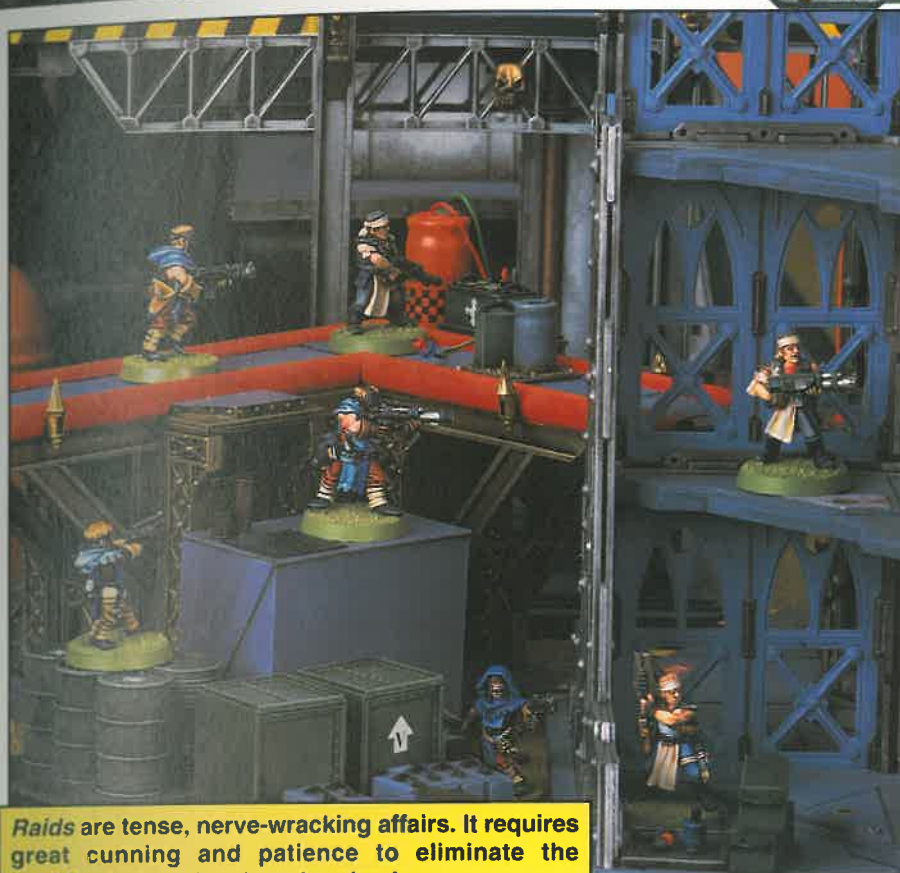


for it. The alternative is to try and break free. This involves attacking one part of the ambushing gang with all of yours, bringing strength of numbers and concentration of fire into one very small part of the battlefield. When you have annihilated that part of the attacking gang, you can then either run for it, or move onto another portion of the ambushers, taking out each small group in turn. If you are lucky enough to have some fighters setting up freely (ie those you roll a six for) you can place them behind the attacking group you are going to break through, thus taking them on from both sides.

RAID/RESCUE

Raids are a great way of crocking a gang that's getting too big for its boots. Those Goliaths been bragging too much? Have those Escher gangers been taunting you for too long? Well, raid 'em, and teach 'em a bit of respect! *Rescues* are similar to *Raids* except you're attempting to free captured gangers. Don't waste time trying to rescue juves, but if a heavy or experienced ganger gets caught, it's usually a good idea to

have a go at getting them back.



Raids are tense, nerve-wracking affairs. It requires great cunning and patience to eliminate the sentries before the alarm is raised.

RAIDERS/RESCUERS

There are two ways to go about a *Raid* or a *Rescue*. The first is to eliminate the sentries and then move on to your objective. The second is to make for your objective, trying to avoid or take out the sentries as you go along. I've found that with a *Raid* it's best to eliminate the sentries first, since your attempts to actually damage the objective are likely to raise the alarm – the less enemies already on the table when the alarm is raised, the better. With *Rescue*, however, freeing the captive is silent with no chance of raising the alarm. This means that with a bit of cunning, you can avoid the sentries altogether (though you'll probably like to crack off a shot or two once you're racing for safety!).

Whichever way you want to go about it, close combat is by far the best option for removing sentries. That is, as long as you can make sure of a quick, clean hit. Leaping onto the sentries en masse, mugger-style doesn't work, so it's best if you can send in a team of well-chosen experts. Skills which increase movement, allow you to hide and so on, are very useful. In addition, this is the scenario where the *Sneak Up* skill is used. If possible, try to turn fighters with *Sneak Up* into close combat experts, and put them onto commando duty. *Sneak Up* allows a fighter to get very close to sentries without being seen, and your fighter is likely to be within charge range of enemy sentries before they have any chance of seeing him.

If you are fortunate enough to pick up a silencer or two, it's well worth investing in an autopistol if you haven't already got one. If you don't have this specialised type of equipment

and skills, try to work your attackers into a position where you can remove as many of the sentries as possible in a single turn. Take them all out in one fell swoop if you can! Oh, and watch out for those screamers, they'll get you every time!

SENTRY DUTY

Defending against a *Raid* can seem pretty hopeless at first since you have little or no control over where your sentries move and look. However, you can make things difficult for the attacker by picking the toughest and most stubborn fighters in your gang to be sentries.

Fighters with a Toughness increase, multiple Wounds and skills like *Iron Jaw*, *True Grit* and combat skills all help to make them annoyingly hard for your opponent to dispose of. Having good close combat sentries is essential – if your opponent opts not to shoot your sentries (a wise choice on his part) he'll find it very

tricky to take out your sentries in one round of combat without making lots of noise and raising the alarm anyway.

Equipment such as bio-scanners, infra-goggles and screamers can be a really nasty surprise for the attacker. Gangers with a high Initiative are also useful since they have a better chance of spotting enemies really close to them. While you are moving your sentries around, try to keep in mind why the enemy are there – to rescue a captive or attack your tunnel entrance. When possible make your sentries act like real sentries and assign them an area to patrol. Don't just try and move towards the attacking gang as quickly as possible because this actually makes it easier for them to slip past should your sentry end up facing a wall. Also, try to pick open spaces for your sentries, so they have the longest and easiest lines of sight, whichever direction they end up facing. Your sentries are a net, and the further they can see they more likely the attackers are to get caught in it.

When (if?) the alarm is raised, it's important to react properly. Try to cut off the attacker from his objective or, if it's too late, from getting off the table. Your sentries are in the best position to do this, so don't just rush them towards the nearest enemy. Try to catch the raiders between your gangers already on the table and the reinforcements rushing on to help. And remember – keep your eyes peeled!

Well, that's it for now, I'm sure there are lots more things to say, but only you know the best tactics for *your* gang. Well don't just sit there pondering about it – get out there and carve yourself a reputation!