

NECROMUNDA

THE IRON LORDS

White Dwarf crawls back into the Underhive in the first part of our new Necromunda campaign, the Iron Lords, which will let us look at how to run your own campaign as a Games Master. Enter the Ironyard if you dare. Tainted glory or an ignominious death await...

GAMES MASTERED CAMPAIGNS

Nick: The labyrinthine tunnels, miles of rusting walkways and relics of industry that clutter the subterranean wasteland of the Necromundan Underhive provide many settings in which to run a campaign.

The Underhive rulebook already has a full campaign system. With these rules you can run a series of games over a few weeks and determine the winner of the campaign by whoever has the highest gang rating at the end of that period. This is perhaps the simplest way of running a campaign. But with a little thought and effort you can make your campaign even better. One of the ways to do this is to get a Games Master to run the campaign. Having one person in charge helps a group of gamers create a strong story, and games certainly benefit from a narrative.

NARRATIVES

By creating a loose narrative for your battles you can generate some atmosphere, purpose and consequence without touching the rules mechanics one jot.

There are countless unexplored areas of the Underhive, reopened by hive quakes and other natural occurrences that are the perfect staging ground for your games. Perhaps your players have found an abandoned Enforcer precinct complex or maybe a buried hab-zone or disused manufactorum. There are endless possibilities, but defining and describing your 'theatre of war' is the best place to start. Our campaign takes place in the Ironyard, a zone of the Underhive which, though its existence is well-known, has been sealed for decades.

PROTAGONISTS

Running a campaign is a bit like writing a story, with the Games Master the omniscient narrator in a saga unravelled by the players. All good stories need twists and turns to keep the reader's interest; a campaign is no different. The players, or to continue the novel analogy, the protagonists are important to your narrative as they drive the plot of the campaign along. Even by naming all your gangers and gangs you add flavour and create depth. It's also worth choosing protagonists that fit in with your campaign

narrative. For example, if you are battling in some festering, half-diseased sump pond then Scavvies would probably fit in very well. Equally if you want to create some kind of crusade to cleanse the darkest depths of the Underhive, then Redemptionists or Cawdor gangs are likely to be the main firebrands. In the Iron Lords we wanted one of each major house to take part, so that's what we have, plus a couple of other gangs besides.

Think about the kind of gangs that best fit in with your narrative – without being too prescriptive the story belongs to all the players. Remember, power corrupts.

ADDING SOME TWISTS

There are several devices you can use to provide a twists. Adding an extra dimension to your games such as a hive quake, ammo shortage or electrical storm keeps things spicy and makes sure the players are kept on their toes. These events can be randomly generated they can be dictated by a Games Master, and could last for a week of gaming, one game or even just a few turns. Be aware though special events and the like should be treated with caution. Don't over do it. Use them sparingly so as not to make the original game mechanics unrecognisable or confuse the players. This is a game about gang fights, not invasions of giant rats.



The Enforcers run into trouble in the depths of the Ironyard.

THE CAMPAIGN

The White Dwarf campaign takes place in the Ironyard, an industrial wasteland filled with the metallic carcasses of long-dead machines and derelict factories which has recently been opened up by a hive-quake. Our campaign takes place over three three week 'Phases', after which the victor will be decide.

ZONES OF CONFLICT

The Ironyard is divided up into six zones of Conflict. Only two of these are open at one time. Once their three week phase over, these zones are closed and no more battle may be fought in them. Players decide which zone

GAMES MASTERS

A Games Master is essentially an additional participant in the campaign. But rather than playing in a campaign (although they can do in a limited way) they run things. It's their job to keep track of all the gangs, results of games, organise special events and make sure everything goes smoothly.

While Games Masters tend to be impartial arbitrators with regards to any games played they can get involved. It is possible for a Games Master to use a non-player gang, perhaps to even the odds in a one-sided fight or curtail the ambitions of a gang that is becoming far too powerful. Enforcers are the obvious choice of gang for any Games Master to use but there is no reason why they couldn't use another type of gang such as Redemptionists or Spyre Hunters, depending upon the campaign narrative.

THE IRONYARD

When thunder roared and clouds boiled with smoke overhead, the great machineries of the Ironyard answered. With pounding scrap crushers and shrieking servos they spoke, the metal monsters, The Iron Lords, a testament to the industrial might of Necromunda.

Now these former behemoths are silenced, processors shut down and dead, power drained away. Only scrap remains, piled high and impenetrable over the entrance to the Ironyards. For generations, this sector of the Underhive has been closed to the scavengers who would take the mechanical bounty within. The hulking machines slept, until a terrible ion storm shook the foundations of Hive Primus, its power felt through the Underhive, Hive City beyond the wall and even in the high-spires of the noble houses.

For seven days the storm ravaged the Hive and the populous quailed at its wrath. Throughout the tumult the machines remained dormant, heedless of the storm raging above them. But then a ragged tear of light sheared the sky. A massive bolt of energy struck the once quiescent Iron Lords. Slowly at first, struggling against their bonds of rust, they awoke. Servos whirled, gears turned, metal lurched as the behemoths shouted back at the steel heavens. Their fury shook the detritus that blocked the entrance to the Ironyards, a great cleft opened in the wall of scrap. The metal walls of the Ironyard fell and the Underhive shuddered. The energy of the machines soon dissipated and they slept once more, but their work was done. The Ironyard was open.

Rumours persist that this place, this mechanical Eden, had a massive dome from the old times at its core. Within, a huge hoard of untouched archeotech. In ones and twos at first, but then in great numbers, the gangs came...

they want to fight over when new zones become available. They can fight any of the other gangs in that zone, using all the normal Necromunda campaign rules.

During the campaign it's possible that players will move from one zone to another. If they are beaten they must give ground and move into the other zone. Alternatively, if they are victorious, they may choose to explore to the other area. The player who wins the most battles in a given zone, and still occupies it when the three weeks are up, owns that zone for the next series of battles. This works like a special territory and grants their gang a bonus. This lasts through all of their games until the next phase. So, if a gang holds a zone at the end of the first phase, then all benefits associated with that zone last for all their battles in the second phase, until the beginning of the third phase.

DECIDING THE CAMPAIGN

This opening of zones represents the gang pillaging their way through the Ironyards to the fabled dome of archeotech at its centre. After the third Phase a final four-way battle takes place in the dome between the highest-rated gangs. The winner of this game will be crowned the overall victor.

During the course of the campaign players are permitted to form alliances with other gangs in the same zone, perhaps to take on a particularly tough opponent or to take down another gang alliance. For added violent fun, we're letting the players 'call out' any of their opponents for a grudge match. As you will see, this generates real animosity between gangs and set up rivalries and vendettas, adding to the campaign's story.

NECROMUNDA: UNDERHIVE

Necromunda is a skirmish game set in the decaying industrial wasteland of the Underhive. This is a dark and terrible place, a frontier land where there is no law and order. There is only one rule, survive or die.

The Underhive is part of the sprawling Necromundan city of Hive Primus, a vast spire that houses countless teeming millions. The structure of Hive Primus is hierarchical. At the zenith of the spire is the domain of Lord Helmawr, Imperial planetary governor. Beneath is the spire, in which live the elite noble houses. Hive City is below the spire, shrouded by cloud cover. Here dwell the majority of the unfortunate civilians of the planet in crude shelters, sleeping by their machines. The lowest level of this dystopian city is the Underhive, where the battles of Necromunda are fought.

Gangs allied to the various industrial houses of Orlock, Goliath, Van Saar, Cawdor, Escher and Delaque fight it out in the subterranean depths of twisted industrial structures, battling over rusted gantries, through decaying metal pipes and amidst foul smelling sump ponds.

Necromunda began its life in the pages of White Dwarf as a game called Confrontation. It was released a few years later as a game in its own right, and renamed Necromunda. Achieving great popularity, Necromunda was inducted into Games Workshop's Specialist Games Range and was later revamped and re-released as Necromunda: Underhive, its current incarnation.

In Necromunda players control a gang and fight it out in a series of different scenarios against other gangs. The game is highly detailed, battles centre on small-scale gang fights. Your gangers can run out of ammo, fall off ledges, hide amidst the ruins and more. Necromunda is at its best when played as part of campaign, in which your fighters can gain experience and learn unique skills. As they secure more territory you gain more credits to buy additional equipment. But be wary, during a game your gang members might be killed or suffer a serious injury.

Each member of a gang is an individual. In Necromunda, your every fighter is important, there are no faceless warriors, and the death of even a single ganger has real significance.

SCUM OF THE UNDERHIVE

The low-life scum contesting the Ironyard. Oh, and some gangers of the far future.



Andy Hobday

THE UNWASHED BROTHERHOOD

I love Necromunda, and have played it a lot. This time I wanted to take a gang I haven't used before, so I went for Cawdor.

I wanted a story for the gang before I started painting it, so I created Smelly Bob, my gang leader, a Nurgle cultist in disguise!

My Cawdor gang revere Smelly Bob as a holy man, blindly (and foolishly) following him in the name of the Emperor. I used a Carnival of Chaos figure from the Mordheim range for Bob as I liked the big moon head. I gave him a chainsword from the Necromunda Weapon sprue, a book from a Redemptionist Zealot and strapped a bolt gun to his back. I created the strap for the gun and mark of Nurgle out of Green Stuff.

I chose my big guns next, taking a heavy stubber for cheap hardcore firepower, and a flamer so I can flush out enemies in cover while singing "Burn Baby Burn, Disco Inferno!" The Cawdor don't have a flamer as a standard model so I converted one from the Cawdor grenade launcher model with the head of a Redemptionist, the Delaque flamer tanks and Orlock flamer arm! Two of my four gangers were armed with boltguns, a perk for Cawdor which I couldn't ignore. The other two gangers I armed differently, one with a shotgun and the other for close combat. I took three Juvees to soak up my opponents' firepower and armed them with a variety of pistols just in case they get a chance to shoot at something.

Having convinced these naive fools that bathing is a sin, Smelly Bob decided it was time to party. And party we will. Many years ago, when I was manager of our Plaza store, we ran a huge staff campaign which I did quite well in, so I fancy my chances here.



Rob McTaggart

RAYGORN'S ROUGHNECKS

I have always loved the background of Goliaths and was really taken aback by their new models, so they were the natural choice for me. My gang's theme is simple – lots of guns, lots of muscle and lots of things to hit people with! As my gang has progressed in its first games, I've chosen lots of Muscle skills. Crushing blow is now mandatory for gang membership!

Although I'm quite new to Necromunda, I know larger gangs tend to last longer, and Juvees make great human shields! I took four Juvees to start with. I haven't lost one yet and now they're well on their way to becoming gangers. I chose a heavy stubber for my heavy. Tank. Even though this wasn't my first choice, he has proved his worth, racking up loads of experience, despite a crippling arm wound and only two fingers on his left hand!

I've chosen a very dark look for my paint scheme. I'm not a huge fan of the pale skin look for Necromunda models, although they do not see much daylight, there's always ways to get dirty! I used a contrasting scheme of black tattoos and red armour plating. One of

the few conversions is the gang leader. I removed his backpack and added a chainsword and a few other bits.

The games I've already played with Raygorn's Roughnecks so far have been great. Competition is fierce, rivalries and alliances have been forged and broken. I've crushed those pesky Escher females but the Van Saars think they have something to prove, the only thing they have proved so far is that they are great at running and hiding!

My gang is advancing quickly, so things are looking great. I am now very confident of success as I explore the next Zones of Conflict. Though I would like to continue with just Goliaths, the future of my gang is not set, and the temptation of a hired gun is almost getting too much.





Pinyo Gulashart

SCARLET REAVERS

It all began when I was working at my desk and a shadow crept over my shoulder.

"'Ello Nick, what can I do for you?" I asked.

"Hi mate. Would you like to take part in a Necromunda campaign?"

"Necromunda eh? Aye, include me in your campaign, that sounds like good fun," says I.

"Okay, jolly good," says he.

With that, Nick wandered off, and I began my plans for Underhive domination. I have always loved the Escher models, my first ever gang, so that was that. I took two Heavies armed with heavy stubbers and laspistols as back up weapons. For support, I armed two of my

gangers with lasguns. The rest of my gang are armed with various close combat weapons to clobber their rivals with.

I was now keen to get battling. Unfortunately my first game didn't go well. My girls were dropping like flies (maybe due to their lack of cover as they charged forward). With my gang almost decimated, things could only get better, right?

Nope. In the following few games, the girls couldn't get wounding hits or enough cover to hide behind. The Reavers suffered most when they took on a squad of Enforcers in a rescue attempt. Nick's five Enforcers faced the seven of my gang still fit for battle. The girls got a good spanking from the Enforcers, and after the game I only had five gang members left. With too few creds to feed them I had to retire my gang, only two weeks into the campaign!

So it was that I was allowed to restart. Hopefully the renamed Jade Lotus will have more joy...



Mark Chambers

THE DEAD-MARSH DEFILERS

In Necromunda, the lower down the Spire you get the harder life is. In the lowest depths you've got to be mean, nasty and dead tough, just to survive. These are attributes that the Dead-Marsh Defilers have aplenty.

Part of the appeal of using the Scavvies is they're cheap, so you get lots of them. This means that I can suffer quite a few casualties before I have to take a bottle-test. You also get Scalies – giant mutants who are just about as hard as it gets. So I took two. One of the biggest advantages are mutations for your Skavvies and Plague Zombies. So, with a tentacle here, a claw there and a Zombie 'meat-shield' for my

Scavvy Boss, I'm confident my gang looks a scary prospect to get to grips with.

Despite the advantages, there are drawbacks. Scavvy weaponry is crude and short-ranged and you never get to keep any territory! It's no good telling these boys to keep the place clean. They just don't listen.

Skavvies are a scruffy lot, so I painted them using drab browns, but in the gloom of the Underhive it's too easy for your Scaly to transfix one of your gang with a six-foot spear. So I gave them all red markings and white treads. Then painted the scabs and sores... Mmmmm!

Lastly I recruited a Scummer. It's time to see if my six-month losing streak is going to finally come to an end!





Paul Foulkes

HIVENET

HiveNet is a gang of mechanical fanatics who have integrated their bodies and brains with machines. They're from the house Van Saar but I wanted to approach them differently. With a variety of components I made a dark bunch of characters that resemble a mix of Servitor wannabes rather than a gang of green body-suited rednecks.

My influences for the style of HiveNet came from the Dune still-suits, the Borg, Universal Soldier and the GW IT guys I sit next to. With this in mind, I replaced heads and removed all hair, I'm sure one smiled when I clipped off his ponytail and beard.

After removing the hair from all my gangers, I used a mixture of small rolls of Green Stuff and flat squares to make the different

head enhancements they'd manufactured. Many of them have bionic replacements for limbs and hands too. This doesn't affect how they play, unless I get the chance to buy bionics, it merely follows the aesthetic theme HiveNet.

I've gone for black body suits with dark green or blue pipes and rigging. For the skin I've used a very pale tone, to show their unhealthy obsession with machines and computers.

Finally, I named them. A tough job, but with some help from the IT guys I used names of obsolete computers as it was in keeping with the theme of the gang.



Paul Rudge

TRENCHCOAT COWBOYS

It's been five years since I played Necromunda but when I heard we would be running a campaign in White Dwarf I had to be part of it. My gang choice? Easy. The same gang I

took when the game was first released way back in WD190, DELAQUE! In fact, I'm using the very same models only dipped, stripped and repainted.

I use a balanced gang with half the models dedicated to ranged weapons and the rest dedicated to close combat. I usually concentrate all my ranged models in one area to force my enemy to take cover while the rest of the gang runs in for the kill. This plan was helped when I rolled Vents for one of my territories. With it I can place three models anywhere on the table above ground level at the end of my first turn, letting my two heavy stubbers take up the perfect firing position without having to move a bit.

With the gang ready I delved into the Ironyard to take on Pinyo's Scarlet Reavers in a Hit and Run Bushwack mission. Diesel, my gang leader, was the target. Though there were some nervy moments when Diesel came under fire, I managed to crawl him to safety, before returning to the firefight. Together with the rest of the Trenchcoat Cowboys they pummelled the Reavers into the dirt. When the smoke cleared one Escher lay dead and two were now my captives including Pinyo's

Leader. As he had no credits to buy them back, I stripped Pinyo's gangers of all their equipment and handed them over to the law.



Andy Smilie

THE PHANTOMS

It's Orlocks folks, but not as we know them...

Necromunda. What a great game, with six distinctly different houses each with a wealth of background, what better setting is there for a campaign? Goliaths with their massive muscles and brutal weaponry excel up close, the technologically advanced Van Saar gang has no match at range, while the deadly and cunning Delaquer or the femme fatal Escher make interesting choices. But as Nick wanted one of each house, and I came in last I was left with some strangely Hispanic punks with guns! The Orlocks, with their LA streetgang aesthetic, have never been my favourite gang, Don Miguel and his trusty heavy, Signor Pedro rampaging around el Underhive just doesn't do it for me.

Or so I thought. Once I'd examined the models more closely I began to see some possibilities that would sate my appetite for conversion. With the addition of some new heads and backpacks, the gang began to look like brutal killers.

So they can't specialise but it means they have access to a wide range of skills and equipment, and at least they're not greased up playboys with straps for clothing or small balding men who live in their jackets, nor do they have ridiculous moustaches or run around in bikini tops and hot pants. What had I been missing all this time? Clearly Orlocks are the toughest, meanest house ever to tread the Underhive. I'm going to take to the Ironyard and convince everyone else.

Muerte a mis enemigos!!!



Andy Holmes

LAZENBY'S SPECTRES

When Nick approached me for the campaign I had already been participating in one here in the Direct Sales department with my beloved Ratskin Renegades for several weeks. I was not, however, doing at all well and for this new campaign I decided I needed a change to my regular tactic of using massive, minimally equipped gangs.

With this in mind I decided to try the Van Saar, their access to the Techno skills list winning me over. I could also spend my creds on more expensive pieces of kit, ensuring their longevity during a game with skills like Armourer or Weaponsmith.

When equipping my gang I went for a heavy plasma gun because of its blast template and awesome Strength of 7. My gang leader (converted from one of the new Bounty Hunters) got a melta-gun and a chainsword to give him an edge in close combat.

I decided to paint my gangers in a dirty yellow colour scheme to make them look like they're wearing jump suits that have been covered in the grime of the Underhive. I also felt it was reminiscent of the minions in some of the old James Bond movies and carried this theme over to my ganger's names. Every one is named after either a henchman or villain from the Bond movies. So what better name for my gang than the Spectres?

No foolish gangers, I expect you to die!



THE BATTLE FOR THE IRONYARD BEGINS

We explore the outer extremities of the Ironyard this month. One of these two areas was once inhabited by the workers that slaved over the mighty machines processing the metals of the Ironyard but it is now referred to as Slum Town. It has rapidly become a den of lawless men and low-life scum. There are also myriad scrap towers, forgotten access tunnels and effluent vents through which most of the by-products of the Ironyard were expelled. This area has devolved into a nightmarish, maze-like ruin known simply as the Labyrinth.

Slum Town: *Scum don't come much lower than those who dwell in the putrid settlement that is Slum Town. No law prevails here and battles in the open streets are frequent. Naturally, with its insalubrious saloons, gambling dens and street violence it attracts more than its fair share of hired guns and mercenary thugs. Like much of the Ironyard, Slum Town has factories, toxic vats and skeletal machine structures in abundance but these are merely the decaying echoes of its former prosperity. It is Slum Town's unerring ability to pull in hired muscle that is now its greatest asset. He who controls Slum Town controls the hired guns that frequent there and that is no mean advantage.*

The gang that controls Slum Town may select a free Hired Gun at the start of each battle over the next period of campaign games. This Hired Gun will only be available for one battle, will not gain experience and may not be given extra equipment. A new Hired Gun must be generated for subsequent battles (although it may be of the same type if desired).

The territory also yields 2D6x10 credits, extorted from the foolish scumbags that dwell there, following all the normal rules.

The Labyrinth: *At the fringe of the Ironyard, just inside the collapsed walls of rockcrete and plas-steel that shut it off for so long, lies the Labyrinth. It is so named because of its maze of razor tunnels, deadly pit falls and twisting electrical conduits, the waste and service tunnels of industry long since dead. The Labyrinth runs deep into the heart of the Ironyard, navigating above and below the numerous behemoth-like machines that periodically rumble into life to churn the ground and spout ash and smoke. Despite its obvious dangers, gangs fight viciously for the control of this sector, as anyone who controls the Labyrinth has unparalleled access to a great part of the Ironyard and is able to traverse distances quickly and lay traps for their enemies.*

The gang that controls the Labyrinth counts as having Vents and Tunnels. Furthermore, because of the access which the Labyrinth affords, any gang which controls it may always choose which scenario to play before starting a game.

The territory also yields 2D6x10 credits, earned from scavenged scrap found in the tunnels, following all the normal rules.

THE HAZARDS OF THE IRONYARD

The Ironyard is fraught with numerous hazards and freak occurrences. These special events or hazards occur at random intervals, determined by the Games Master during the course of the entire campaign.

In the first instalment of the campaign, massive machine tremors rock the very ground, aftershocks of the activation of the Iron Lords, making footing treacherous.

ALL gangs fighting battles during the first phase of the campaign must roll a D6 at the start of each of their turns. On a roll of 1, D3 of their fighters, chosen randomly, must roll lower than their Initiative on a D6 or instantly count as 'downed' as they are thrown to the ground by the seismic vibrations of the machines. They will count as 'downed' until the start of their next turn when they may move as normal (ie, you don't have to roll on the Injury table) but they may not run or declare a charge.



Nick Kyme

CUSTODIANS

As Games Master, what better gang is there for me than the Enforcers? I like the idea of dispensing justice in the Underhive and the Enforcers are so cool.

My choices are fairly restricted when choosing my patrol team. For balance I took shotguns and power maul and suppression shield combos in equal measure. Add to that a heavy stubber, plasma gun, handler with a cyber-mutt and a Sergeant with power maul and plasma pistol and I was ready to dish out some police brutality.

I painted the Custodians with black armour carapace and yellow armour padding and motifs. I wanted a visual metaphor and these colours emulate police tape and warning chevrons. There are a few conversions with my Handler coming from a Sergeant model and armed with a modified bolter, so it can be wielded single-handed. I had my Handler firing it like so, so he looked more

dynamic. My only other conversion was for my Heavy. Although Enforcer teams can only use heavy stubbers, I converted mine to carry a heavy bolter. I used the weapon from the original Orlock Heavy and clipped off the hands, replacing them with those of the Enforcer. In the game it works as a heavy stubber.

As my role in the campaign is that of impartial arbitrator I don't have any goal to speak of. Rest assured that justice will be served and that the Underhivers taste the sting of my power mauls!



THE CAMPAIGN SO FAR...

It's been a busy month of furious fighting in the Ironyard. Currently on top is Paul Foulkes' HiveNet, mainly due to the fact that they've played a whopping 11 games compared to everyone else's two or three!

But like many things in Necromunda, the lead is ever-changing. Paul has his rivals in the form of Andy Smilie's Phantoms and Mark Chamber's Dead-Marsh Defilers. This gruesome twosome are hot on his heels, taking scalps with brutal efficiency.

Pinyo and the Scarlet Reavers, despite playing almost as many games as HiveNet, is the Necromunda whipping boy right now. Or rather was. His unlucky ladies took such a kicking that they were forced to disband. But a new Escher gang has arrived in their stead, Jade Lotus are determined to avenge the failure of the Scarlet Reavers with blood.

There are other hopefuls too, amongst them Rob's Roughnecks (or should that be Raygorn's?) are emerging as the toughest.

Finally, the Enforcers have been kept busy but are losing the battle against the scum bags of the Underhive. It's time for tougher tactics!

A filthy rag
for filthy readers.

NECROMUNDA TRIBUNE

25 creds

FREAK STORM RE-OPENS IRONYARD!

SCUMMERS FLOCK IN THEIR DROVES LIKE FLIES ROUND SUMP

SAVAGE FIGHTING ERUPTS IN THE UNDERHIVE AS A FREAK LIGHTNING STORM RE-OPENS IRONYARD.

THE GREAT MACHINES KNOWN AS THE IRON LORDS HAVE BEEN DORMANT FOR ALMOST A CENTURY BUT LAST NIGHT ONCE MORE CHURNED AT THE SCRAP AND DETRITUS OF THE IRONYARD. GANGERS OF ALL SHAPES, SMELLS AND SIZES HAVE CONVERGED ON THE MACHINE GRAVEYARD AS RUMOURS PERSIST OF AN ARCHEOTECH HORDE AT THE HEART OF THE SECTOR.

AND LAST NIGHT THE SKIES OVER THE IRONYARD ERUPTED WITH THE SOUNDS OF SMALL-ARMS FIRE AND THE MUZZLE FLASH OF HEAVY GUNS AS THE GANGERS DUKED IT OUT FOR THEIR SHARE OF THE SPOILS.

THE LAST SIGHTINGS OF THE GANGS WERE IN THE DISTRICTS OF SLUM TOWN AND THE LABYRINTH, SO LOCK UP YOUR DAUGHTERS AND KEEP YOUR AUTOGUN HANDY AND LOADED.

ENFORCER CRACK DOWN?

DURING A BOTCHED ATTEMPT TO TRANSPORT 'UNCLE' JOSEPH TO THE PRECINCT HOLDING CELLS, THE ENFORCERS WERE AMBUSHED BY JO'S DEAD-MARSH DEFILERS. INITIAL REPORTS SUGGEST THAT 'UNCLE' JOSEPH IS AT LARGE ONCE AGAIN AND LOOKING FOR REVENGE AGAINST THE PHANTOMS WHO STOLE EVERYTHING BUT HIS STINKY PANTS. A SPOKESMAN FROM THE ENFORCERS HAD THIS TO SAY, "THIS TRAVESTY HAS NOT GOT UNNOTED. WE REALISE NOW THE THREAT THAT EXISTS IN THE IRONYARD. REST ASSURED THAT JUSTICE WILL BE SERVED."

LAW MASTERS

THE SCARLET REAVERS TOOK BIG HITS IN A FOILED RESCUE ATTEMPT AGAINST THE ENFORCERS. THE REAVERS ARE OUT FOR GOOD WITH GANGERS CAPTURED OR DEAD AT THE HANDS OF THE MERCILESS ENFORCERS. A SPOKESPERSON FROM THE ENFORCEMENT REVEALED, "OUR PATROL TEAM WERE READY FOR THEM. THEY ACTED WITH SKILL AND DECISIVENESS. THIS IS JUST THE BEGINNING. THERE WILL BE LAW IN THE IRONYARD. WHAT, WHAT'S THAT? THE JOSEPH FIASCO? GET OUTTA MY FACE! COME HERE, YOU'RE GONNA FEEL THE TASTE OF MY POWER MAUL YOU LITTLE..."



Enforcers red-faced.



A twin-gunned desperado stalks the Ironyard (artist's impression).

THE WALKING DEAD AND PHANTOMS HAUNT THE LABYRINTH!

IN THE SLUM TOWN DISTRICT, WHAT WITNESSES REPORTED TO BE "THE WALKING DEAD" WENT TOE-TO-TOE WITH A GROUP OF "MASKED DESPERADOS".

SOURCES TELL US THIS WAS NONE OTHER THAN 'UNCLE' JOSEPH AND HIS DEAD-MARSH DEFILERS VERSUS THE PHANTOMS, A GANG OF ILL-REPUTE.

IF RUMOURS ARE TO BE BELIEVED, JOSEPH'S 'MEN' CAME OUT ON TOP, BUT AFTER THE SMOKE CLEARED, THE BATTERED PHANTOMS WERE SEEN RETREATING WITH JO IN A SACK!

THE PHANTOMS WERE PUSHED INTO THE LABYRINTH, BUT INSTEAD OF LICKING THEIR WOUNDS, TOOK ON HIVE NET AND THE SCARLET REAVERS! THE SCARLET REAVERS WERE CERTAINLY RED-FACED ACCORDING TO JOEY TWO-FINGERS, A FENCE WHO'S RECENTLY MOVED TO THE DISTRICT.

"YEAH, I SAW IT. THOSE GIRLS HAD THE PHANTOMS DOWN MAN; OUTNUMBERED, OUTGUNNED BUT THOSE PHANTOMS SCRAGGED THEM GOOD. MAN, I'D LIKE TO GET HOLD OF SOME OF THOSE LADIES, I'D OFFER TO TEND THEIR WOUNDS AND..."

TRENCHCOATS AND TOUGH GUYS

AFTER A SEVERE MAULING BY THE PHANTOMS, HIVE NET CAME BACK WITH A VENGEANCE. THE DEADLY DOWNLOADERS HAVE A STRANGLE HOLD ON SLUM TOWN, TAKING OUT RAYGORN'S ROUGHNECKS. THE GOLIATH RECENT ARRIVALS IN THE IRONYARD SEEMED UNPREPARED. ONE EYEWITNESS SAID, "THOSE ROUGHNECKS LOOK LIKE WUSSES. IF YOU LOOK LIKE A WUSS, YOU'RE GONNA GET BEAT LIKE A WUSS - YES SIREE BOB!"

THE TRENCHCOAT COWBOYS ARE THE NEW KIDS TAKING DOWN OLD HANDS IN THE LABYRINTH. THE SCARLET REAVERS, WHO ARE EXPERIENCING A RUN OF BAD LUCK

WERE SORELY BEATEN YET AGAIN, AND MAY BE FORCED TO DISBAND. TWO OF THE REMAINING REAVERS WERE CAPTURED BY THE COWBOYS, WHO ARE ALSO KNOWN AS THE RC BANDITS, TO WHO ONLY KNOWS WHAT FATE!

HIVE DOC BUSINESS BOOM

HIVE DOCS REPORTED INJURIES ARE AT AN ALL TIME HIGH, A HUGE 150% INCREASE IN FLESH WOUNDS, PLASMA BURNS AND ZOMBIE BITES OVER LAST YEAR'S FIGURES.

OBITUARIES

+++ ENFORCER VALDAREZ - EATEN BY THE DEAD-MARSH DEFILERS. +++ THE SCARLET REAVERS - BATTERED AND BEATEN OUT OF THE IRONYARD. +++ 500+ - SHOT IN THE HEAD WITH A VERY BIG GUN. +++ CRILLY OF THE UNWASHED BROTHERHOOD - MISSING, PRESUMED DEAD. +++

SCENARIO: THE GAUNTLET

The rusting watch towers and hulking mounds of scrap make deep ravines of twisting metal throughout the Ironyard. They are an excellent place for an ambush – even the dimmest ganger can see the advantage of taking the high ground and waiting for his opponent to come into his sights.

One gang has been ambushed while traversing one of the scrap ravines in the Ironyard. They must run the gauntlet of hostile fire and try to reach the end.

TERRAIN

The game is played over a 4"x4" table. There is a thin strip, 12" wide that runs down the length of the table in the centre. This

represents the ravine. On either side are high piles of scrap, rusted silos and derelict watch towers that completely dominate and cover the rest of the table.

The walls of the ravine are regarded as impassable by those walking between them and therefore may not be climbed, although any ganger with a clip harness may shoot at the top of the wall and climb up that way.

For the purposes of the gangs on top of the walls who have sprung the ambush and might fall off into the ravine below, they are regarded as being 8" up. Note there should be metal overhangs jutting out of the walls within the ravine itself to provide some cover.

GANGS

This scenario uses the attackers and defenders rules. The defender sets his gang up first, placing his gang inside the ravine within 4" of one end. The attacker then sets up his gang on top of either of the two flanking walls, divided in any fashion he sees fit for the scenario.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

ENDING THE GAME

The Gauntlet has no specific objective as such apart from survival!

The attackers have caught the defenders in a punishing crossfire, and must try and inflict as much damage to the defenders as possible and prevent them getting through the gauntlet. Meanwhile, the defenders must try and get as many gangers through the ravine as they can.

If a gang fails a Bottle roll, or one of the players volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins. However, because the defender is in such a desperate situation and will find it difficult to bottle out, as they may have to go back the way they came, they only have to take a Bottle test when half their gang members are down or out of action.

If the defender manages to get half his gang (rounding up) off the opposite edge of the table they have passed through the gauntlet, escaping and winning the game.

EXPERIENCE

Fighters who take part in The Gauntlet earn Experience points as noted below:

+D6 Survives. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part. Note that because of the extreme nature of this scenario for the defenders, they will earn double experience for surviving.

+5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. Although it is possible to inflict several Wounds from one shot using some weapons, only 5 points are earned when this happens, not 5 points per Wound.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 Experience points.

