

HIVE OF THE LIVING DEAD

Originally a reanimated corpse of voodoo origin, then grossly put to other purposes by the western world to make outrageous accusations about nuclear waste, radiation and the sins of humanity; zombies have had a massive presence in pop culture since the 70s.

We've all seen The Living Dead Trilogy and Shaun of the Dead (if you haven't rent them now!) and I'd bet my good right painting arm that the majority of people reading this have had at least one game involving the shambling, moaning, flesh eating undead gribbles that are zombies.

RUN ZOMBIE! RUN!

Those of you who have seen 28 Days Later and have a copy of the Outlanders book will know exactly what I mean. In the original Necromunda rules plague zombies moved 2D6 inches. The scary thing is that the average roll on two dice is 7, with 6 and 8 being close behind. This meant that very often the supposedly slow shambling zombies were running, not shuffling after the gangers. In many cases the zombies could sprint between 10 and 12 inches, quickly catching up with the living and dragging them down. I for one think that running zombies are just not fair.

The idea behind zombies is that there are hundreds of the blighters. You can run, but you can't hide because they're everywhere. Gradually they will get you, whether it takes hours, days, weeks or months. That's the horror of zombies.



A single D6 for movement makes more sense. Besides, no one is going to want their favourite ganger 'Crazy Bob McFlimFlam' and his gang of miscreants being bundled and torn limb from limb in a matter of seconds. This way they're slow enough for the gangs to run around, but still potentially fast in the right circumstances. Best of all, when they are all moving at totally random rates it makes them unpredictable.

STOP MOANING

Here's an example of a zombie campaign for you. The best thing about it is that you will only need 20 zombies to do it. That's one boxed regiment of Warhammer Fantasy Zombies for hours of groaning, moaning fun. Although if you want to go really crazy, you could buy 180 zombies for a 1,500pts Lost and the Damned plague zombie army for Warhammer 40,000 and then convert a Resident Evil style Tyrant with a big manky chaos mutation sprue arm to lead it and count him as an aspiring chaos champion.

When painting and modeling zombies for your games of Necromunda it's important not to paint them very well. I'm sure a

few of you pro level painters will want to make them unparalleled masterworks, but in truth all you need is a little drybrushing, some red wash splatters around the mouth, wounds and hands and you're read to do the zombie shuffle.

Here's a few I made earlier from looting the FIREBASE bits box.



I made my zombies from a mix of leftover Imperial Guard Catachans, Cadians and Zombies. Catachans are great for zombie conversions because they look pretty dreadful and gormless to begin with. Their heads are perfect. Besides, there's nothing quite so amusing as putting a huge and beefy Catachan upper body on puny little zombie legs. Another great thing about modeling zombies is that if you're short on arms, it isn't a problem and actually looks more characterful. I couldn't resist converting a zombie with just one leg and no arms! Without further ado, on to the campaign itself.

THREE STAGES

In mimicry of George A Romero's Living Dead Trilogy, the zombie crisis escalates with each scenario. First there are a few zombies roaming the countryside. By the second stage the majority of the population are running for their lives. By the final stage civilization has been replaced with thousands of zombies and the few survivors are holed up and on the brink of sanity.

EXPERIENCE

Generally this is the same for all of the zombie campaign scenarios unless stated otherwise.

Each Gang member receives +D6 experience for surviving a mission.

Each Gang member receives +5 experience for wounding a zombie.

Each Gang member receives +10 experience for hitting, wounding and killing a zombie with a single shot.

Unlike other scenarios, gang leaders do not gain any experience for completing the mission.

Gangers do not gain experience for wounding or killing downed zombies.

ZOMBIE SKILLS TABLE

When rolling for an experience increase, any ganger, heavy, leader or juve that rolls a 2 or 12 (pick a skill from any table) may choose to roll on the Zombie Hunter Skills Table.



D6 Roll Result

- 1 **Hip Shooting:** The ganger has become adept at fleeing between the rows of reanimated corpses and fighting them off with a good dose of lead poisoning. The model can run and fire a pistol, but will be at -1 to hit.
- 2 **Distraction:** The ganger has become great at making enough noise to draw the undead towards him. If he remains stationary and forfeits his shooting phase, the model can 'distract' D6 zombies and move them directly towards him.
- 3 **Ace in the Hole:** The ganger has picked up a high explosive on his travels and says it's his only way out of this hell. If the zombies get him, he's taking them with him! The explosive can only be used if the model is downed in close combat by a zombie. The ganger pulls the pin, detonating the explosive, killing himself and taking all models within D6" Out of Action.
- 4 **Struggle:** Able to shake off a sea of grasping hands, the ganger can fight his way out of the thick of it. Any Zombies that are multiple fighters in hand to hand combat do not receive the usual +1 bonus to their combat resolution.
- 5 **Head Shooter:** The ganger has become an expert at blowing the heads off the undead. This ability works on zombies only. When a zombie has been hit by a shooting attack, if a ganger with this skill can roll equal to or under his ballistic skill, he has achieved a headshot and killed the zombie outright.
- 6 **End It All:** Overwhelmed by everything they've done and seen these past few days, the ganger's mind has finally cracked and they shoot themselves in the head to escape the nightmares of this world. The ganger is dead. Remove him from the roster, but the rest of his gang get to keep his equipment, including his boots.

MISSIONS

These missions have been loosely described for you to modify to match your terrain and miniature collection as well as any other factors you might like to incorporate. Zombie scenarios should be played on a 4X4 foot board where possible. This enhances the feeling of claustrophobia and allows you to make the most of your 20 zombies by constantly respawning them from the table edge or other terrain feature.

It's assumed that the gangs reload their guns and acquire fresh ammo between each mission. However, it's highly unlikely that they will be able to go shopping at the trading post or collect income (apart from scavenging) -there is a zombie outbreak after all.

Gangs do not make bottle tests and cannot voluntarily bottle out in zombie scenarios.

MISSION 1: THE HOUSE

D6+2 of your gangers travel to a house on the outskirts of town to collect protection money from the homesteaders as part of their territorial income. When they arrive they find the surrounding area filled with zombies. It looks like the time has finally come to earn that protection money.

SET UP

Place the house in the centre of the board. More scenery isn't really necessary, but that shouldn't stop you from decorating the area with rusty pipes or twisted and rotting trees for added atmosphere. The family and gang set up inside the house while 20 zombies are deployed evenly



along the table edges. Each time a zombie is killed, a new one appears on the board edge at the start of the next zombie turn.

THE FAMILY

The Arbitrator should have control of the family, along with the zombies. This way they can enhance the drama of the scenario and increase the difficulty level if need be.

Profile	M	WS	BS	S	T	I	A	LD	SV
Pa	4	3	4	3	3	3	1	7	-

Equipment: *shotgun 'Old Bessie' with solid and scatter rounds*

Profile	M	WS	BS	S	T	I	A	LD	SV
Ma	4	2	2	3	3	3	1	7	-

Equipment: *rolling pin (counts as a club)*

Profile	M	WS	BS	S	T	I	A	LD	SV
Jimmy	4	2	3	3	3	3	1	6	-

Equipment: *slingshot (range 8", Strength 3, 4+ ammo roll)*

Profile	M	WS	BS	S	T	I	A	LD	SV
Emily	4	2	2	3	3	3	1	6	-

Equipment: *Kitchen knife*

SURVIVING THE NIGHT

Ideally, the gang can try and hold out until morning, when the Arbites will arrive and cleanse the area of zombies. Morning is a



massive 12 turns away! By this time they may have run out of ammo and things will be getting desperate. On turn 12 the game ends. If at least half the gang is in the house when the game ends, they keep their territory, if not, they lose it and must cross it off their roster.

Alternatively, if it's all going pear shaped, the gang can choose to get the family out and make a run for the table edge. By escaping off any table edge, the gang will ensure its survival and take the family with them.

EXPERIENCE

On top of the usual experience system, there are some minor alterations.

Each ganger receives an additional +D6 experience per family member alive at the end of the game.

If the gang has control of the house at the end of the game, each ganger receives +10 experience.

JUVE

If Jimmy kills at least 5 zombies in this scenario he joins the gang as a Juve with the experience he earned during the game.

MISSION 2: FLEE THE CITIES

Before moving on to mission 2, you may wish to play a few regular Necromunda games.





The Scavengers scenario is a great game to represent gangs taking advantage of the chaos and lack of authority created by the epidemic.

The zombie outbreak has spread faster than anyone could have predicted. The city is overrun with the undead, transport systems and emergency services have broken under the strain of fleeing people. Your gang is trapped and must make their way out on foot.

RENDEZVOUS

Roll a D6 for each of your gang before the game starts. On the roll of a 1 they don't show up to meet the rest of the gang. Chances are that they're dead or trapped somewhere. The gang can't risk going back for them. Remove them from your roster, along with all their equipment.

SET UP

Sprinkle the board very liberally with as much scenery as you can muster to represent what was once a busy and thriving settlement. If possible, the roads should be cluttered with as many abandoned cars and trucks as possible. Place the gang within 6" of the southern board edge, then set up 20 zombies evenly across the entire board. No zombie should be any closer than 10" to any ganger or other zombie. The gang always gets the first turn.

GETTING OUT ALIVE

The aim is to get from the southern table edge, navigating terrain and zombies to get to the north edge and off the board. Ganger's can kill zombies on the way if they like (and they may have to). For each zombie killed, a new one shuffles on from the west or east table edges.

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MISSION 4: ESCAPE

Having acquired transport, the gang makes their way to another settlement seeking refuge, but when they arrive, the city is filled with wandering zombies. The air is filled with the sound of roaring engines as a shuttle flies overhead, then drops beneath the buildings at the end of the road. That's when the gang realise that the structures up ahead have been barricaded into a makeshift fort, surrounded by Adeptus Arbite sentries. Seeing no alternative, the driver prepares to crash through the barricade...



SET UP

The fort is placed in the centre of the board and consists of 4 buildings with a barricade perimeter around them. The shuttle waits in the middle of the buildings. 20 zombies are placed around the barricades, each D6 away from the walls and spread evenly. The Adeptus Arbite sentries are placed strategically inside the complex. The gang always gets the first turn and can enter from any board edge. They can be accompanied by their truck, which will alert the sentries, or they can try a stealthy approach on foot.

STEALTH OR BRAVERY

If the gang chooses the 'stealth' option, each ganger moves on from any board edge rather than being deployed. However, if they choose the less subtle drive their transport at the barricade approach, their truck (or whatever else they have) is deployed 12" on from any board edge. The sound of the rapidly approaching vehicle will alert the Arbite sentries who will then act normally.

GANG TRANSPORT

The gang transport has an armour value of 10 all round. To make the game quick and easy we suggest you use the 4th edition Warhammer 40,000 vehicle rules. If the truck crashes into a wall it is counted as being destroyed and any passengers will be wounded on a roll of 4 or more.

WALLS & BUILDINGS

The makeshift barricade walls have been built high enough to keep the zombies out, but can be climbed over by smarter creatures, like gangers. However, due to the height, it takes a whole turn to climb over a barricade and across to the other side. Obviously, due to their height, buildings cannot be climbed. If the gang crashes their transport into a barricade, the wall will collapse, but at the same time, the transport will become immobilised.

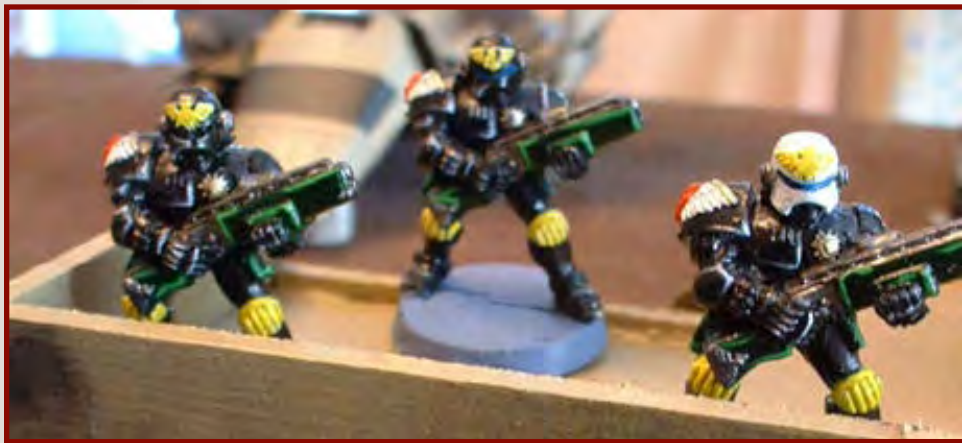


ZOMBIES

The zombies have their attention firmly focused on the fort and its bright flashing lights, but they know they can't get in. Roll a D3 and a scatter dice for each zombie to determine their movement and direction. If they walk into a wall or barricade, they will stop. However, if a zombie can draw a line of sight to a ganger, they will begin moving towards them at a speed of D6" per turn. As soon as a gunshot is fired, all the zombies will be drawn to the sound of it and move in that direction, only changing direction if they see potential prey and will move towards that instead.

ADEPTUS ARBITES

The Arbites follow the rules for sentries as outlined in the Rescue scenario. There are 4 Arbites armed with executioner shotguns or bolters and 1 with a grenade launcher, carrying frag and krak grenades.



verbal command, the servitor will take D6 turns to make the shuttle take off, incinerating everything inside the fort with its thrusters.

GETTING OFF THIS ROCK

The game ends when the shuttle takes off, transporting whoever makes it aboard to safety, or when the entire gang is taken out of action.

MULTIPLE GANGS

If you're playing a larger campaign, you can have more gangs all attacking the fort and battling to get on the shuttle at the same time. In this scenario you may need more zombies and a small Imperial Guard platoon to hold them off. Of course, there are only 10 seats in the shuttle, making the struggle for survival all the more desperate.

EXPANDING THE CAMPAIGN

GUNS DON'T KILL PEOPLE, ZOMBIES DO

If the gangs are getting too big for their boots, or just for a little variety, nothing inspires fear quite like a zombie with a gun. A simple las pistol, auto pistol or even a shotgun does the trick. Zombies will always hit on a 6 regardless and take ammo rolls as normal. There should be no more than 3 gun totting zombies in the pack. While the chances of a zombie hitting and wounding someone is

Profile	M	WS	BS	S	T	I	A	LD	SV
Arbite	4	4	4	3	3	3	1	8	4+

IMPERIAL SHUTTLE

The shuttle is heavily armoured and cannot be damaged by any weapons in play. Any gangers or even zombies within 2" of the shuttle door may embark. The shuttle is piloted by a mindless servitor who cannot be hurt or infected by zombies. Once given a

very remote, any ganger hit could quickly find themselves pinned, leaving them helpless for a whole turn.

HEROES OF THE HOUR

If you feel that the gangs are too weak, or your players are too incompetent to make it through without some assistance, they can encounter Zombie Hunter Heroes along the way. These can be tailored to your own preferences to imitate your favourite movie heroes, has-beens and video game characters. Heroes cannot gain experience and are treated in a similar way to a hired gun, except that you don't pay them.

Here's an example.

Name	M	WS	BS	S	T	I	A	LD	SV
Ash Campbell	4	4	4	4	4	3	1	7	-

Equipment: *Shotgun with man stopper rounds and an eviscerator.*

Skills: *Fistful of Boomstick (Ash automatically passes ammo rolls for his shotgun), Rapid Fire – Shotgun (Ash may fire his shotgun twice is he remains stationary.)*

THAT THANG DON'T KILL YOU...

IT MATES WITH YOU

While zombies are a popular, cinematic and an obvious choice of plague like creature to infest your Underhive, let us not overlook the less common and limitless array of beasts that can eat, absorb and fondle your gangers in all sorts of hideous ways.

GENESTEALERS

While someone in your gaming group is bound to have a plentiful supply of Genestealers, I would advise staying away from these. While you may like to reenact ALIENS, your gangs will be torn to shreds in a couple of turns. Genestealers are far too fast for anyone to deal with until the gangs have gained quite a lot of experience.



Even then, they should only be introduced in small numbers. Brood Brothers and Hybrids on the other hand would be fine and open up all sorts of avenues. Perhaps it would be best to have a single Genestealer as the young patriarch of a new Genestealer Cult who could grow in power as the campaign develops?

THE RATS IN THE WALLS

The most common Necromunda creature of them all; the humble mutie rat. Whether they spit venom, are covered in spikes or simply leap for the jugular is up to you. It's unlikely you'll be able to supply enough rats to make a good go of things, but an invasion of mutant rat men could be the way to go. Anyone with a Warhammer Fantasy Battle Skaven army will become your new best friend.

SLUDGE JELLIES

A popular Necromunda creature, although rarely seen as they are confined to water features and pools of gangrenous filth, sludge jellies are mutated jelly fish like creatures with a paralyzing barbed sting at the end of each tentacle. If the Underhive was ever flooded the sludge jellies would quickly rise to the top of the food chain. Emperor knows what other forms of aquatic life would follow them up from the sump? A gigantic white sludge jelly perhaps? One capable of destroying whole towns and flipping battle tanks? This sounds like a job for Inquisitor Ahab!

These are just some of the creature features you could run among Scaly territory wars, mutant uprisings and Daemon incursions making life a living hell. The most important thing about this sort of campaign is to make it difficult and challenging. All of the gangs should lose plenty of members along the way, but be able to make it to the end with a few good men. They should have become expert zombie hunters by then. Good luck and may your zombies always shuffle six! 🍀