

Romiet and Julio

A Romantic Tragedy

by Jeff Scarisbrick-Wright

This is a scenario for the more romantically inclined or Shakespeare lovers. It follows (loosely) the plot of William Shakespeare's infamous play of roughly the same title. This scenario is a historical recreation of events that have already passed. Do not follow the normal post-battle procedures for campaign play (other than injury rolls), and the results of these battles do not count towards any campaign (unless you have a lenient and culturally inclined Arbitrator who will allow you to use your own gangs, which needn't be restricted to Orlocks and Eschers and ideally of a low rating. Then use the experience tables that follow each Act! Or, just play it for the hell of it!

The settlement of Verona Point is the setting for our tale. The House Escher and Orlock representatives in the area are the Montama's and the Decapitulates. Romiet is an Escher juve granted the unlikely boon of meeting the eyes of Julio, an Orlock juve, across a crowded battlefield. Romiet justifies falling for Julio as improving the House's bloodline. Of course the rest of the Decapitulates don't see it quite like this and abhor the thought of Decapitulate even getting off with a Montama! We join this story of two lovers as star-crossed as a nebula just before they meet...

ACT ONE: BLOOD FEUD

The feud between the Montamas and the Decapitulates had raged for decades, both sides inflicting massacres and murders on the other for so long that they had both largely forgotten what they were fighting over. Every now and then Old Montama and Old Decapitulate - the leaders of their relevant factions would declare an all-out scrap to 'settle this once and for all!' It never worked, of course. This was just one of those days...

This engagement is a normal Gang Fight between Orlock and Escher forces. Sample forces are listed below although the two gangs could include any combination of gangs available from your miniature collection. It is however, imperative that you include as many Juves on each side as possible.

Both sides deploy in the normal manner for a Gang Fight and commence as normal. The first time a juve from the Montamas has a line of sight to a Decapitulate Juve's face, i.e. they can both see each other, the Orlock Juve becomes Julio and the Escher Juve becomes Romiet, just change the names on the roster sheet (which could prove amusing if they are *both blokes!* - Ed), they move towards each other at their maximum move, neither will shoot, although they will defend themselves if attacked in hand-to-hand and once in base to base contact will take no further part in the combat, they're too busy whispering sweet nothings (well, yelling over the gunfire sweet nothings). Neither side will attack them as both sides assume

Romiet and Julio

that the other will deal with it. The battle progresses until one side or the other bottles out, Julio and Romiet are forced to abandon each other and leg it for home with the others.

Experience: As per a standard Gang Fight + If and when Julio and Romiet get together, they will get an additional +5 points.

ORLOCK GANG (HISTORICAL)

House Montama:

Old Montama **Gang Leader**

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	1	4	1	8

Meltagun, Laspistol, knife

Gregori **Heavy**

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

Heavy Bolter, Autopistol, knife

Samsun **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Lasgun, Stubgun, knife

Abraham **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Autogun, Laspistol, knife

Starcio **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Autogun, knife

Lorelo **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

Lasgun, Stubgun, knife

Merkutio **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

Shotgun+solid, scatter and hotshot shells, knife

Jesepi

Juve

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Stubgun, knife

Pepio

Juve

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Autopistol, knife

Fredo

Juve

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Laspistol, knife

Mike

Juve

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Stubgun, knife

Angelo

Juve

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Laspistol, knife

ESCHER GANG (HISTORICAL)

House Decapitulate:

Old Decapitulate **Gang Leader**

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	2	8

Autopistol, Power sword, knife

Diamidia

Heavy

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	4	1	7

Heavy Stubber, Stubgun, knife

Moridi

Ganger

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Autopistol, Sword, knife

Namo

Ganger

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Lasgun, Stub gun, knife

Romiet and Julio

Hepitia **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Autogun, Laspistol, knife

Necrotica **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Autopistol, Chainsword, knife

Christia **Ganger**

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Laspistol, Flail, knife

Eeni **Juve**

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Stubgun, knife

Meeni **Juve**

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Autopistol, knife

Meyeni **Juve**

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Stubgun, pick, knife

Mo **Juve**

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Stubgun, knife

Fryda **Juve**

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Autopistol, knife

Note, both sides include only basic troops, additional skills and advances are hard to remember if it's not your gang.

ACT TWO: JULIO, JULIO, WHERE THE DREK ARE YER?

Julio was completely taken with the savage Escher maiden (probably) he had met and whilst the rest of the Montamas got wrecked on battery acid and bedonite he decided that he needed to spend some 'quality time' with her. Of course, this meant infiltrating the Decapitulate stronghold...

This scenario is more unusual; play it as a raid with Decapitulate guards patrolling as normal, use all the Gangers and Juves from the roster in act one as guards, but only Julio Raiding. Set up terrain to try and emulate a stronghold of a powerful Necromunda family, Julio has to get to Romiet who should be positioned at least three levels up in the middle of the stronghold. Julio has to get to Romiet (tricky!) without being detected by the Decapitulate guards. This Act is a bit of fun to test the nerves and luck of the Montama player! Note, if Julio is detected and shot at he will leg it (automatically Bottle it) and the scenario stops there. If however he gets all the way to Romiet, the Decapitulate player must admit the incompetence of his guards and utter the immortal line 'Julio, Julio, Where the Drek are Yah?' to which Julio will reply 'Here, you nit! and the scenario ends.

Experience: As per a standard raid plus the following:
If Julio gets to Romiet **+10 points.**

Romiet and Julio

ACT THREE: LET'S GET THE LITTLE @#-%!

When the Decapitulates made their routine security sweeps the next day they discovered Julio's ID tag for the Montama house in Romiet's quarters. Old Decapitulate was enraged by this and stormed off to thrash it out with Old Montama, knowing that he would be as furious as she was. Meanwhile the Juves of the Decapitulates decided to take matters into their own hands...

This Scenario is an ambush of the Montamas, using the Juves of the Decapitulates (excluding Romiet) and the Juves of the Montamas (especially Julio!). The shoot-out takes place on the streets of Verona Point. Set up terrain representing this: trading posts, houses, casinos etc. (this is a really good way to show off your modelling talents!) with a main street down the middle about seven inches wide by around three feet long.

Set up the Montama Juves in the middle of the street all facing the same way (as if walking home) then roll a D10 and add 4 to the result; this is the number of settlers that are on the street at that moment (use models not involved in the fight for townspeople). They are set up in random group's (use your imagination, make it look like a trading street!).

Finally, set up the Decapitulate Juves at both ends of the street, three at one end, two at the other. The Decapitulates move first. When the first shot is fired the townspeople run for cover. At the end of each player's turn move each Settler

in a random direction the number equivalent to that rolled on an artillery die (use scatter dice remembering there is an arrow above the I in 'hit' for the direction). If a misfire is rolled they have tripped or thrown themselves on the ground, lay the model down (it does not block line of sight) it can move as normal next turn. The townspeople are there to block lines of sight and catch stray shots (I've found this a great way of introducing the stray shots rules to new players!) townspeople have a toughness of 2 and if a wound is caused they are removed as a casualty. The gang-fight continues for four turns (so the settlers move eight times!) at which point the Arbitrators arrive to break it up. Both sides flee. Apply Serious injuries as normal, but re-roll any dead results for Julio.

Experience: As per a standard Ambush scenario.

ACT FOUR: REVENGE

Old Montama and Old Decapitulate were coming to an agreement on what course of action to take over Julio and Romiet when the news of the massacre in the town came through. Infuriated, Old Montama threw the Decapitulates into the street, swearing terrible vengeance on them. They agreed to meet outside settlement limits three days hence...

This is another gang fight between the Montamas and the Decapitulates. Use the surviving members of the Roster from Act One. The battle progresses for D3+2 turns, during which Old

Romiet and Julio

Montama and Old Decapitulate both try and shoot Romiet and Julio respectively at any opportunity, both believing the other to be the cause of the recent trouble. If one is downed, the other is instantly counted dead; they assume that their lover is dead and can't live with the knowledge that they brought their death about (or so they think). Then, of course, as soon as the downed Juve recovers, the same applies to them! So, if Julio is downed Romiet will kill herself and vice versa.

At the end of the last turn the Adeptus Arbites arrive, tired of the feuding and appalled at the massacre of the townspeople in Act Three. Judge Benvolio has ordered his troopers to break up the fight, the Arbites shoot at both sides (using a third, entirely impartial player is so much fun here) to get their attention and the combat ends when three gang members on each side have been downed by Arbite troopers, or when both leaders have been downed. Rules for the Adeptus Arbites are in a separate PDF.

Experience: As per a standard Gang Fight.

+5 points each if Romiet and Julio both survive.

Well folks, that's the way it happened, when Romiet saw Julio shot she took her own life rather than spend it without him and when he came round and found her dead he shot himself too! Tragic, but that's the way it is. Now you might have thought that this would have stopped the feuding?

Nah!

Them Montamas and Decapitulates are still feuding to this day, only now they got themselves another grudge...

Exeunt All.

House Decapitulate										
Gang Info		ID	Name	Characteristics		Equipment, Skills & Injuries		Cost	XP	Kills
Gang Type: Escher Campaign: Romiet and Julio		0000000000	Old Decapitulate Gang Champion (Leader)	M WS BS S T W I A Ld 4 4 4 3 3 1 4 2 8		Equipment: Autopistol, Knife, Power Sword,		175	83	0
Gang Rating: 1258				W:00 FW:00000 OOA:00						
Territories		0000000000	Diamidia Gang Champion (Heavy)	M WS BS S T W I A Ld 4 3 4 3 3 1 3 1 7		Equipment: Stub Gun, Heavy Stubber, Knife,		190	85	0
Chem Pit				W:00 FW:00000 OOA:00						
Archeotech Site		0000000000	Moridi New Ganger (Ganger)	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7		Equipment: Autopistol, Knife, Sword,		80	25	0
Drinking Hole				W:00 FW:00000 OOA:00						
Workshop		0000000000	Nammo New Ganger (Ganger)	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7		Equipment: Stub Gun, Lasgun, Knife,		85	21	0
Holestead				W:00 FW:00000 OOA:00						
Gang Stash		0000000000	Hepitica New Ganger (Ganger)	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7		Equipment: Laspistol, Autogun, Knife,		85	23	0
Credits: 25				W:00 FW:00000 OOA:00						
		0000000000	Necrotica New Ganger (Ganger)	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7		Equipment: Autopistol, Chainsword, Knife,		90	24	0
				W:00 FW:00000 OOA:00						
		0000000000	Christia New Ganger (Ganger)	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7		Equipment: Laspistol, Flail, Knife,		75	22	0
				W:00 FW:00000 OOA:00						
		0000000000	Eeni Green Juve (Juve)	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6		Equipment: Stub Gun, Knife,		35	0	0
				W:00 FW:00000 OOA:00						
		0000000000	Meeni Green Juve (Juve)	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6		Equipment: Autopistol, Knife,		40	0	0
				W:00 FW:00000 OOA:00						
		0000000000	Meyeni Green Juve (Juve)	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6		Equipment: Stub Gun, Club, Knife,		45	0	0
				W:00 FW:00000 OOA:00						
		0000000000	Mo Green Juve (Juve)	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6		Equipment: Stub Gun, Knife,		35	0	0
				W:00 FW:00000 OOA:00						
		0000000000	Fryda Green Juve (Juve)	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6		Equipment: Autopistol, Knife,		40	0	0
				W:00 FW:00000 OOA:00						
		Gang Notes: Green Hivers opened a Drinking Hole								
		Total Cost 975 Gang Rating 1258								

Gang Info

Gang Type:

Orlock

Campaign: Romiet and Julio

Gang Rating: 1377

Territories

Settlement

30

Old Ruins

10

Mineral Outcrop

D6x10

Vents

10

Guilder Contact

D6x10

Gang Stash

Credits: 0

ID	Name	Characteristics	Equipment, Skills & Injuries	Cost	XP	Kills
Gang Members	Old Montana Gang Champion (Leader) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Lasapistol, Meltagun, Knife,	230	84	0
		4 5 4 3 3 1 4 1 8				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 4 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
Territories	Gregori Gang Champion (Heavy) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Autopistol, Heavy Bolter, Knife,	255	82	0
		4 3 4 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
Gang Stash	Samsun New Gangster (Ganger) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Stub Gun, Lasgun, Knife,	85	24	0
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
Gang Stash	Abraham New Gangster (Ganger) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Lasapistol, Autogun, Knife,	85	22	0
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
Gang Stash	Starcio New Gangster (Ganger) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Autogun, Knife,	70	23	0
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 4 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 4 3 3 1 3 1 7				
Gang Stash	Lorelo Ganger (Ganger) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Stub Gun, Lasgun, Knife,	85	33	0
		4 3 4 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 3 3 3 3 1 3 1 7				
Gang Stash	Merkutio Ganger (Ganger) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Shotgun, Hot-shot Shotgun Shell, Knife,	75	34	0
		4 3 4 3 3 1 3 1 7				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Gang Stash	Jesepi Green Juve (Juve) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Stub Gun, Knife,	35	0	0
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Gang Stash	Pepio Green Juve (Juve) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Autopistol, Knife,	40	0	0
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Gang Stash	Fredo Green Juve (Juve) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Lasapistol, Knife,	40	0	0
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Gang Stash	Mike Green Juve (Juve) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Stub Gun, Knife,	35	0	0
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Gang Stash	Angelo Green Juve (Juve) Wounding Hits: ██████████	M WS BS S T W I A Ld	Equipment: Lasapistol, Knife,	40	0	0
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
		W:□ FW:████ OOA:□				
		M WS BS S T W I A Ld				
		4 2 2 3 3 1 3 1 6				
Total Cost 1075 Gang Rating 1377						

ID	Name	Characteristics	Equipment, Skills & Injuries	Cost	XP	Kills																			
	Old Montana Gang Champion (Leader) Wounding Hits: □□□□□□□□	<table><tr><td>M</td><td>WS</td><td>BS</td><td>S</td><td>T</td><td>W</td><td>I</td><td>A</td><td>Ld</td></tr><tr><td>4</td><td>5</td><td>4</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	5	4	3	3	1	4	1	8	Equipment: Laspistol, Meltagun, Knife,		230	84	0
M	WS	BS	S	T	W	I	A	Ld																	
4	5	4	3	3	1	4	1	8																	
		W:□□□□□□□□						OOA:□□□□□□□□																	

Gang Champion (Heavy)	4	3	4	3	3	1	3	1	7	Equipment: Autopistol, Heavy Bolter, Knife,	255	82	0
Wounding Hits:													
W: 0	FW: 0000										OOA: 0		
Samsun	M	WS	BS	S	T	W	I	A	Ld				
New Ganger (Ganger)	4	3	3	3	3	1	3	1	7	Equipment: Stub Gun, Lasgun, Knife,	85	24	0
Wounding Hits:													
W: 0	FW: 0000										OOA: 0		
Abraham	M	WS	BS	S	T	W	I	A	Ld				

Starcio
 W: FW: OOA:
 M WS BS S T W I A Ld

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

Equipment: Stub Gun, Lasgun, Knife,

85 33 0

Merkutio Ganger (Ganger) Wounding Hits:	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

Equipment: Shotgun, Hot-shot Shotgun Shell, Knife,

75 34 0

Jesepi	M	WS	BS	S	T	W	I	A	Ld	
Green Juice (Juve)	4	2	2	3	3	1	3	1	6	
Wounding Hits:										
Equipment:	Stub Gun,	Knife,								
	35	0	0							

Pepio	Green Juve (Juve)
M WS BS S T W I A Ld	40 0 0

Equipment: Autopistol, Knife.


 W: 
 FW: 
 OOA: 

Fredo
 Green Juve (Juve)

M	WS	BS	S	T	W	I	A	Ld
1	2	3	2	1	2	1	2	1

Equipment: 1 Smith's Waff-

Mike
Green Juice (Juice)

W: ☐	FW: ☐	OOA: ☐
M	WS	BS
S	S	T
T	W	I
A	A	Ld

Angelo
(Green, 11/16) (1/16)

W: 11 FW: 11 OOA: 11

M	WS	BS	S	T	W	I	A	Ld
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0000000000	W:0	FW:00	OOA:0
Total Cost 1075 Gang Rating 1377			