

HIVE OF THE LIVING DEAD GW EDITION

Yeah, I remember the time some poor fools got 'emselves trapped at Hive Bottom, worst pit of desolation this side of hell. Wouldn't wish that on my worst enemy, really I wouldn't. Not only that, but as they tried to find their way out they found themselves being hunted down and eaten, one by one, by a whole bunch of Zombies. Only one escaped to tell the tale and he was driven stark, staring mad by the experience.

An individual or group who are suddenly isolated from normal civilizations is one of the most common themes in horror B-movies. Frequently, the main characters are cut off from society as they know it, where they are forced to confront their worst fears. Many situations can arise which will cause gangers to become separated from their gangs and in the Underhive this is not a pleasant situation to be in at the best of times. Unfortunately, times have a nasty habit of seldom being at the best when you want them to be...

INTO THE DEPTHS (SCENARIO SELECTION): There are several ways of getting into this scenario. The most straightforward way is to simply grab one or more players who want to take part. Roll a D6 and add two the result to determine how many gang members will take part in total. If you have more than one player than divide this number as equally as possible among all players. The actual gangers involved should be determined randomly.

However, the second way of getting into this scenario is much more interesting and much more fun! Wait and bide your time until a

suitable occasion arises. Many of the Hazardous Conditions, especially Hive Quakes, are excellent for this. As the ground begins to tremble and quake, gantries collapse and great rends are torn beneath the gangs' feet, plunging random gang members into the depths of the Hive. Again, you can decide the gang members randomly as above, or choose them appropriately (for example, instead of gangers going out of action from a Hive Quake, have them plunged into the horrors of this scenario instead!) However they get there, the selected gangers soon find themselves very lost in a place they most definitely do not want to be.

WHERE ARE THEY? After tumbling and falling through sewer ducts and air shafts, down garbage chutes and sludge pipes, the gangers have ended up in the depths of Hive Bottom. No other life is visible and even by Necromundan standards the area they are in is ruinous and inhospitable. As they begin to realize their predicament, they notice shambling figures shifting through the shadows. Things are about to get a whole lot worse...

The object of the scenario is for the players to fight their way out past the hoards of Plague Zombies that are closing in on them and escape back uphive. This is not easy. Not only is no one quite sure of the way, but for every zombie blown away or dismembered another two seem to appear to take its place. Pustulant hands claw at the gangers' feet as they flee, the rotting victims of the Zombie Plague eager to feed upon fresh flesh. And the gangers only have so much ammo...

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SETTING UP THE TABLE (TERRAIN):

The Arbitrator should set up all the terrain for this scenario himself. There are several terrain features that should be placed during this stage. Firstly there must be an escape point somewhere on the table. This can be anything you like, perhaps a hatchway on a piece of terrain or a large open pipe leading off out of sight. Make sure that it is something quite definite, though, rather than just a point on the table. This is the only way the gang members can escape. Unfortunately, at the start of the game, none of the players know where this point is. Only when one of their models approaches within 8 inches of the escape route should you reveal its exact location. Note that there are no bottle tests in this scenario - none of the gangers would know where to run. Neither can the gangers escape off any table edge. The only way out is through the designated escape route. Secondly, you should define a "sanctuary" in the middle of the table. This is an area that the zombies are unable to enter. Perhaps light shines down from uphive on this particular spot or maybe the strange, ancient looking obelisks that circle it create an aura that the zombies fear. A ruined temple would also make for an ideal terrain piece to represent the sanctuary. The players must deploy first. The unfortunates must be placed somewhere inside the sanctuary at the start of the game. Roll a D6 to see how many zombies the Arbitrator (or zombie player) starts with. These may be

sanctuary, but no closer than 8" to any gang member.

THE HORROR BEGINS (STARTING THE GAME):

The gangers always get the first turn. If more than one player is participating, then either let them sort out their own turn sequence, or decide it randomly if they are unable to do this (tut, tut! They'll have to learn to co-operate sooner or later...). The Arbitrator then takes his turn normally. However, at the end of each Zombie turn the Arbitrator may roll a D6 and place that many extra zombies on the table. These are deployed just like the initial zombies, anywhere outside the sanctuary, but no closer than 8" to any gang member. In addition, they have the extra restriction that they must be placed with 8" of a zombie already on the table. If there are no zombies on the table already then the new ones may ignore this restriction.

The game continues until all the gang members involved have either been taken out of action or have managed to escape.

At the end of the game, instead of rolling on the normal injury table for gangers taken out of action, roll on the *Zombie Plague Table* below.

ZOMBIE PLAGUE TABLE	
D6	Result
1	Zombie Food! Hordes of zombies fall on the helpless body of the ganger, tearing their body apart and feeding on the still living flesh!

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2	Lost in the Depths. The ganger quickly succumbs to the Zombie Plague. Brain death occurs within hours and the new zombie remains in the depths of the Underhive
3	"I heard you were dead..." The gang member manages to escape back uphive uninjured. However, the other members of the gang, fearing that he has already contracted the Zombie Plague open fire immediately upon seeing him! Randomly select one other gang member and roll to hit as if firing at close range with the highest strength weapon they own. Resolve wounds/injuries as normal.
4	One of Them! The gang member manages to crawl back uphive, but unfortunately the Zombie Plague has still infected the hapless ganger. Make a roll on the regular Zombie Plague Table. If the ganger survives, make a roll on the Serious injury table as normal.
5	Survive! The gang member manages to fight off the effects of the Zombie Plague and escape back uphive. You must still make a Serious Injury roll, but you may reroll results of 11-16 (Dead) or 61-63 (Captured).
6	Unhinged. The gang member manages to escape back uphive uninjured. However, the encounter has left them slightly unhinged. From now on treat them as if they have suffered a head wound (see Serious Injuries table).

be) very difficult. Anyone who survives and makes their way back uphive will, without a doubt, earn a reputation as one of the most iron hard, tough gangers in the hive. Instead of acquiring experience for escaping from the zombie lair, any surviving gang members should make a roll on the *"I survived the Zombie Lair!"* table to find out the benefits of their outing.

"I SURVIVED THE ZOMBIE LAIR!"	
D6	Result
1	Killer Rep. Stories of the gang member's brutal and bloody escape from the Zombie Lair quickly spread through the Hive. The gang member gets the <i>Killer Reputation</i> skill.
2	Discovery. Crawling their way back uphive, the ganger stumbles upon an ancient and well-hidden opening. Roll another D6 to determine what sort of territory the opening leads to. The gang may add this territory to those it already possesses. 1-2 Old Ruins 3 Spore Cave 4 Tunnels 5 Vents 6 Archeotech Hoard
3	Archeotech. During the battle against the zombies, the ganger stumbled across a strange and ancient looking device. The ganger may add this item of Archeotech to his equipment list. Roll on the Archeotech table in Outlaw Trading Post to find out exactly what sort of device it is.

Make no mistake, surviving this scenario is (or at least should

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4	Iron Will. Having faced the horrors of the Zombie Lair, little that the Hive has to offer will now perturb this gang leader. The gang leader automatically acquires the <i>Iron Will</i> skill. Re-roll this result for any gang member other than the gang leader.
5	"I remember when..." Your gang member now has some truly frightening first hand anecdotes to keep the Juves in line. After each game that this ganger participates in, instead of working for income or searching for rare trade items, they may try and impress some Juves enough to join the gang. Roll a D6 and on a roll of 6 you may add a new Juve to you gang just as if you had a <i>Settlement</i> territory.
6	Cruel and Pitiless. Constantly haunted by nightmares of the fight with the zombies, the ganger has been left cold and heartless. The ganger has become completely cruel and pitiless and any time this character takes out an opponent in hand-to-hand combat you may force them to re-roll their serious injury roll if they make a full recovery.

I WILL SURVIVE: As stands, this scenario is designed for fairly novice gangs. However, it is a simple matter to make it easier or tougher for the players. If you feel the need to make it easier, the most straightforward way is to limit the maximum number of zombies on the the table at one time. Making the sanctuary, or making the escape route closer to

the sanctuary, or more obvious, are also effective changes. Conversely, to make the scenario more difficult, you can make the sanctuary smaller and hid the escape route away in a distant corner of the table. To make it more difficult still, you could tell the players that during their tumbling journey into the Underhive they lost ammo supplies, so that they must now make ammo checks on a roll of five or six, instead just the normal roll of six. To make it really, really tough, you can always introduce some extra enemies other than Zombies. Perhaps there are also some Scavvies or Scalies lurking amongst the shadows or maybe even Karloth Valois himself is guiding the zombies? Additionally, you can make the sanctuary slightly less safe - maybe you could allow the zombies to enter the area if they can pass a leadership test or say that after a fixed number of turns the zombies overcome their of the sanctuary and may even then enter it freely.

This scenario can also be played solo or without an Arbitrator quite easily. Shuffle together eight or ten playing cards, one of which is an ace. Scatter these at suitable locations around the table top. Whenever you get within eight inches of these cards you may turn it over, the ace representing the escape route. Each turn the zombies will move at full pace towards the nearest ganger. When placing new zombies, determine randomly where they are placed as follows: randomly select a zombie already on the table. Then roll a D6 with a scatter dice to determine how far and in which

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direction the new zombie is placed from the existing one. You can even team up with several of your mates to play the scenario together this way. You can each take it in turns to move and fight with the zombies. It helps if one of the players has a Warhammer Undead army, so that you can borrow all his zombies to use!

Remember that these events are terrifying and unusual even by Necromundan standards, so they should only really be run as a one off. This sort of scenario is much to dangerous for regular play! Once you've played it through, you can always try and devise some follow on scenarios to carry on the theme (yes, just like with the movies, you too can have several cheesy sequels!). Perhaps after returning uphive the gang decides to mount an expedition back down to the depths to recover any gang members who didn't manage to escape. Or maybe the zombies manage to follow the gangers after they escape, find a route to the gang's base! Pretty soon total carnage erupts as the zombie plague spreads throughout the hive, with armies of brain-dead flesh-eaters fighting against the massed gangs defending their homes...