

// Domes of the Dead by Anthony Case

This article details special rules and scenarios for running a plague zombie campaign storyline.

Instead of immediately delving deep into the zombie packed scenarios you may wish to slowly unravel the full horrors of the campaign over several weeks. A Domes of the Dead campaign is designed for reasonably advanced gangs so you may want to allow the gangs to build up any needed Experience points first or integrate the rules into a currently on-going campaign storyline that is finishing its course. The default Necromunda scenarios can easily be worked into a Domes of the Dead storyline. For example, a Scavengers scenario can represent the gangs searching for important technical gubbins required to repair broken dome doors, lifts or vent seals useful for keeping out the swelling plague horde. This can also play a role later in the campaign with gangs that were unable to find enough technical gubbins having to face more zombies that have staggered through unclosed doors and tunnels.

Campaign Special Rules

The following rules are used throughout an ongoing Domes of the Dead campaign. You do not have to use them all immediately, instead you can slowly add them as the storyline unfolds and use them selectively for certain scenarios.

Anti-plague: A dose of anti-plague can be bought at the expense of a rare trade item and costs 10+2D6 credits. Note you can decide not to buy the dose after working out the added rarity cost. If a gang member equipped with anti-plague has to roll on the Plague! table then the ganger can decide to inject the vial, in which case it is automatically assumed a Clear result is rolled. Each dose of anti-plague is a one use only item and cannot be used if the Plague! roll is from a result of the Zombie Attack table.

Treat it Early: Medi-packs can be freely bought as if they were common items.

Access Points: Any gang members that use Vents or Tunnels must roll a D6. On a roll of 6 the passageway is teeming with zombies and the gang member must retreat so will not participate in the game.

From the Shadows: Players must roll a D6 at the start of each of their turns. On a roll of 1 a plague zombie has shuffled from the shadows to attack a random member of the gang. The zombie is placed in base-to-base combat and counts as charging.

Real Survivor: If a gang loses a game then any members of the gang that are taken out of action must roll a D6. On a roll of 6 the ganger must roll on the Zombie Attack table.

Zombie Bounty: Each plague zombie taken out of action will earn the gang +D6 credits which is added to your stash.

Campaign Events

The following table is designed to add a bit of random spice during the campaign. Roll on the following table after every gang has played D6 scenarios each. Most events will continue to have an effect until the next event is rolled, though some have an immediate and lasting effect.

11-12: Zombie Attack - All players must roll a D6. The player with the highest gang rating receives a -1 modifier while the player with the lowest gang rating receives a +1 modifier. D6 random gang members from the gang with the lowest score must make a roll on the Plague! table (refer to the Scavvy Horde rules for full details). If the lowest score is tied then

each of those gangs are affected.

13-14: Stem the Flow - All players must roll a D6. The player with the highest gang rating receives a -1 modifier while the player with the lowest gang rating receives a +1 modifier. A random territory from the gang with the lowest score must be struck from the gang roster. If the lowest score is tied then each of those gangs are affected.

15-16: Zombie Surge - The Monster Roll rules apply to all scenarios being played and must be rolled each turn (refer to the Scavengers scenario rules for full details).

21-22: Tales of Horror - The cost of all gang members for recruitment is doubled.

23-24: Decontamination - All gangs cannot work a randomly selected territory.

25-26: Plagued Tribes - The cost of hiring any Ratskin Scouts is halved (round fractions down).

31-32: Weapon Shortages - The cost of all weapons and ammo is doubled.

33-34: Guilder Exodus - Gang leaders are not offered the usual D3 rare trade items each game. Instead gangers must specifically search for rare trade items following the usual rules.

35-36: Merchant Draw - Gang leaders are offered D6 rare items instead of the usual D3.

41-42: Dodgy Ammo - All players must roll a D6 at the start of each game. On a roll of 1-2 they have bought a batch of duff ammo resulting in all of the gang's weapons receiving a -1 Ammo Roll penalty to a minimum of 6+. Weapons with an 'auto' Ammo Roll are unaffected.

43-44: Chemist in Town - Gangs can freely purchase D6 doses of anti-plague each as if it was a common item.

45-46: Killing Dome - Plague zombies taken out of action will earn the gang +2D6 credits instead of the usual +D6.

51-52: Enforcement Recruit - All players must roll a D6. The player with the highest gang rating receives a -1 modifier while the player with the lowest gang rating receives a +1 modifier. The player's gang with the lowest score has a random gang member with at least 20+ Experience points is struck from the gang roster (you get to keep his equipment). If the lowest score is tied then each of those gangs are affected.

53-54: Overstocked - The cost of all weapons and ammo is halved (round fractions down).

55-56: Duct Re-opening - All players must roll a D6. The player with the highest gang rating receives a -1 modifier while the player with the lowest gang rating receives a +1 modifier. The player's gang with the highest score gains either a Vents or Tunnels territory (randomly determined). If the highest score is tied then randomly select one of those gangs.

61-62: Plague Survivor Kits - The cost of filter plugs, respirators and medi-packs is halved. In addition, bio-scanners, Infra-red Goggles and bio-boosters can be freely bought as if they were common items.

63-64: Glory Hunters - The cost of all gang members for recruitment is halved (round fractions down).

65-66: Zombie Cleanse - All players must roll a D6. The player with the highest gang rating receives a -1 modifier while the player with the lowest gang rating receives a +1 modifier. The player's gang with the highest score gains a new territory (randomly determined from the regular Territories table). If the highest score is tied then randomly select one of those gangs.

Arbitrator's note: Specific events can easily be incorporated into any scenarios. For example, A Zombie Surge event could continually randomly be active but will be nullified once D3 Cleanse scenarios have been completed. Or perhaps the Chemist in Town or Plague Survivor Kits could remain in play for several rounds after a successful Retrieval scenario.

Zombie Attack

Sometimes unfortunate gangers left behind to face a horde of plague zombies alone must roll on the following table to determine their fate. Note the following table is only used in

specific scenarios.

1-2: Zombie Food - Hordes of zombies fall on the helpless body of the ganger tearing it apart and feeding on the still living flesh. The ganger is killed and must be struck from the roster.

3-4: Infected - The wounded gang member manages to crawl back to the gang's hideout but has unfortunately been infected by the neurone plague. Roll on the Plague! table from the Scavvy Horde rules twice and choose the worst result. If the ganger survives then he must still make a roll on the Serious Injuries table.

5: Survivor - the wounded gang member manages to fight off the plague zombies and make it back to the gang's hideout. Roll on the Plague! table from the Scavvy Horde rules twice and choose the best result. The ganger must still make a roll on the Serious Injuries table but all Dead and Captured results are re-rolled.

6: Zombie Killer - The ganger somehow manages to fight off a whole horde of plague zombies before making his escape. The ganger does not need to roll on the Serious Injuries, instead it is automatically treated as a Survives Against The Odds result except the ganger earns +2D6 Experience points.

Zombie Survivor skills

Sometimes you may want to reward gang members for performing courageous actions, killing a horde of zombies single-handedly or because they have miraculously survived a particularly dangerous situation. The following skill table should be used sparingly to bring notoriety and depth to a select few gangers.

1: Killer Reputation - Stories of the ganger's brutal and bloody deeds has spread through the local settlements. The gang member gains the Killer Reputation skill.

2: Independant - The ganger has learnt that he can only depend on himself. The ganger can always test to escape pinning early even if there are no friendly gang members within 2"

3: Cold Blooded - The horrors that have befallen the gang member has numbed his mind. The ganger is immune from *nerve*, *fear* and *terror* tests.

4: Head Shooter - Aiming for the head has become second nature to the gang member. If the ganger ever hits an enemy gang member and rolls a to-wound score of 6 then that hit inflicts an extra D3 wounds and counts as *high impact*.

5: A Tale to Tell - As long as the gang member didn't go out of action in the previous game then he can usually be found in the drinking dens regaling hivers with his first hand experiences of the zombie horrors and his heroism. Roll a D6. On a roll of 6 a young juve is so impressed that he joins your gang following the Settlement special rules.

6: Courageous Reputation - The ganger has acted with bravery and courage resulting in a +1 Leadership bonus. In addition, any gang members within 6" of the ganger can use his Leadership value when taking any Leadership tests.

The Zombie Turn

The zombie turn takes place each time all players have had their turn. During this special phase all zombies will move and fight in hand-to-hand combat just like a regular player's turn. Plague zombies will move towards the closest gang member.

Zombies!!!

Gang members have become separated from the settlement and are ambushed by roaming zombies.

This scenario involves D3 random gang members from each gang which are deployed within 8" of a random table edge and must start the game within 2" of another gang fighter. A number of plague zombies equal to the number of gang members is deployed at ground level in a random fashion. To determine where each zombie starts the game, roll a 3D6 number of inches and the arrow dice from the centre of the table. At the end of each zombie turn if the number of plague zombies falls below the number of gang fighters currently on the table then a plague zombie is deployed 2D6" in a random direction from a random gang member. A number of plague zombies will be deployed in this way until the number of plague zombies is equal to the number of gang members on the table (not including out of action gangers). The goal for the gang members is for them to move off the opposing table edge. Note Bottle tests are not taken in this scenario. Any gang members that make it off the table edge alive earn a bonus +10 Experience points. Any gang members that go out of action must roll on the Zombie Attack table. Special deployment rules cannot be used.

Arbitrator's note: The Zombies!!! scenario is a great way of revealing the beginnings of a Domes of the Dead campaign. Instead of the gangs having to reach the other side of the table you could force them to search for a way out from a variety of possible vents and tunnel pieces of terrain. It can also represent an escort scenario where the gangs must find safe passage for an important hiver or piece of equipment and in this way can be played immediately after a Retrieval scenario.

Man the Barricades

The Man the Barricades scenario involves the gangs barricading the settlement or an important firing zone and attempting to beat back a wave of plague zombies.

After setting up the terrain randomly determine a table edge which is where the gangs are mounting their defence. The players can setup up to D6 barricades before deploying D3+3 chosen gang members from each gang within 8" the players table edge. The scenario uses a number of plague zombies equal to double the amount of gang members involved at the start of the game, however, note down the number of zombies involved as they are not all deployed immediately. After the gang members have all been deployed, 2D6 plague zombies are then deployed at ground level in a random fashion. To determine where each zombie starts the game, roll a 3D6 number of inches and the arrow dice from the centre of the table. At the end of each zombie turn a further D6 plague zombies are deployed 2D6" in a random direction from the centre of the table until the total number of zombies reaches the limit. Gangs do not have to start taking Bottle tests until at least 50% of the gang is either down or out of action. Once all zombies are killed any gang members that are not down or out of action receive a bonus +5 Experience points. Special deployment rules cannot be used.

Arbitrator's note: You could decide to play this scenario immediately after the Zombies!!! scenario has ended. In which case the surviving members of the first scenario appear on the opposite table edge at the start of the players' second turn and must reach the sanctuary of the barricades. If no gangers survived the Zombies!!! scenario then an extra D6 plague zombies shamle on from the table edge instead.

Cleanse

Both players setup their gangs following the Gang Fight rules. D6+3 plague zombies are deployed at ground level in a random fashion. To determine where each zombie starts the game, roll a 2D6 number of inches and the arrow dice from the centre of the table. Each zombie taken out of action is replaced with a loot counter which follows the usual loot rules and is worth 10 credits each. Until all of the original zombies deployed have been taken out

of action, each player must roll a D6 at the start of each of his turns. On a roll of 1 deploy a plague zombie 2D6" in a random direction from a random member of the player's gang.

Retrieval

The gangs must send in their best to retrieve something, or someone, important that could turn the tide.

After the terrain has been setup 6 loot counters are deployed at ground level in a random fashion. To determine where each counter is placed, roll a 3D6 number of inches and the arrow dice from the centre of the table. Each player then deploys D3+1 chosen gang members within 8" of a random table edge. At start of each of the players' turns a D6 must be rolled. On a roll of 1 a plague zombie has shuffled from the shadows to attack a random member of the gang. The zombie is placed in base-to-base combat and counts as charging. On a roll of 2, D2+1 plague zombies are deployed D6" in a random direction from a random member of the gang. On a roll of 3, a plague zombie is deployed D6" in a random direction from a random member of the gang. If a gang member moves, not ran, into base-to-base contact with a loot counter then roll a D6. On a roll of 6 the object for retrieval has been found. On any other roll the loot counter is removed from play and any further rolls receive a +1 modifier. The game ends once the object has been found and the ganger holding it moves off any table edge. Any gang members that survive earn a bonus +10 Experience points. If the object is retrieved then all gangs involved receive D6x10 credits. Special deployment rules cannot be used.

Holed Up

Gang members have become cut-off from the settlement and must be rescued before the zombies breach their defenses.

After the terrain has been setup a building must be placed within 8" of a random table edge in the approximate centre which represents the holestead the gangers are currently sheltering in. The building cannot have any walkways attached and it is assumed any ladders or other entrances have been blocked by the gang members. D3 random gang members from each gang must be deployed anywhere inside or on top of the building. Each player then deploys D3+2 chosen members of his gang within 8" of the opposite table edge. After all gang members have been deployed a number of plague zombies equal to the total number of gang members on the table is deployed as close as possible to a random entrance of the holestead. Any gang members within the holestead can move through a blocked entrance, in which case it becomes permanently unblocked, however, the gangers inside the holestead can only move and act once a gang member from the outside has moved within 8" of an entrance. At the end of each zombie turn if the number of plague zombies falls below the number of gang fighters currently on the table then a plague zombie is deployed 2D6" in a random direction from a random gang member. The objective for the gangs is to rescue the holed up gangers and move off the table edge that the rescuing gangers arrived from. Any of the holed up gangers that move off the table edge earns a bonus +5 Experience and each gang involved receives 2D6x5 credits (it's assumed thankful civilians are amongst the rescued gangers). Special deployment rules can only be used by the rescuing gangers.

Blast the Shaft

The place where the plague zombies are spreading uphive has been found and now the gangs must destroy the entry point to stop the hordes.

Place a piece of terrain in the centre of the table to represent the opening from which the

zombies spread from. Each player takes it in turn to randomly select a table edge and deploys D3+3 chosen gang members within 8" of that edge. A number of plague zombies that is equal to the number of gang members is deployed at ground level in a random fashion. To determine where each zombie starts the game, roll a 3D6 number of inches and the arrow dice from the centre of the table. At the start of each zombie turn D6 plague zombies will emerge from the shaft and will immediately act following the usual rules until the number of plague zombies is equal to the number of gang fighters currently on the table (not including out of action gangers). The objective for the gangs is to blast the opening until the debris blocks the shaft completely. The shaft can be attacked following the usual terrain rules and has a Toughness of 5 with 2D6 Wounds. Once the shaft is destroyed the game ends and each gang involved earns 4D6x5 credits. If all of the gangs bottle out before the shaft can be destroyed then all gang members taken out of action must roll a D6. On a roll of 4+ the ganger must roll on the Zombie Attack table.

Arbitrator's note: Successfully closing a shaft could also have other campaign benefits for the gangs, such as reducing or removing the nasty effects of some of the campaign special rules or rolling twice on the next events table and selecting the highest score.

Ending the Campaign

A Domes of the Dead campaign has no specific objective so it is up to you to decide when and how it ends. You may decide to end the campaign after running a random amount of Cleanse or Blast the Shaft scenarios or run a big finale scenario involving all of the players. A common conclusion is to run a Blast the Shaft scenario where all of the gang members show up to block the last remaining shaft, but unfortunately the bottle neck causes 2D6 plague zombies to shamble up from the depths of the shaft every turn. Another popular conclusion is to play a huge Man the Barricades scenario where all of the gang members are deployed in the centre of the table with plague zombies spewing on from all table edges. An alternative might be to involve Karloth Valois as the gangs' finest fighters carry out a Retrieval scenario except they are sent to retrieve the head of the vampiric wyrd. Or perhaps a successful Holed Up scenario results in the gangs saving a scientist who has a mass cure for the plague which must then be dropped down the opening in a Blast the Shaft scenario.

Credits: Steve Anastasoff