

ONCE UPON A HIVE

BY "PAPA" STEVE ANASTASOFF

THE WAY IT WAS

Of all the scumsuckin', sumplickin', gunkstinkin', soul drinkin' muties the I've had the misfortune to share the hole they call the Underhive with, there's one that still leaves me shakin' to this day. Karloth Valois, the Zombie Master. A name that'll send a chill through the most heartless bounty hunter, that'll cause even the toughest pit fighter to quake, a name that even the Spyrers fear (or so I've heard). Ah yes, I remember him well. And I remember the day the Redemption finally caught up with him, deep down amongst the darkness of the badzones...

Since the release of Necromunda, just over a year ago now, we've printed a number of Necromunda scenarios in White Dwarf. However, these scenarios tend to be a little bit different from the type of scenario we write for Warhammer or Warhammer 40,000. Necromunda scenarios are usually written to be incorporated into a campaign. They describe the general sort of situations in which combat is likely to occur, into which you then slot your own gangs. Even Arbitrator scenarios are usually designed with this in mind. If you look at Gav Thorpe and James Ball's *Heist* scenario from issue 198, you'll see what I mean. In contrast, the scenarios that we write for other game systems are a bit more autonomous. Rather than describing a general situation, in the way that a Necromunda scenario does, they tend to be recreations of particular events, presented for you to re-enact using whatever similar troops you have at your disposal. You might recall back in issue 195 that we printed an article about writing just this sort of scenario, using real life history as an inspiration. Jervis Johnson's *Assault on Black Skull Mountain*, from issue 200, is also a good example of what I mean.

But none of this means to say that either type of scenario can't be used with any other games system. The dark history of Necromunda can be a source of inspiration for all sorts of scenario ideas. It was while reading the background to Karloth Valois in the *Outlanders* book that it suddenly struck me what a great game you could make out of Karloth's battle with the Redemption. Of course, to fight this battle would mean breaking the mould a little bit, and playing Necromunda in a slightly different way. Rather than using your own gangs, and fighting as part of a campaign, the game would have to be played using pre-set gangs, to reflect the actual gangs that took part. The scenario would have to be made more like the second sort of scenario discussed above. The outcome of the battle would have no effect in terms of campaign development, gang member skills, income, or

anything like that. Rather it would be a game played for its own sake, to see what would have happened had you been there commanding the foul Scavvies or the Redemptionists in the battle on the edge of the Abyss.



THE PROTAGONISTS

The first stage in coming up with the scenario would be to work out the gangs taking part. The *Outlanders* rulebook covers the events in fairly general terms, but most of the details would still need to be decided. Obviously, one side would consist of Redemptionists, while the other side would consist of Karloth Valois and his Scavvy and Plague Zombie allies. I wanted to keep the gangs small, for several reasons. Firstly, it's very difficult to keep track of a gang that you haven't had chance to "grow up with". A lot of the gang members on both sides would have skills and special equipment, and I was worried that if the gangs were too big the players would simply not be able to keep track of who had what. Secondly, the entire battle would have been a very large affair,

Karloth Valois, shrieking his defiance of death, prepares to cast himself over the brink into the mile-deep abyss below.



possibly with hundreds of Redemptionists on one side, battling their way through a similar number of Zombies. This would obviously be impractical to play out, so I decided instead to just go for the final climactic moments, leading up to Karloth plunging over the edge of the Abyss. By having fewer extra bodies around, I hoped to focus more attention on the important characters and events. I could just see the Redemptor Priest fighting his way through foetid ranks of Zombies to reach his quarry, the two of them then battling it out, poised on the very brink of the Abyss.

Having prepared the two gang rosters, it was time to come up with the scenario itself. There were several elements that I thought the scenario should include, to keep it coherent with the background. The battle took place amongst the spider-haunted depths of the the Underhive, and I wanted to reflect this sort of a feel. Also, the Abyss would have to be represented somehow, and be able to have a significant impact on the result of the game.

THE SCENARIO

Terrain

The scenario takes place in the very deepest sections of the Underhive, and you should try and set up terrain to reflect this. Ruined buildings, gunk pools, and streams of sludge flowing down from uphive would all be appropriate here. Declare one

edge of your gaming area to be the edge of the Abyss. This is the point to which Karloth has been pursued, and where he has no option but to turn and fight. Anyone moving off this table edge for any reason will fall to their death. Note that normal rules for being knocked off a high level apply, so any gang member who is within 1" of the Abyss when he is hit risks being shot off the edge.

Gangs

Each of the players takes one of the two gangs shown on the gang rosters accompanying this article. If you cannot decide, then dice to see who plays which gang, or play the scenario through twice, swapping gangs for the second game.

Starting the Game

The Karloth player places his entire gang first. They must all be deployed within 12" of the Abyss, and no closer than 12" to any other table edge. Additionally, no gang member may be further than 4" from another member of the gang.

The Redemptionists may then deploy anywhere on the table, but no closer than 12" to any member of Karloth's gang. The Redemptionists always take the first turn.

Playing the Game

Neither side need take any bottle tests in this scenario. Both are too desperate and committed to have any chance of running away. It is a fight to the death. The Redemptionists win by killing Karloth Valois. Karloth wins if he can kill off all the Redemptionists. Additionally, if Karloth is the last remaining member of his gang, and he is within 1" of the Abyss, he may voluntarily throw himself over the edge. Should he manage to do this, the game is declared a draw.

Spider-haunted Depths

The depths of the Underhive are haunted by Giant Spiders. Roll a dice at the start of each player's turn. On a roll of a 5 or 6, take 1D3 Giant Wolf Spiders and place them on a random table edge. They will move at maximum speed (charging if possible) towards the nearest gang member. They are always moved at the end of the Karloth Valois player's turn though they are not under his control and will attack anyone they can.

Underhive Gloom

The only light in the darkness of the Underhive is the flaming weapons of the Redemption. Because of the darkness, all visibility is limited to 8". No weapons fire, psychic powers, or anything else may take place at a longer range. If any gang members catch fire (as a result of a flamer hit) then they will stand out as a flaming beacon in the gloom. The burning ganger, along with anyone else within 3", may be seen and targeted normally.

TAKING IT FURTHER

There are all sorts of ways that you can adapt the basic scenario as it stands. The most obvious thing to do is to substitute your own gang for one of the two original gangs taking part. You can see how well your gang leader would have fared, had it been him being pursued into the depths of the



Underhive by the Redemption. Or you can find out if your gang would be as capable as the Redemptionists in hunting down the Zombie Master.

Alternatively, rather than completely replacing the gangs, you can just modify them to suit the models you have available. As long as you keep the gang ratings to approximately the same levels as they are here, the game should remain fairly balanced. You can also try other variants. Have a look through the treacherous conditions tables in the Outlanders rulebook. You can select some other conditions to replace the Underhive gloom and spider-haunted depths rules, to see what would have happened if the Redemption had caught up with Karloth in some other part of the Hive. And remember that this scenario is only supposed to represent a small part of the complete battle. You could have Redemptionist reinforcements coming in during later turns, or have more Plague Zombies appearing to help out Karloth (look back at my *Tales from the Underhive* article in issue 200 for some ideas for this).

And of course, it doesn't need to end there. No one knows what happened to Karloth after he threw himself into the Abyss, except that his body was never found. Perhaps you could come up with a scenario

where Karloth, along with perhaps a handful of Plague Zombies, survives and has to fight his way back up from the Abyss. Who knows what horrors he would have to battle against to return. All sorts of Hive Vermin no doubt, but perhaps there are even worse things that inhabit the nightmare depths below the Hive. Let your imagination go wild. *It Came From the Sump*, in issue 201, gives a few ideas you could use for creating these kinds of monstrosities.

The kind and helpful Brothers of Mercy.



HOUSE: **REDEMPTION** GANG RATING: **1569** GANG NAME: **THE BROTHERS OF MERCY**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.																		
OBADIAH REDEMPTOR PRIEST	<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>5</td><td>3</td><td>3</td><td>2</td><td>4</td><td>1</td><td>9</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	5	5	3	3	2	4	1	9	FLAMER, SWORD, FLAMER RELOAD IRON JAW, CRUSHING BLOW, IRON WILL	210	206
M	WS	BS	S	T	W	I	A	Ld														
4	5	5	3	3	2	4	1	9														
METHUSELAH DEACON	<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>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	3	3	3	1	4	1	7	FLAMER, FLAIL HURL OPPONENT, KILLER REPUTATION	110	146
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	4	1	7														
ONO ZEALOT	<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>3</td><td>3</td><td>3</td><td>3</td><td>1</td><td>4</td><td>2</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	1	4	2	8	DISSECTOR, EXTERMINATOR COMBAT MASTER, NERVES OF STEEL	105	85
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	1	4	2	8														
NEBO ZEALOT	<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>3</td><td>3</td><td>3</td><td>3</td><td>1</td><td>5</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	1	5	1	7	MASSIVE AXE	75	45
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	1	5	1	7														
ZABBAI SENIOR BROTHER	<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>4</td><td>3</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	4	3	3	3	1	4	1	8	AUTOGUN, EXTERMINATOR IMPETUOUS, CRACK SHOT	85	82
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	4	1	8														
TOSIAH SENIOR BROTHER	<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>3</td><td>5</td><td>3</td><td>3</td><td>1</td><td>3</td><td>2</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	5	3	3	1	3	2	8	AUTOGUN, EXTERMINATOR, FRAG GRENADES	115	61
M	WS	BS	S	T	W	I	A	Ld														
4	3	5	3	3	1	3	2	8														
AMOS SENIOR BROTHER	<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>3</td><td>3</td><td>3</td><td>3</td><td>2</td><td>4</td><td>1</td><td>8</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	3	3	2	4	1	8	2 AUTOPISTOLS GUNFIGHTER, TRUE GUT	80	86
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	3	3	2	4	1	8														
ISHIAH BROTHER	<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>3</td><td>4</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	4	3	3	1	4	1	7	SHOTGUN (WITH SOLID, SCATTER AND HOT SHOT), EXTERMINATOR, FRAG GRENADES	35	43
M	WS	BS	S	T	W	I	A	Ld														
4	3	4	3	3	1	4	1	7														
There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juves.			TOTALS:	815 754																		

HISTORICAL EVENTS

Of course, once you start playing this sort of scenario, there's no reason why you should just limit yourself to this one battle.

Karloth Valois' Sump Crawlers.



There is a whole wealth of background to draw on to give you ideas for other scenarios. How about the great slave revolt led by Bull Gorg? You could get all the Pit Slave figures you can lay your hands on for one side, and anyone else who wants to have a go on the other side. You could do a conversion for Bull Gorg himself, perhaps using Paul Muller's entry for last year's Open Competition as a source of ideas (see Mike's Masterclass in issue 195). Or you could have a shoot-out between "Mad" Donna and the Bounty Hunters who chased her across the Hive. Or Brakar taking his revenge on the Van Saars who butchered his Ratskin tribe. The list just keeps on going, and this is only the background that already exists. There is no reason why you shouldn't have a go at making up your own historical background to base scenarios on. So give it a try, and if you come up with any interesting ideas, then drop us a line. You never know, they might even become a part of the legends and lore of the Underhive!

HOUSE: **SCAVVY**

GANG RATING: **1448**

GANG NAME: **THE SUMP CRAWLERS**

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.																		
KARLOTH VALOIS ZOMBIE MASTER	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>3</td><td>3</td><td>4</td><td>4</td><td>3</td><td>4</td><td>1</td><td>9</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	3	4	4	3	4	1	9	SEE OUTLANDERS RULEBOOK FOR WEAPONS, EQUIPMENT AND SPECIAL RULES	250	-
M	WS	BS	S	T	W	I	A	Ld														
4	3	3	4	4	3	4	1	9														
KING FULVOUS PUCE SCAVVY KING	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>6</td><td>4</td><td>4</td><td>3</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	6	4	4	3	1	4	1	7	SHOTGUN (WITH SOLID AND SCATTER), AUTOPISTOL, SWORD AMBUSH, LEAP, TRUE GRIT	143	202
M	WS	BS	S	T	W	I	A	Ld														
4	6	4	4	3	1	4	1	7														
YEG SCALY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>4</td><td>4</td><td>5</td><td>4</td><td>2</td><td>2</td><td>2</td><td>9</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	4	5	4	2	2	2	9	SPEAR GUN, DISCUS BODY SLAM	181	120
M	WS	BS	S	T	W	I	A	Ld														
4	4	4	5	4	2	2	2	9														
BOILBLAIN SCAVVY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>3</td><td>4</td><td>3</td><td>3</td><td>1</td><td>3</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	4	3	3	1	3	1	7	BLUNDERBUSS LEAP	32	34
M	WS	BS	S	T	W	I	A	Ld														
4	3	4	3	3	1	3	1	7														
FUGBLOT SCAVVY MUTANT	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>3</td><td>2</td><td>6</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	3	3	3	1	3	2	6	BLUNDERBUSS, SPIKES (MUTATION) KILLER REP, TRUE GRIT	62	44
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	3	2	6														
NUBBLEBLEB SCAVVY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>3</td><td>4</td><td>3</td><td>3</td><td>1</td><td>4</td><td>1</td><td>6</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	4	3	3	1	4	1	6	AUTOGUN	41	29
M	WS	BS	S	T	W	I	A	Ld														
4	3	4	3	3	1	4	1	6														
SPUTEOUS SCAVVY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>6</td><td>2</td><td>3</td><td>3</td><td>1</td><td>3</td><td>1</td><td>6</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	6	2	3	3	1	3	1	6	STUB GUN	33	22
M	WS	BS	S	T	W	I	A	Ld														
4	6	2	3	3	1	3	1	6														
SLABBERBLET SCAVVY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>4</td><td>3</td><td>3</td><td>3</td><td>1</td><td>3</td><td>1</td><td>6</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	4	3	3	3	1	3	1	6	SHOTGUN (WITH SOLID AND SCATTER) BERSERK, CHARGE, CATTAIL	41	38
M	WS	BS	S	T	W	I	A	Ld														
4	4	3	3	3	1	3	1	6														
NOBBLENONG SCAVVY	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>3</td><td>2</td><td>3</td><td>4</td><td>1</td><td>3</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	3	2	3	4	1	3	1	7	AUTOPISTOL DODGE	37	14
M	WS	BS	S	T	W	I	A	Ld														
4	3	2	3	4	1	3	1	7														
KRAMIS GRINE WYRD BEASTMASTER	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>4</td><td>2</td><td>2</td><td>3</td><td>4</td><td>1</td><td>4</td><td>1</td><td>7</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	4	2	2	3	4	1	4	1	7	AUTOPISTOL, BLUDGEON DS GUANT RATO, SENSE PRESENCE MINOR POWER	125	-
M	WS	BS	S	T	W	I	A	Ld														
4	2	2	3	4	1	4	1	7														
THE NAMELESS 306 PLAGUE ZOMBIES	<table><tr><th>M</th><th>WS</th><th>BS</th><th>S</th><th>T</th><th>W</th><th>I</th><th>A</th><th>Ld</th></tr><tr><td>206</td><td>2</td><td>0</td><td>3</td><td>3</td><td>1</td><td>1</td><td>1</td><td>5</td></tr></table>	M	WS	BS	S	T	W	I	A	Ld	206	2	0	3	3	1	1	1	5	SEE OUTLANDERS RULEBOOK FOR SPECIAL RULES	-	-
M	WS	BS	S	T	W	I	A	Ld														
206	2	0	3	3	1	1	1	5														
There are four types of gang fighter: Leaders, Heavies, Gangers & Juvies. A gang must consist of at least three models, including one Leader, and no more than two Heavies. No more than half the gang may be made up of Juvies.			TOTALS:	945	503																	