

The Under-Times. Edition 2

Introduction



Written by B. Roozer -Editor/Writer/Heavy

Welcome to the second edition of the Under-Times. We are here to keep you up to speed with both the shifting political situation up-hive, as well as the desperate manoeuvrings of those in the Underhive.

Our aim as a publication is to give you access to the kind of information you just might rely on to save your life one day, so listen up to what's going down ... and plan your route accordingly.

We don't sucra-coat the truth here in the Under-Times, like your ganda-mags or news-slates. These are the unadulterated facts, from the perspective of your average Underhiver. We focus our stories on the Indu/Hab-Dome – The Bo-Ro Dome.

Remember that we are a pirate publication and as such, owe no allegiance to any merchant guild or ruling house. So remember, don't come looking for us or the next edition will be printed in blood.

The Death Toll Update.

My source at the Enforcer Precinct House has finally been back to me with the official homicide statistics comparison between this year and the last for the Bo-Ro Dome, specifically associated to gang-violence.

Last year saw a total of 27 killings attributed to the gang war focused on the settlement of Little Dorrit. There were

numerous other deaths in the dome too but this was one of the bloodiest ongoing conflicts seen in Bo-Ro dome for Decades.

This year has already seen 13 deaths related to one particular group of gangs based in the same area, not only this but gang-related kidnapping is at an all-time high in the dome with 14 reported occurrences in the past month alone. The urgency with which they are killing each other can only be attributed to the power vacuum left by the retired, drunk and departed gangs from last year. They are listed below in this special feature ...

Where Are They Now?

Hagen Daas:-

This eccentric band of Van Saar misfits started last year strongly. From an area beyond the main Hive known as "Cream Sundae," they fought only as often as they had to, losing only a few of their number to gang violence.

The Leader, Ruud Bullit disbanded his crew and went off into the wastes. Not a lot is known of him other than that, though his subscription to "Cherry Toppings" is still paid for and being sent out [I'm the editor of that too], so we can assume that he's still alive and jerking it somewhere.

The Church of Glencoe:-

Led by the infamous Cawdor, "Mad" Hamish Macbeth, the church have holed up in their monastery, where they keep Hamish locked up in a basement, fermenting some kind of home-brew which has begun to sell beyond the dome.

"Doc" Schofield, their heavy, soon realised that the creds that they generated from the sales of the ales were far outstripping the

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cash that they generated from gang related activity. Their reputation as a fearsome gang prevents them from being muscled in on. Not only that, no one would want to accidentally kill the brew-master of the best-selling ale in Bo-Ro: The Mad Cowl Ale.

The Sweet Sisterhood:-

One of the genuinely scariest gangs that we saw last year. Led by WHAM after the demise of their first leader, Bounty (killed by The Church of Glencoe); these cunning ladies were ruthless and efficient on their day. What they have been up to and where they have gone, is a bit of a mystery. I'll keep my sources primed for any word.

The great mystery is that they cut off all of their trading prospects and moved out of town in the space of a day-cycle.

Investigation into their territories found them to be booby-trapped and rigged. This is presumably to deter anyone prying too closely into their affairs. I'll be careful with these Escher.

The Tinsel-Town Cowboys:-

Led by Dwight Van Mann, these cowboys lived up to their name, being completely inefficient and attempting to cut corners. It wasn't their fault. They arrived in Bo-Ro thinking they were onto a water rush, not realising that the area was already sated with hardened gangs, while they were the fresh faced rookies.

What is it with Van Saar and wandering out into the wastes? I hear they went somewhere to magnetic south and set up some kind of meat production facility. I occasionally hear rumours of a trade caravan to some kind of sausage-festival. That has Dwight's name all over it.

The Bronx Town Mafia:-

They too lost a leader half way through the year. Originally set up as The Unknowns, they changed their name after Ghost was killed fighting The Silhouettes. "Teflon Don" Gotti stepped into the role and led them well. They were the epitome of running away to live and fight another day. Their leader was the only death on the roster during their time fighting around Little Dorrit.

They too have a mysterious disappearance. It is rumoured that they were summoned uphove by the house elders. To date, they haven't come back. It is unknown if they have been sent on some kind of special Delaque assignment, or killed for some imagined infraction of their peculiar house laws.

The Silhouettes.

They, along with The Church of Glencoe, suffered the highest death-toll, losing six of their number. Led by Maggie Maybe, these Escher huntresses made a good show of being there to perform the occasional giant killing.

They've sat around sharpening their knives, sitting in their old territories, maintaining their trade links. There's something about spilling a lot of your own blood in a place that makes you more reticent to leave.

The Mother-Slubbers.

A House Goliath mob who moved in early to attempt to extract whatever loot was lying around little Dorrit. They suffered great losses in one fight against the Church of Glencoe and were unable to recover their losses.

They moved to another hive, far away, where I hear that they have started families and live happily ever after...

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... well, we can hope.

Glencoe East Congregation.

They came in from the Ash Wastes. From a dome struck far out on the semi-functional mag-lev-lines. This is probably how they made it through the harsh weather and to Hive Primus. Led by Wulfric, then by his son, Luther ... this is a Cawdor gang that came to pay homage to their patrons, The Church of Glencoe.

It is my understanding that after finishing his father off, in anger at his Wulf's stupidity, Luther and the remains of his congregation finally made it to meet Hamish and his gang of limping and shot-up misfits. He took one look at the unsightly and ghastly mob before storming out of the Monastery, with his congregation in tow. Nothing has been heard from them since.

Rogue Redemption

The militant arm of the Cult of Redemption is back on the scene. It's been a while since the uber-crazies were seen in Bo-Ro but they've come back with a vengeance.

The Redemption Bells were Tolloed by The Church of the Last Penitent in a region of the dome nearest the edge called: The Big Rip. This is where the remnants of a hulk crashed some years ago, creating a large hole that remains to be patched up. The lights and electrics are shot and the ash clouds whip in thick around those parts. They're not thought to be very habitable...

... unless you're the owner of a particularly nasty Bio-Suit. We can confirm that the "Ghost Stories" can be put to bed. We've got a Spyrer infestation. The Redemption

Cult managed to create a firing line and stay largely stationary, firing into the blackness until they drove off the, frighteningly well-equipped, Spyre freaks.

Avoid the area like the plague. The Big Rip is close to Arry's shut-down bar. They must be nesting somewhere nearby, so don't be a trophy.

The Church of the last Penitent were also reported to have been in action against a Delaque gang, during which, one of their most Zealous were killed. Very few details have been made available about the fight from the two most secure sources in the Underhive; The Redemption Cult and the House of Intrigue ... both participants in the rumble.

Ratskin Revolt Quashed.

Helmut Schmidt, who has attracted the keen eye of many a local guildier, has once again seen off the infestation of rats that is attempting to disrupt guild affairs. Now I'm no guildier lackey but angry Ratskins are generally bad for all of us, so I am glad that Helmut is managing to keep the population down a little. Having already killed one, they managed to capture the leader [Ineptly named: Two-Barrel-Spite], though he was later set free in a daring rescue attempt by the Ratskins.

It looks like "Ratcatcher" Schmidt prefers the thrill of the chase than having prisoners. They captured a second 'skin during the rescue and carved his face up, before letting him go; crude but potentially, effective.

The Escher have done their bit in this capacity too. The West End Girls, led by Blondie, have hired an ogryn bodyguard by

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the name of “Donk,” who caved in a Ratskin Brave’s head with his fist. Their Scout translated the markings on the brave’s skin to read “Long-Way-Around.” This is thought to be the name of the young warrior. The Ratskins were attempting a heist on the guild property, stored in The West End Girl’s warehouse.

Any more losses like this and I can’t fathom how they’ll be feeding themselves.

A Sound, Old Kicking.

It was an old fashioned whuppin’ that was dished out to Arry’s Mob, “Triple A” when they faced off over some loot or another, down in the bad-zones against “The North Side Brotherhood,” a Cawdor gang that has sprung up due to the waning of The Church of Glencoe.

Arry’s Mob claimed nothing from TNSB, who stole the show ... and all the loot, from Arry’s more experienced fighters. Atchet Arry was still laid up in bed at the time, with a wound dished out by the Spyre Hunters. He’s better now. I was drinking with him last night, though he’s itching to get at Brother Romo; the resident “Burner” of TNSB.

Arry’s mob are always on better form with him around. As proved when Zek, a Van Saar leader, attempted to destroy one of Arry’s more valuable assets.

The sentries had been posted when Bullet-Nose, a mad old Ratskin decked out like an Orlock, spotted a couple of raiders. The alarm was raised and the Van Saar were sent running with only a couple of winged juves. Luckily for Arry too, as the encroaching gang heavy was spotted toting a missile launcher! Something I haven’t seen in the Underhive for years.

Classified:-

Scavvy Steve wud like to fank Blud-Doner, fur the generus ofer of 150 credz and the juve the delivarry of meat fur the sael of mie old, batterd truk.

Becuz uf the investment, Scavvy Steve can aford moar space in the Newz-slaet. And start moar ~~businn~~ ~~business~~ work opertuniteez ...

SCAVVY STEVE’S MEAT BURGERZ!

All the gunk in wun big chunk. 100% reel meat!

Tired uf rat? Want sumfink wiv fat?

Don’t eet yur Dog. Eets ower Meat!

(as preferred by Donk, The Ogryn)

For Bookings -

Call on Scavvy Steve - @ Sector 14b – 3Sump Harbour

SA – SCAVVY_STEVE_THESTEELER_3SH:#

For a Fistful of Creds.

Suden Dorf encountered The North Side Brotherhood right in the middle of Little Dorrit, itself.

The big news here is the name that Brother Romo is making for himself. While four of his brothers were gunned or beaten down around him by two Van Saar and a Psyker, he kept his cool and lit them up with that dirty, great heavy flamer of his.

The psyker, Magnosto was the only one to escape completely unscathed, as he ran into the darkness, screaming as he shielded himself with his mind. Wolfgang Mosthard (actually his name ...), the Sudendorfer killed Brother Ilfo with a gunshot to the face.

That’s what I call a full stop! Neither gang will be entirely happy with this result.

Classified:-

PLEASE SEND HELP ...

SA – annon./transmission_terminated#sig_loss_error

Pitslave Revolt turns to Slaughter.

The threat level of the Pitlaves has increased due to them having fought their way past lines, guarded by The North Side Brotherhood; and going on to ransack a guild caravan.

Brother Maryl of TNSB was killed defending the Caravan, but what's really gotten under the skin of the guild is that one of their own was eviscerated by Kay Me, one of Ed-209's mechanical monsters.

It was once again, the Baron's merchandise that was captured by the Pistslave movement -Batteries Not Included, though he was not actually with the caravan and so he remains alive to issue this decree:

"By official decree of the Baron, a bounty is rested upon the Sisters 'Aphrodite IX' and Kay-Me 14' of the escaped slave terrorists 'Batteries not included'. Bounty for either sister in isolation is set at 25 creds to be paid upon proof of death or 40 for live capture. If both sisters are brought in together then additional reward is offered."

It sounds like he's getting desperate. The Tin Man, Ed-209 is becoming something of a folk hero amongst other mech-heads in the Underhive and Baron needs a head to stick on a pole in order to quell this rebellion. There are those who already say he's let the situation get out of hand. Unless he can pull off a stroke against the pitslaves soon, I think that we'll be seeing a replacement for the complacent old drokker.

Let's see how long the Baron keeps his own head. Remember, everyone's got a boss ... and Baron's must be pretty pissed right about now.

Classified:-

Doo yoo need scout whoo can get in places behind enemy?

Doo yoo need scout whoo can find new ways for yoo make credits?

Call in @ The Milked Adder in Little Dorrit and ask for Runs-With-Scissors. 15 credits hire fee. Specialist in infiltration and hiding.

The More The Merrier!

There were two fights in the past week between two fresh gangs. Don Locos is the eccentric gang leader of Orlocks; Los Locos, as he apparently sings folk songs on his way to every fight and dresses in outlandishly bright colours. Then, there are Smiley's Scuds; so named because of their two missile carrying heavies. Missile Launchers are a bit like mag-lev-trains, none for ages, then two end up on the same track and kill everybody.

Their first match-up saw something of a money-spinner for Los Locos. They managed to capture two of Smiley's juves. Though Smiley's said to have joked to his gang about leaving them, none of them laughed and so he took his Cawdor to attempt a rescue.

Though they didn't manage to rescue the juves, they did manage to blow up "Dusty Bottom" ... one of the notorious 3 amigos ... a trio so desperately unfunny that they have been barred from every drinking establishment in Little Dorrit... So at least there's that.

Classified:

Batchloads of second-hand 3-EM Filter-plugs. Nearly new. Nothing fishy about this deal.

Call BloodDonor- @ Sector 1a - 89 Associated Fluff Productions

SA - BLOOD_DONOR_89AFP;P

Ed's Redemption

It has been a busy week for Ed-209 and his mob of maniacal and mechanical mayhem. They were witnessed fighting The Church of the Last Penitent. My understanding is that the Cult of the Redemption has set itself against the upcoming Pit-slave uprising. (Suffer Not Anyone!)

SERMON BOARD.

Loyal servants of the golden throne, There is work to be done! My superior, the Arch Deacon has seen fit to open up the church coffers to our little congregation and informed me of a fitting way to use these funds.

Any Redemption or Cawdor affiliated gangs can claim the bounty of 20 credit upon proof of death or 30 credits brought in alive for questioning, on any Wyrds or mutants they find; and upon Helmut for his known affiliations with the unclean.

Additionally while the Deacon is in town he has heard talk of our mighty Brother Romo and his exploits; and has offered him and his fellow faithful favourable terms in trades. Hark all who wish to better their lives, the church will support any and all who don the mask! Northside brotherhood will gain a guild contact territory for any games played in the next two week-cycles until the Deacon moves on to guide another flock."

Classified:-

Gun fer 'ire ... 15 creds down and 15 creds for ever' fight. Expert Gunfighter. Call in at "The Last Drinking Hole" fer details. Ask fer Pussy Hound.

SA - anon./return_invalid#with-held_error

Yesterday ...

Well that nearly wraps it up for us here for this week. We'd have gone to print already if it weren't for the fact that a late report came in of further Pit-Slave shenanigans.

A new mob of the technical troubles has sprung up, inspired by the success of "Batteries not Included," "Prime's Numbers" have escaped their captors and launched another arm of the revolution, starting with an attempt to encroach upon Escher territory held by Blondie and "The West End Girls."

After being initially under the cosh, the Pit-Slaves fought back with gusto and managed to take down the intimidating "Donk" on close and personal terms, capturing him, before ransoming him back to WEG for an undisclosed sum. The Loyalty of an Ogryn is a strong thing.

As an interesting aside, "Prime" was responsible for the only loss that his ex-slaves have incurred, killing a member of his own gang, who challenged him to a shootout for leadership, dismembering her as a deterrent to the rest of his crew. The young and ambitious pit-slave, "Flip" didn't want to take orders from anyone ... and now, she doesn't have to.

High Value Slave Escapes.

A bounty has been levelled on Smoking Joe, who escaped from a Guild-holding pen and is heading for The Big Rip. Enforcers have been called to the chase, however 100 credits is up for the live capture of Joe, 50 for his corpse. Return of a stolen data-slate is requisite to claim the bounty, which every Guild Court is licensed to pay. Happy Hunting!