
YAKTRIBE
NECROMNICON
IN CONVERSATION
WITH THE
CREATORS
UNDERHIVE
TUTORIALS
TAKE IN
THE SIGHTS
SCENERY
SHOWCASE
GANG
PAINTING
INSPIRATION
HAPPY BIRTHDAY
NECROMUNDA
20 YEARS ON...
VERSION 1.0

YAKTRIBE NECROMONICON

THIS BOOK was the brainchild of Yaktribe's Cardyfreak and has been collated and designed by Yaktribe's Capitan – me! The primary idea behind this book was to celebrate the 20th anniversary of the games release. By pulling together years worth of inspirational images gathered from all corners of the internet into one place, we hope this book will serve as inspiration for returning ex-players and new players alike wishing to delve into the rich dystopian world of Necromunda.

Also included in this book is Riel Richard's (Yaktribe's Blood Donor) fascinating research essay into the story of Necromunda's development, release and the subsequent 20 years of being kept alive by the online community after being shelved by Games Workshop. It's fitting tribute to a game that is still as exciting and playable today as it was on release day.

Also, a huge thanks goes out to everyone who has contributed to this book. We hope you enjoy flicking through it.

– Capitan

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Our intention is to continually add content to this book. If you have any questions,comments or ideas, please visit the following page:
http://gaming.yaktribe.org/community/threads/yak-approved-necromunda-guide.2606/

If one of your images has been used and you would like a credit, let us know on the above page as we'd love to include it. The images used as inspiration for other readers have been the product of a few years worth of saving photos into a folder for personal inspiration – Apologies for not including credits but it would be a huge undertaking to try track down the source of all the images. If you would like your image removed from this book, please get in touch via the forum link above or send a private message to @capitan on Yaktribe.

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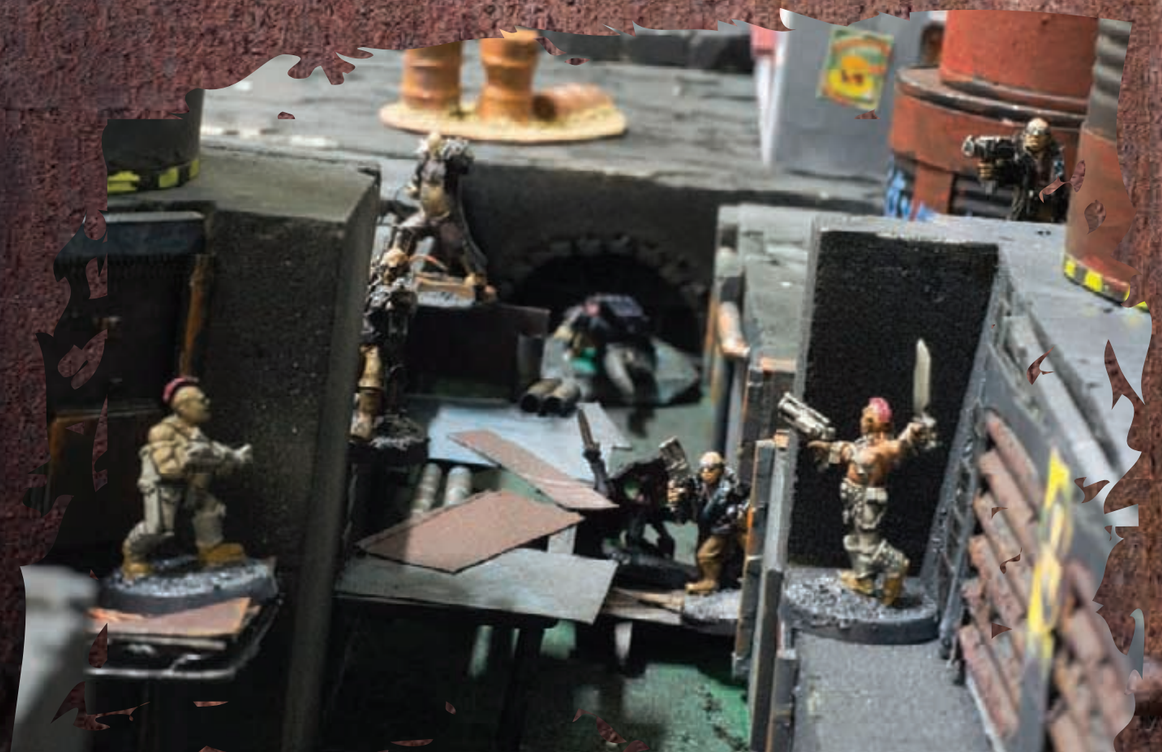
A PLACE FOR THE HERD

BY @BLOOD DONOR - YAKTRIBE

The spires and geography of Necromunda lore boast a very unforgiving environment, both inside and out. The surface of the planet is dominated by vast plains of toxic wastelands, spent refuse and pollution of an industrial planet long past the prime of its production capabilities, and dotted across this landscape are the jagged and mountainous city spires which house the planet's populous. And yet juxtaposed on this imagery is a utopia for the game's community, a veritable alpine meadow for the 'Yak herd to gather online, discuss the game, share their work, and in general graze on the collective stoke. A pretty good life for a yak. Originally operating as Yakromunda since 2010, the website began specifically as host to an online gang- and campaign-management system as well as a cache of free downloadable resources for the game. After experiencing a few years of success, Yakromunda received a complete overhaul in the spring of 2014 to become YakTribe Gaming. Now, in addition to providing players with digital and fully editable roster and campaign management tools and a library of available resource documents, the website hosts an online forum where the Necromunda, Gorkamorka, and Mordheim gaming communities can come together from all parts of the world to share their hobby with one another.

The YakTribe forums offer discussions on a variety of topics. Members and unregistered users alike can stay up to date on the site's news and changes, partake in casual discussions about any aspects of wargaming, share their work on creating and painting miniatures and terrain, and discuss interpretations or misunderstandings with game mechanics and rules as well as finding feedback for any material they might be working on or interested in. The forums offer excellent resources beyond the official and unofficial materials submitted to the site's library, The Vault, and these thread based resources are completely open to all members for making additions and submissions. In the Miniatures and Terrain section, the Alternative Miniatures threads for each of the three supported games provide gamers with an extensive list of any manufacturers that are producing appropriate miniatures. Ever growing, this list can help players source a gang or force that is completely unique to them and best suited to their own taste. Many of the offerings can be seen in the various threads within the Miniatures and Terrain section as members are able to create threads that act as blogs or project journals in an environment that exposes their work to like minded gamers who share in their enthusiasm.

When creating fan made rules revisions or additions, or when seeking clarifications on specific mechanics within the game, YakTribe's Rules and Mechanics forum section provides helpful guidance from gaming peers as well as a critical and supportive audience that can help flesh out any projects that one might bring forward. At the heart of this process for Necromunda are the community editions of the original rules, the Necromunda Community Edition (NCE), and the Outlanders supplement, the Outlander Community Edition (OCE). Both the NCE and OCE have their own dedicated development threads where the community actively hashes out issues and proposed improvements with open discussion and the benefit of new ideas being examined from a



A pair of Goliath Juves hold off a push from a Delaque gang in an alleyway choke point. Photo credit Armeli and Jyry "Loriel" Tuominen.



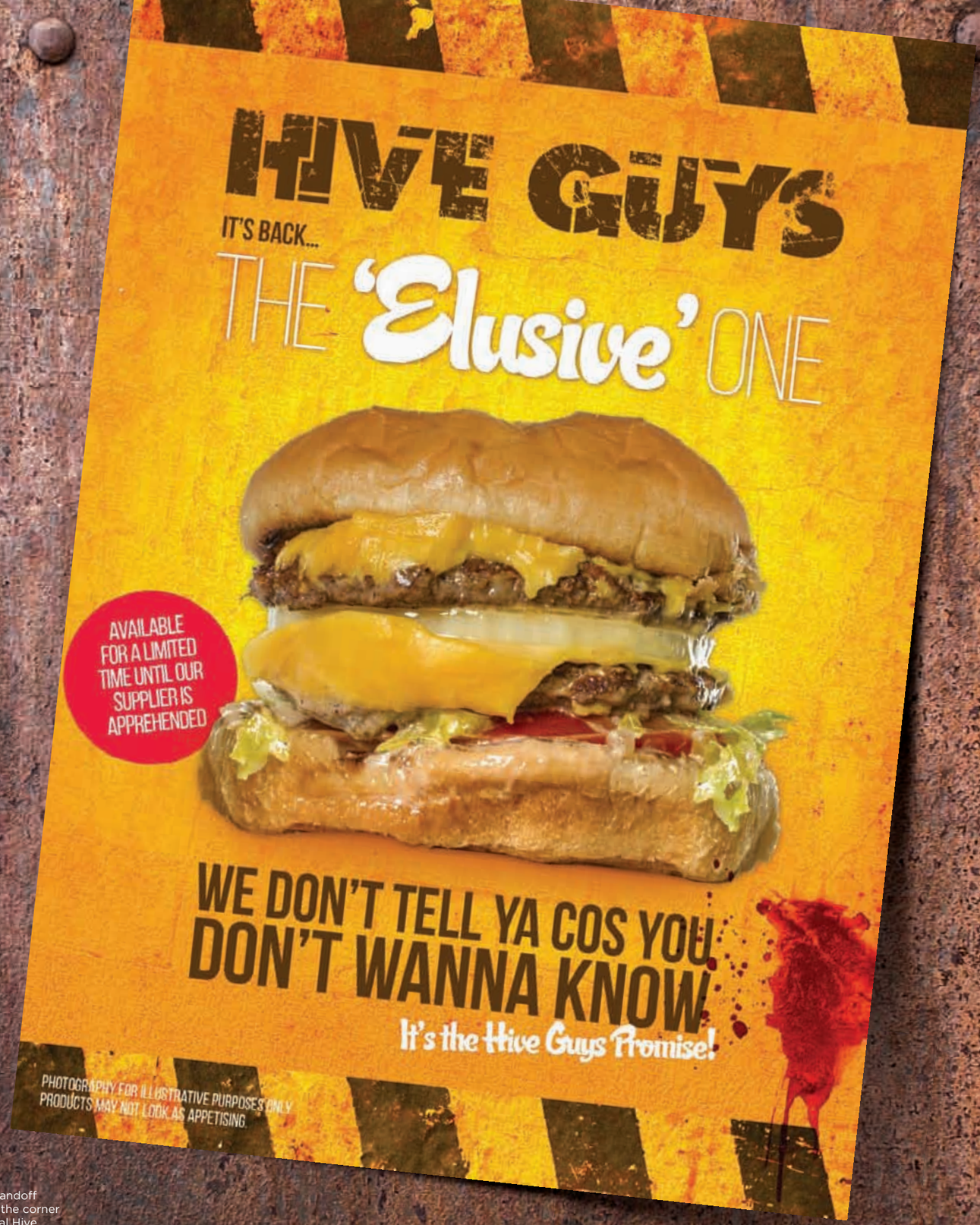
An Orlock gang defends a vault entrance from an attacking Ash Waste Nomad gang. Photo credit Armeli and Jyry "Loriel" Tuominen.

range of perspectives as wide as the site's community itself. With revisions being released upwards of a handful of times per year, the community editions form the backbone of the modern Necromunda community in that they offer up to date play testing and development for the game system after its developer officially ceased support and cut ties with the franchise. The same community involvement transfers itself elsewhere in the forum where players can receive help, analysis, and kudos on alternative rules for various gangs or factions, rules for new weapons or equipment, or any rules supplements such as introducing additional in game elements to those covered by the official and community rulebooks.

Constantly a source of inspiration and awe, YakTribe hosts a monthly contest series in which members provide a work in progress log and final submission of projects based on a specific category. Members compete casually alongside one another developing personal takes and interpretations of a topic chosen by the winner of the previous competition, and vie for the opportunity to pick the next. Themes are often created to allow entries from Necromunda, Gorkamorka, and Mordheim to all have relevance in the running, and past competitions have included characters, objective markers, vehicles, terrain, and even representations of fellow 'Yaks. The entire competition process can widely be accountable for a large percentage of the forum traffic, and has proven in every incantation thus far to be exemplary of the warm and friendly attitudes that YakTribe can be characterized by. Entrants can be sure to help inquisitive members with explanations on how their modelling and painting techniques were achieved, and what pieces



A blind standoff occurs at the corner of the local Hive Guys. Photo credit Armeli and Jyry "Loriel" Tuominen.



and materials were used. The forums provide an excellent development grounds for members to improve their hobby skills, and the competition series rides at the front of that pack for promoting players to get their brushes dirty and their fingers all glued together.

While YakTribe Gaming can be best be used as a tool for making gang rosters and tracking their advances, managing campaigns, and finding any rules submissions in The Vault, the glue and green stuff that really holds the site together and makes it something more is the online community on the forums. Members can use the site's player map to discover how many other gamers there are in their area and increase their chances of getting games in by doing so. And they can extend their hobby to beyond the time they are able to spend rolling dice at the table or painting and modelling by being able to engage and participate in a global community with a shared enjoyment of skirmish wargaming. We 'Yaks are a pretty wild and independent bunch, playing games orphaned long ago by the company that created them, yet within the herd here on YakTribe Gaming there is something to be shared. And from this community the games we play are better because of it.

Riel Richard
@Blood Bowl, YakTribe Gaming

GANG COLOURS

ESCHER

(GW MODELS)











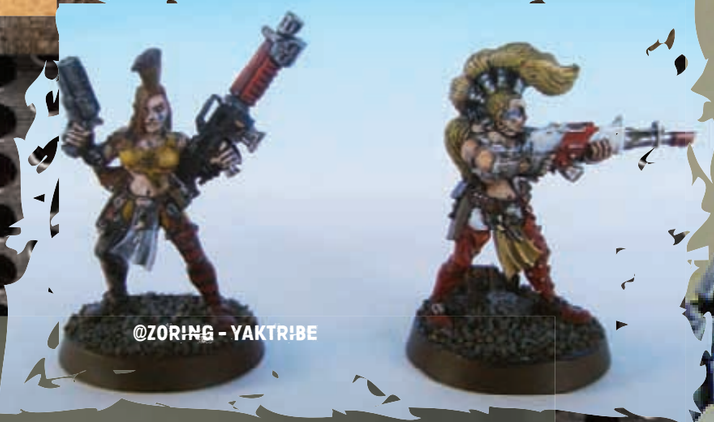




















CAWDOR

(MOSTLY GW MODELS)













@RUSTY101 - YAKTRIBE





DELACUE

(GW MODELS)

YAKTRIBE
NECROMONICON























VAN SAAR

(MOSTLY GW MODELS)





@ANDYT81 - YAKTRIBE



YAKTRIBE
NECROMONICON





@JIMBODEANY - YAKTRIBE









@-FEN- - YAKTRIBE





by Battle Brush Studios

GOLIATH

(MOSTLY GW MODELS)





















ORLOCK

(GW MODELS)



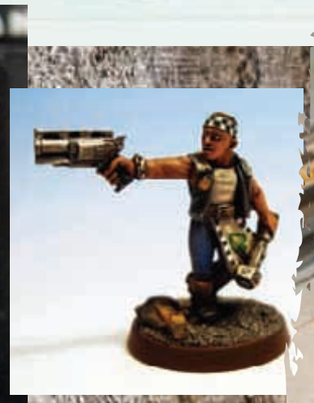
YAKTRIBE
NECROMONICON



















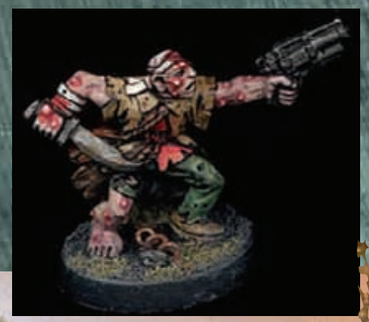
@CAP!TAN (+ @J!MBODEAN!) - YAKTR!BE

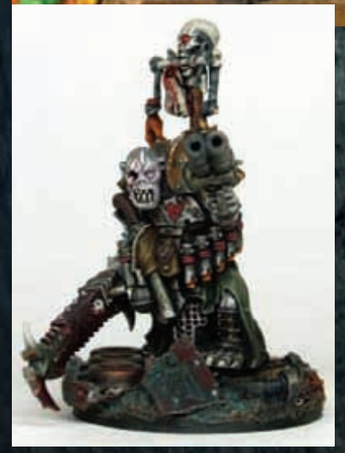


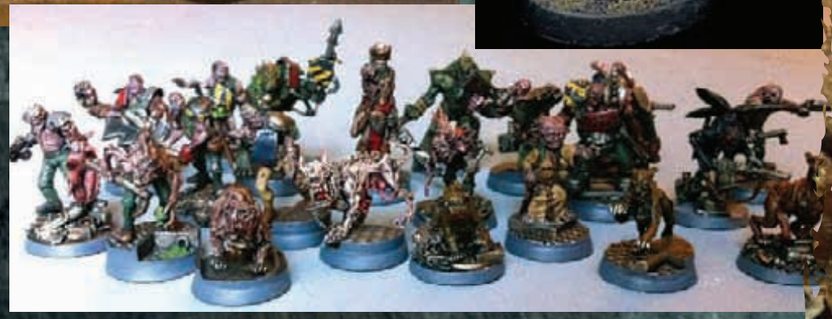
SCAVVIES

SCAVVIES ARE BY NATURE A RAGTAG BUNCH AND AS A RESULT ARE PERFECT KIT BASH FODDER. IN APPEARANCE, THEY CAN RANGE FROM HUMAN CULTISTS TO HIDEOUSLY TWISTED MUTANTS



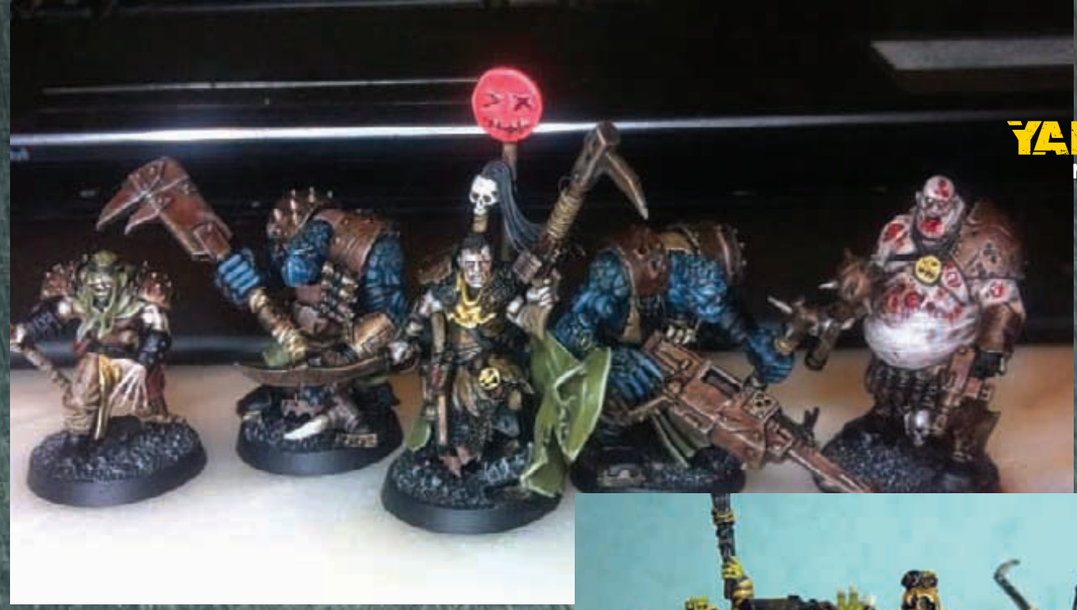












YAKTRIBE
NECROMONICON





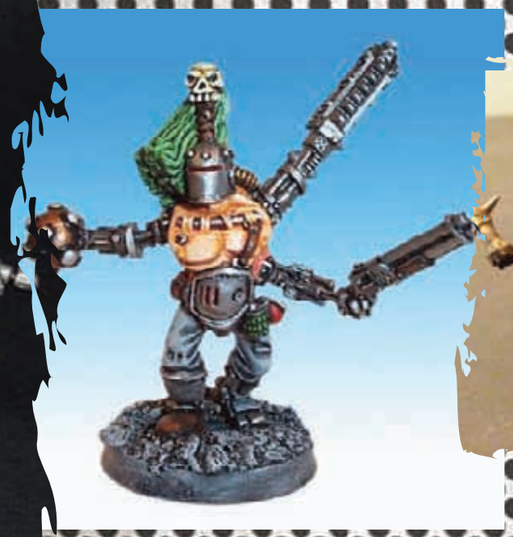




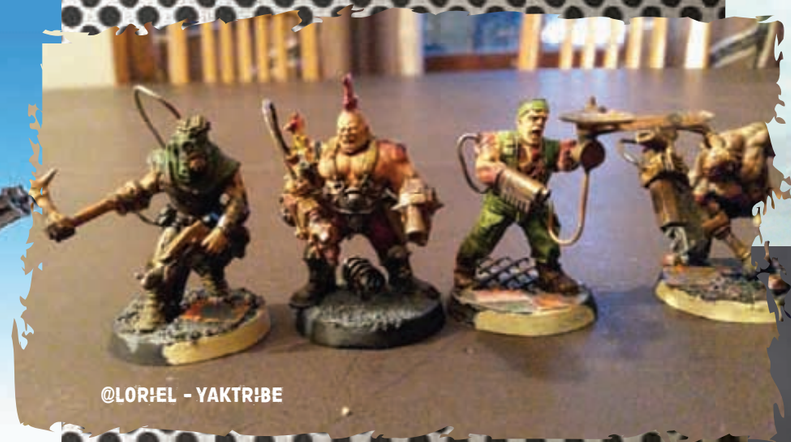
PIT SLAVES

PIT SLAVES LIKE SCAVVIES ARE THE PERFECT SUBJECT FOR KIT BASHERS. IN APPEARANCE, THEY CAN RANGE FROM HUMANS WITH BIONIC ENHANCEMENTS TO ALMOST 100% MACHINE.

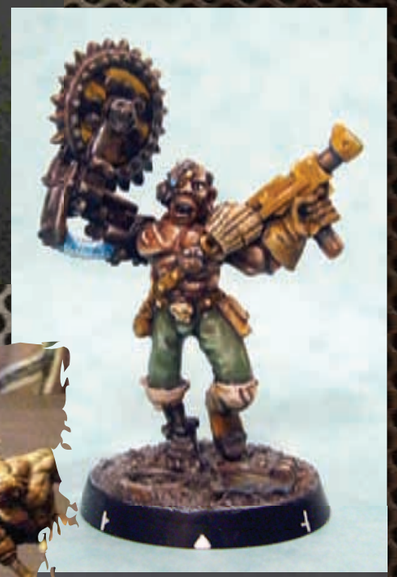


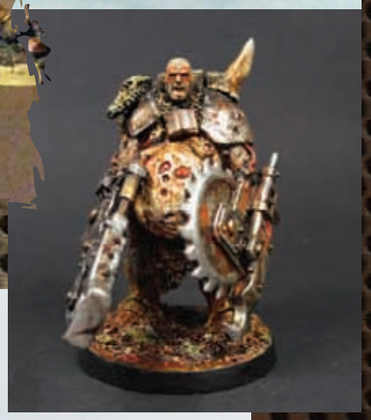






@LORIEL - YAKTRIBE









@BRUTICUS - YAKTRIBE

RATSKINS

(MOSTLY GW MODELS)





@OBAR - YAKTRIBE

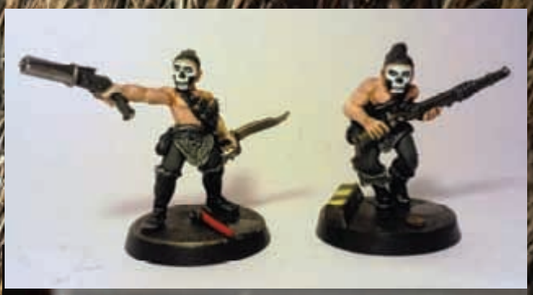


@CARDYFREAK - YAKTRIBE



YAKTRIBE
NECROMONICON









REDEMPTIONISTS

(MOSTLY GW MODELS)



















SPYRERS

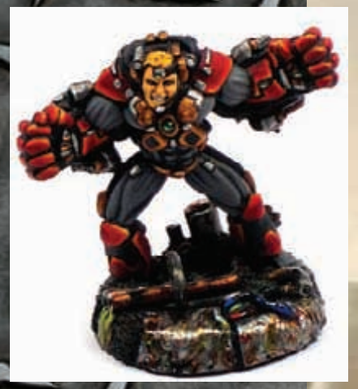
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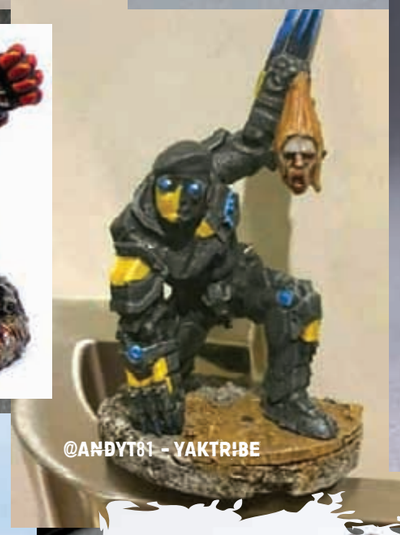




















ARBITES

(MOSTLY GW MODELS)



YAKTRIBE
NECROMONICON



@JONBO - YAKTRIBE





@GORKAMUNDA - YAKTRIBE



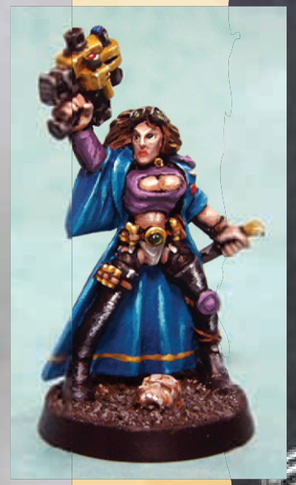


HORDE

ZOMBIES

BOUNTY HUNTERS





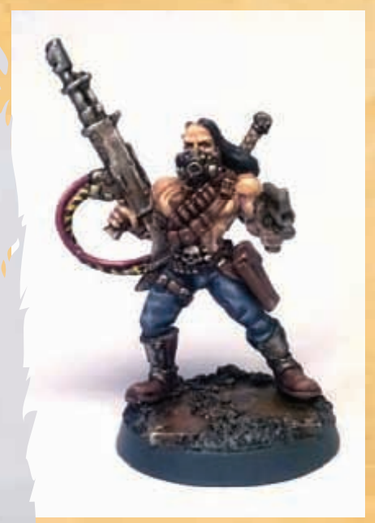


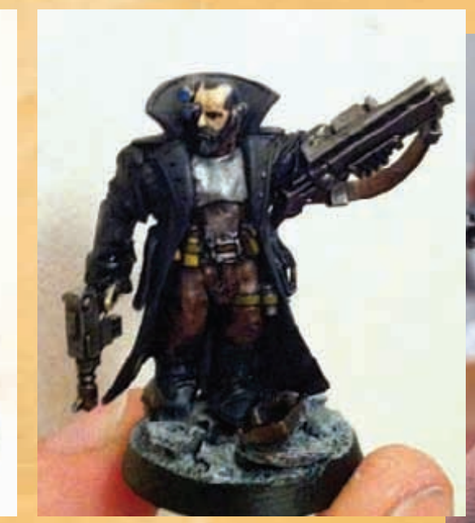










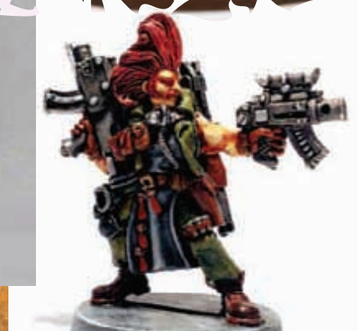


















SCUM



@MADSERGEANT - YAKTRIBE

















@ANDYT81 - YAKTRIBE





@JONBO - YAKTRIBE

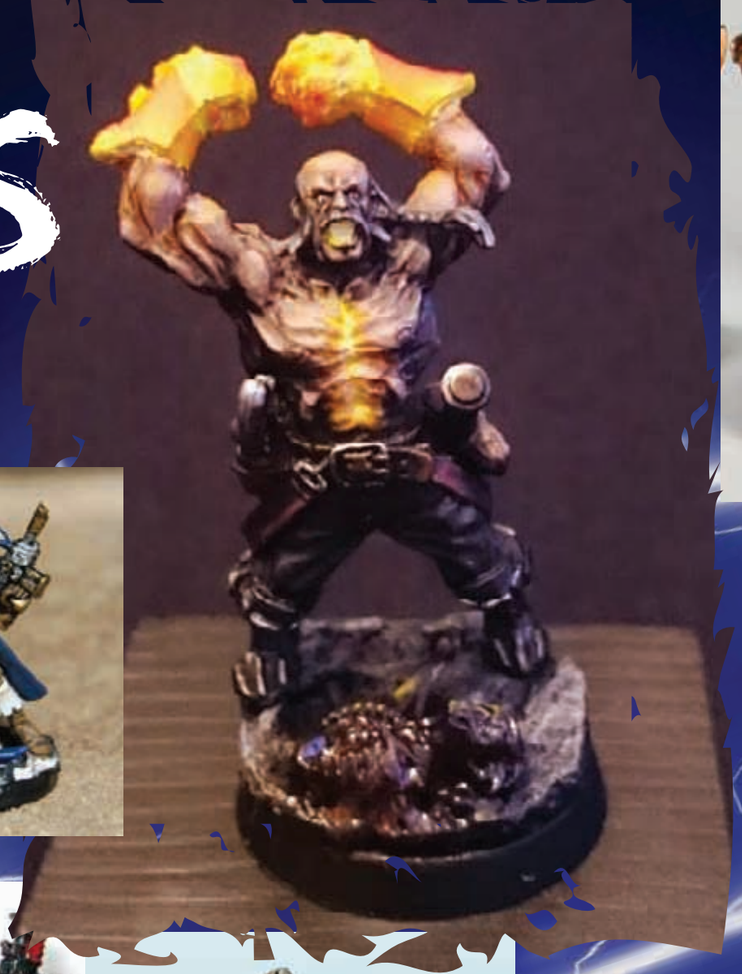


@CAPITAN - YAKTRIBE

WYRDS



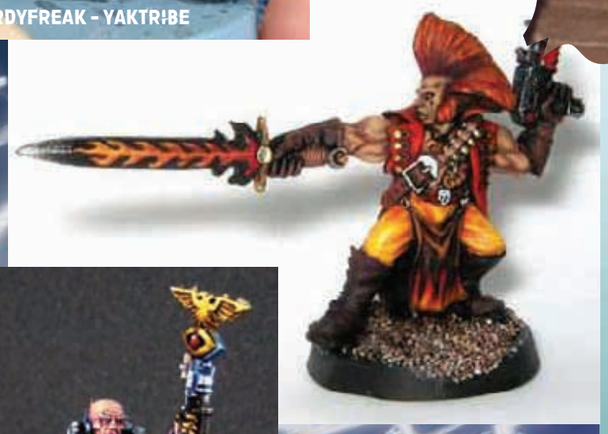


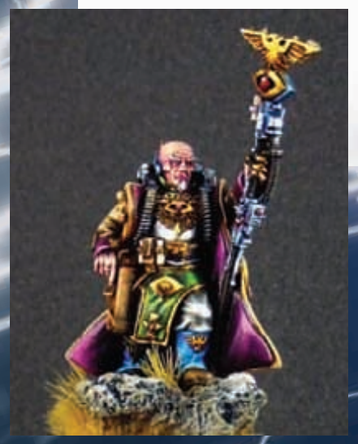






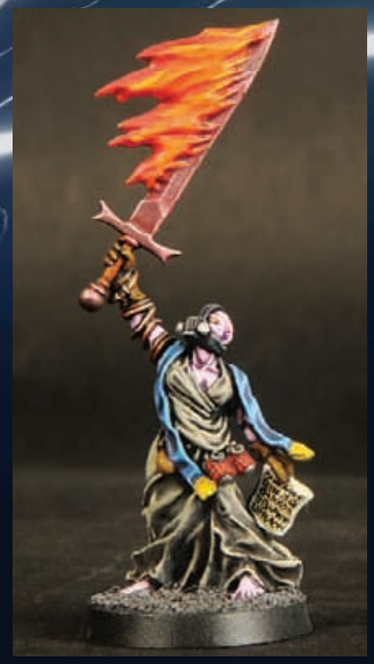












THE LOADED DICE TABLE TALKS

BY @BLOOD DONOR - YAKTRIBE

FIRST ANNOUNCED IN WHITE DWARF MAGAZINE IN SEPTEMBER 1995, with the official release occurring that October, Necromunda is celebrating its 20th Anniversary this year. Twenty years, and the last ten occurring without any major support from Games Workshop, who created the game. Despite having an age older than many retired tabletop games and a significant time spent off shelves, Necromunda thrives in the seedy depths of the internet and gaming clubs; under the radar of the majority of tabletop gaming enthusiasts, and remembered fondly in a past tense frame of perspective by many others, the game is still celebrated and played by many who savour the unique blend of tabletop wargaming and role playing games. Old enough to be a celebrated "has been", but contrarily the game has grown. Changed. Not into something unrecognizable of its first incarnation – there have been direct efforts to avoid this – but updated and upgraded into a more modern offering of itself. By the players.

A bit of an anomaly for this reason, Necromunda has outlived its shelf life and has probably done so as a result of some hideous Scavvy-like mutated side affect, caused undoubtedly by the amount of sump chemicals the game's patron players have ingested while in the hobby. Not many other tabletop games see the type of community support that Necromunda has received for all these years, which can perhaps be viewed as a double-edged Chainsword of sorts: orphaned for profiteering business decisions, the game received no official support or tact, but from this a new community ownership and pride rose from the collapsed domes and seedy corners of the underhive.

While it's parenting Warhammer 40K universe receives a significant amount of rules and lore concocted by the fan base, these unofficial fan-made supplements often get marginalized and swept under the rug because the game is still thriving and supported by the company that has produced it. In the case of Necromunda however, the community input and fan rules take centre stage: players from every corner of the globe and every House in the spire come together to keep an ever expanding rules set updated, tested, and refined. Twenty years later and here on YakTribe Gaming, Necromunda is played by over 700 registered users and a great many non registered players, the number of which I can't possibly come up with given my lack of any major or minor Wyrd powers. Let's say like 46. That's over 746 Necromunda gamers, collectors, hobbyists and aficionados who have refused to let the game die.

> "DESPITE HAVING AN AGE OLDER THAN MANY RETIRED TABLETOP GAMES AND A SIGNIFICANT TIME SPENT OFF SHELVES, NECROMUNDA THRIVES IN THE SEEDY DEPTHS OF THE INTERNET AND GAMING CLUBS..."

The entire thought of all this made me quite impressed, and I wondered how things must have been when the game was just being released. The majority of spires were likely mere mole-hills by comparison to their current towering sizes – I can only imagine how much scaffolding would have been required. But I wanted to find out more about the game in its earlier stages, to see where it all started and how it progressed through the years into what it is today. In a discussion I had with @nooker about talking to some of the game's more prominent personalities from yesteryear, I decided I would scrounge the corners of the world wide web to find some people who would know the answers to these sorts of things. To my utmost surprise, not only was I able to get responses from the people I talked to, they were genuinely interested in waxing nostalgia and sharing some of their stories on why they love being hive dwellers like the rest of us. Over the last few months I have been privileged enough to be able to talk to Rick Priestley, Andy Chambers, David Graham, and Anthony Case about Necromunda, and hope you all enjoy their wonderful insights that I am able to share with you here. The Loaded Dice Table Talks. Shit yeah.

As far as searches in the underhive for the grizzled scummers that had been there long before I showed up, it was nothing short of striking Archeotech - hell maybe even throw in a Mung Vase that you just sold for double sixes times ten credits – to be able to talk shop with **RICK PRIESTLEY** about what the game means to him. The mere notion of talking to Necromunda's chief designer and the at-the-time studio manager of Games Workshop had me shaking with excitement; I damned near needed a Skull Chip to sort myself out. I wanted to ask Rick questions about not only what types of approaches he took to game design, but also what he liked about being a gamer. Why he loved rolling dice and moving miniatures around a board just like the rest of us. Of course, with a friendly charm Rick let me know that being a game designer isn't all comfortable leather chairs, dapper smoking jackets, and endless gaming time. Looks like I failed my Initiative re-roll and exhausted that Skull Chip first game of the campaign. *"Because all of the creative work and gaming was focused on making new products - of which there were quite a lot and not just Necromunda - playing games beyond the development phase would be rare for me - so I'm afraid most of my experiences will be about the development and presentation of the game rather than playing it post-release. By the time any game was released at GW in the 1990's the games designers and sculptors would be up to our elbows in the next big game and various army book or board game projects. As the studio manager as well as chief designer I'd have to look after everybody as well as head up the development on the key projects. It was an exciting time - but we were always pressing forward on the next new thing!"* I appreciated his use of "exciting" as a description of the pace, I would likely have called it chaotic or nightmarish. With conversation beginning to open up well, I got a little more comfortable into the Q&A process with Mr. Priestley, and was able to get some great responses about how Necromunda came to be...

> "GIVEN THE FLAVOUR FROM CONFRONTATION AND THE INGREDIENTS FROM WARHAMMER: 40K, RICK AND HIS TEAM BEGAN COOKING UP A NEW SKIRMISH GAME..."

"When I briefed Necromunda I took some of the work that had been done for the – by then defunct – Confrontation project and started again. The only things we used as I remember were the overall 'hive' concept plus some artwork and specifically some names – which gave the change some sense of continuity and consistency within the 40K background". Given the flavour from Confrontation and the ingredients from Warhammer: 40K, Rick and his team began cooking up a new skirmish game. Rick created the artistic and conceptual side of the individual gangs and fleshed them out by tailoring rules to their unique style of play, which were then brought to life by the artists and sculptors. *"[T]hey were written as background first and models and rules were designed to fit within the central ideas for each gang. Jez [Goodwin] in particular did a lot to give a visual image to the gangs he worked on... Of the all the designers Jez was probably the only one who took a serious interest in the development of the imagery and iconography as well as the backgrounds... Jez was very focused on the backgrounds and worlds we were creating - even if he had no interest in the gaming side as such. He did a lot of great work on all the ranges he sculpted and was a genuinely creative partner when it came to the ideas, backgrounds and imagery for all of the games I worked on... The gangs are based on archetypes – Cawdor are the base type, then the others are tough and bit 'Dwarfy', fast, elegant and a bit 'Elfy' and so on. The idea was that each*



Rick seen at a gaming store in the earlier days of his gaming career. Photo credit realmofchaos80s.blogspot.ca

has a distinct character that is reflected in its style of play and model design. That's just basic faction design really... I don't think Necromunda introduced anything new [in terms of introducing game mechanics or play structure] – it just did a lot of good things very well – benefiting from the experience of 40K and various other game systems that went before it. It was a good synthesis of mechanics".

Beyond his surgical understanding of tabletop game mechanics, Rick even shined nostalgia and humoured me on how the physical look of Necromunda – and the 40K universe – has evolved in the last two decades. When I asked him if he ever missed lasguns being red and hive-dome floors being green, he was immediate to reply *"Mine still are!"*. A gamer at heart, even with the ridiculous work schedule of constantly creating new games and working on rules Rick was able to roll the dice, and sometimes even travel to do so: *"[As for Necromunda], I don't recall ever playing it beyond the studio – although we had quite a good set-up and people did play in the evenings and weekends even... I did go to Holland to take part in a tournament for Warmaster – and I've played games in the USA and Europe – though I don't think I went specifically to do that!"*. Rick's fire for gaming has been anything but contained to salad days of Necromunda, as he now co-owns Warlord Games. But even before Bolt Action and the other historical miniatures games he made with Warlord, Rick's goal for Necromunda would ultimately be cut short.

I asked Rick if he ever found that the containment of Necromunda's setting within the lower tiers of a hive structure cramped the marketability of the game, and if the company ever wanted to include Xenos races in the game beyond the drastically mutated/ cybernetically enhanced. *"[C]reating a specific undercity in which to set the game was all part of giving it a very specific geography of its own, separate to the hive itself. Similarly, it enabled me to build a specific world, part of the Imperium but with its own character and culture. There was a certain pressure to include rules for Orks, Eldar, Space Marines, etc within the context of Necromunda, and I think that did sneak in later on, but to me that just seemed counterproductive and not at all true to the backstory"*. Sidelined by the larger and more profitable Warhammer: 40000, Necromunda had once been sculpted as the jump off for skirmish-level games for a whole host of settings within the 40K universe.

I don't think Necromunda introduced anything new – in terms of introducing game mechanics or play structure – it just did a lot of good things very well

"It's worth talking about the fact that Necromunda was part of an intended series of games that would use the same mechanic in different settings to explore the wider 40K universe. This included an Eldar Craft World, A Knight World (Mechanicus and Eldar), A Death World type of affair (Catachan), and so on. The only one we got to do was Gorka Morka – which was a rushed development that was imposed upon the studio very late in the day and hugely mismanaged by the GW sales and manufacturing – after which the rest of the series was scrapped". With a thriving community support for Rick's creation, Necromunda has had work done on a Commoragh version of Necromunda, and countless other fan rules have been hosted – and made – here on the YakTribe site. *"[It's] nice to know that some of my original ambitions have been realised by the fan base".*



It's worth talking about the fact that Necromunda was part of an intended series of games that would use the same mechanic

Long since independent of Games Workshop, with Warlord Games Rick has been able to not only focus on his passion of historical miniatures games but also continue his work in the skirmish-level science fiction arena. *"I have of course continued with games of similar scope, and my current project with Warlord games – Beyond the Gates of Antares – is also worth a mention in that context... Necromunda just used the developed version of the WH40K rules – it was part of the family so to speak – and the advantage of familiarity for us and for players was considerable. It was a bit clunky – D6 driven representative systems are going to be clunky - but the system was intuitive and play was potentially tense because of the number of stages. The number of stages in the resolution evens out the odds in the long run – so there are advantages. Antares – being D10 based – has fewer stages to resolution so it looks cleaner – but the D10's are more 'chaotic' (in the sense of probability rather than spikey death daemons) and that can make the results feel more random".*

Beyond the Gates of Antares is based around a D10 mechanic, maintains similar-yet-streamlined characteristic profiles to Necromunda, and features a force size that involves a selection of squads without embellishing up to an army size. *"Antares is the same level of play as Bolt Action WW2 from which it derives its Order Dice mechanic – so about 6 or more units a side and a unit being 3-5 models – or bigger. It's not really a gang skirmish like Necromunda – but the mechanics are being developed to scale – so it could easily adapt to skirmish or even role play – in which case I'd step the dice up to D100's... [In regards to transitioning from the D6 system to a D10 system], I've written games before that used D100s or D10s – the first thing I ever had published was a D100 based game in fact – so it's not exactly a departure. Either way, you generally start most mechanics with a 50/50 – 4 to hit on a D6, 7's on 2D6, and work it from there. Games are largely maths and geometry – even tabletop games – you can get quite a long way on paper, but you have to play at the same time to get a sense of feel".*

The current Necromunda community has a knack for taking more modernly released gaming systems - like Mantic's Deadzone, Corvus Belli's Infinity, or even Ramshackle's Nuclear Renaissance - and reverse engineering them to find new tricks that can be implemented back into Necromunda. With that community adoption of rules from external systems, and the upcoming release of Beyond the Gates of Antares, Rick's days of writing rules for Necromunda might not necessarily be over yet. It was really interesting to get to talk to Rick, and my grasp of Necromunda's formative growth through the late 90's and early 2000's developed significantly from talking with him.

With the format developed and the game mechanics defined, Necromunda really leaps out from the pack of other offerings at its release because of its campaign-driven story telling abilities. Not only does the game offer up an intensely vibrant back story and setting that can hold its own among any notable science fiction worlds, it offers a player the chance to truly create the lore of their characters for themselves while playing the game. Necromunda offers a fantastic scope and feel from which players can develop

their own story lines and narratives, and that scope and feel is largely responsible to the fine work of game designer and author **ANDY CHAMBERS**. From published background tales in the Black Library, to extensive work in both the Original Rulebook and the Outlanders supplement, Andy has given so much life to the underhive setting that it would overload a Bio-Scanner. A true player of the games he works on, Andy's character creations go far beyond those he pens in written works, and his Goliath Dog Soldiers exemplify this.

Rooted in the vast Warhammer 40K universe above, Andy explained to me that the microcosm environment of the underhive depths below in Necromunda offers a more intimate backdrop and lore and was much easier in large to write for. *"That was part of the point of the project; to drill in to one particular world and see how it works in the context of the wider universe. Creating a universe in broad strokes is relatively straightforward because the devil is in the details, a chance to explore some of those details more intimately in a semi-roleplay setting was a wonderful thing".* The game is ripe with inspired themes, and really thrives as a setting: Wild Western-esque Frontier? Lawless Barbarism in a Cage? Overt Oppression and Class-war? Freedoms of the Fringe in Totalitarian Order? The potential for the environment Chambers engineered for the game seems limitless with tropes worthy of a university wine-and-cheese function, which gives game play a sense of variance and longevity. *"I tend to think of focusing on one theme too much in Necromunda is a mistake; I like the wild west elements for example, but get too carried away with that and you start trying to jam in wild west themes that don't fit. Likewise the class war and fringe of freedom undertones reverberate strongly for me and I explored them some in my Necromunda novel Survival Instincts. However I think Necromunda's appeal is partly from embracing all of these themes and not giving one too much weight above the others. It isn't a movie story line about freedom fighters vs the man that can be resolved in 1 hour 45 minutes, it can't be the wild west because a strong element of that is change and transition in a new land whereas Necromunda is locked in eternal medievalism etc etc".* Creating stories in what ever avenue and tone of the game's offerings that a player can choose comes from the rolled out, in-game experiences that make wargaming so fun, and Andy was great to share some of his experiences leading gangs through the rubble and decay of the underhive.



Andy at Ropecon 96. Photo credit belloflostsouls.net

In a workplace environment, having a game at your disposal that can be played out over a reasonable time frame can make an underhive opportunist out of any lunch break enthusiast. *"We played through for the base Necromunda game with the gangs we'd started with to follow the progression over about a year. A big studio league was part of the process so all of the core gangs were well-represented and we figured the variations in skills etc. was pretty slight anyway. A lot of Van Saar gangs seem to get started up and then falter possibly because they spent too much on starting guns and didn't have enough gangers/juves.*

> THAT WAS PART OF THE POINT OF THE PROJECT; TO DRILL IN TO ONE PARTICULAR WORLD AND SEE HOW IT WORKS IN THE CONTEXT OF THE WIDER UNIVERSE

Personally I used Goliaths (the infamous Dog Soldiers) just because I liked them best visually although its a close-run thing as I like all the Necromunda gangs a lot... I remember the leader of the Dog Soldiers, the Grand Dog, survived through a whole campaign without death or serious injury despite (or maybe because of) using a plasma gun. He even fought off some leadership challenges along the way... The gaming style I use tends to be an 'in your face' approach so Goliaths fit that ethos pretty well, although it can't be said that their randomly rolled skills necessarily supported it! For Outlanders I personally used Redemptionists because I love a good zealot (with chainsaw or flamethrower)... We kept playing after the release of Outlanders, that much I can recall. Things puttered on with the Studio league for a while longer but by that time we'd been playing Necromunda heavily of a couple of years plus both Gorkamorka and Mordheim were starting development (Mordheim might have come later but I'm pretty sure some WFB skirmish with experience gain was being played around with, Tuomas Pirinen could tell you better than me). My last game I can recall was my Redemptionists vs a Spyrer gang, which was ugly business I can tell you. When I think of Necromunda I always think of it as being one of the best expressions of a miniatures based skirmish campaign I've known, every gang told its own story and I felt like the game supported that well with scenarios and skill / gear rewards for extended campaign play. It was right up there with Bloodbowl in that regard and I put a lot of that down to the guiding influence of Jervis Johnson in both games".

Providing an excellent template for a campaign system, Blood Bowl's straightforward game setting - that of a professional sports season – was quite eloquently adopted by the more diverse campaign nature of Necromunda, where the scenarios all function in a cut and dry enough manner to operate without the guidance of a game master/ dungeon master, which is typical of role-playing games. Necromunda offers this kind of self guidance while still being open concept enough that players could insert their campaign story and still have games that drove their narrative beyond a simple one-off match-up. *"We'd just come off doing 2nd ed 40K which had a similar transition from Rogue Trader's GM'd scenarios to a more straight up battle game so we had a lot of ideas floating around about how to do it. Necromunda worked on having a campaign and an RPG-like feel so it wasn't even necessary to make the scenarios all fair and balanced in a traditional sense as long as risk equaled reward for the players and the scenario itself had a good strong narrative going. A good example is the gunfight scenario... a really popular scenario with players, it was quick to play and had a really strong narrative so win or lose both players were invested in it right from the start. The rewards were high and it offered an opportunity for even the lowliest of street punks to pull off a victory against well-established gangs. Other scenarios used the scrap-based objective system to keep things interesting by encouraging movement and introduced random events to fill in for not having a GM. Jervis Johnson's experience with Bloodbowl was absolutely key as it gave us the progression and loot rules that rewarded gangs for every game played, doubly so against tough opponents. That progression knitted the games together so nicely that some scenarios virtually wrote themselves - rescuing imprisoned gang members, for example, or fighting out gang leadership challenges. I'm still very proud to have helped create the Necromunda campaign system because I feel we really hit gold with it. Just a few weeks into our first test campaign everybody's gang had their own story with their own winners and losers, rivalries and vendettas, challenges and outrageous claims were starting to go up on the notice board - it was pure awesomesauce".* Awesomesauce indeed. The in-game chronicles in Necromunda can become so very "cinematic" quite quickly, demonstrating the amount of work that went into tailoring the game as a vessel for story telling narratives.

> JERVIS JOHNSON'S EXPERIENCE WITH BLOODBOWL WAS ABSOLUTELY KEY AS IT GAVE US THE PROGRESSION AND LOOT RULES THAT REWARDED GANGS FOR EVERY GAME PLAYED

While it is not completely unique compared to other tabletop games that Games Workshop makes in regards to being able to produce memorable campaign events and unfurl captivating tales as played out on the table, the composition of Necromunda

as a game really allows players to invest themselves with the gangs they create and bond with these little 28mm miniatures. From the painting and modeling, to even creating unique one-off scenarios for a campaign, Necromunda has a knack for producing fun times around the table with friends and fellow gamers. *"We ran a number of different campaigns at the Studio to test things out or just have fun, including multiple Bloodbowl leagues and Ichar IV for 40K. I always remember Bloodbowl and Necromunda (and later still Mordheim)as being the most heavily subscribed and plain old busy campaigns. I think the shorter time frame of the games helped with that as it was possible to squeeze in a game at lunch or just after work, but I think it was also the roleplay side of the game that helped appeal to artists, miniatures designers and painters - there were some really lovely painted and converted gangs around. The most memorable event game we did was a six player (I think, maybe more) treasure hunt with stacks of playing cards at various points on the table, searching a stack flipped a card producing either treasure (for red cards - hearts and diamonds) or a trap/monster (black cards Spades were traps and clubs were monsters). As you might imagine hilarity ensued as nothing but monsters and traps ravaged all comers, I'm pretty sure someone eventually pulled a red card but it was a long, long way into the game".* Compared to many other offerings, Necromunda has a very pub-style, beers-and-laughs kind of presentation with its smaller playing surface and more manageable miniatures count. The game itself seems like a more mature offering when compared to Warhammer 40K and the amount of disposable income required to field an army or two.

This more mature feel is not only created by the price point of Necromunda being "manageable during a self-sustained and/or post-secondary-student life", but even the content suggests perhaps a slightly older audience. When Andy wrote the Outlanders supplement, including the options for using drugs in-game like 'Slaught, Spook, and Spur merely echoed the punk-rock flag that the game seemed to be flying in many of its elements: *"I think there were some vague rumblings from some quarters - it was considered particularly edgy in the US in particular to admit that a future dystopian hell might also include an unhealthy amount of illegal drugs. Ultimately though none of the fictional drugs presented had direct links to actual ones and they all had nasty side-effects (see? Educational!), plus they'd been in the background since Necromunda was called Confrontation and censoring them felt cowardly. From a UK perspective drugs were a reality of any urban setting and clearly a source of gang tensions so we kept them in. As with all things edgy that appealed to a certain age range and combined with a low price of entry (ie. because you only needed a few miniatures to play) helped the game really take off. One of my fondest personal memories from that period is attending a store event in San Francisco - it was a hellish gig of five days in total with (for me) a 3000 mile flight on four out of those five days. However when I was there playing Necromunda some of the local kids told me that getting into Necromunda had stopped them getting into real gangs and 'turned their lives around'. I've no idea how much of their story was bullshit and if it was true whether everything worked out for them in the long run, but I sure as shit like to believe it did".* Rules for drugs, denim vests and Mohawk hair styles on characters, it all seems pretty subcultural/ rock and roll, especially in the 90's during right-wing British politics. But even the company's marketing seemed to promote the D.I.Y. approach; in an age before prefabricated terrain kits like the Cities of Death stuff there always seemed to be a push in the White Dwarf articles for Necromunda to make your own table out of free stuff, without a hint of up-selling. Maybe it was the time period in the evolution of realistic looking terrain, but the whole game felt, well, a little gritty.

> AS WITH ALL THINGS EDGY THAT APPEALED TO A CERTAIN AGE RANGE AND COMBINED WITH A LOW PRICE OF ENTRY (IE, BECAUSE YOU ONLY NEEDED A FEW MINIATURES TO PLAY) HELPED THE GAME REALLY TAKE OFF.



Andy at the Dropzone Grand Opening.
Photo credit dropzone-games.com

"Necromunda sprang more from roots in the 80's and Thatcher's hard right Britain than Blair's 90's. The destruction of British industry meant that urban decay was very real in the UK and reflected in its culture of punks, skinheads, rockers, mods, new romantics, goths, ska, reggae, football hooligans and a new kind of tribalism all round. Comics like 2000AD had carried forward that theme of crumbling urban societies ruled over by an amoral elite and of course sci-fi movies from that period fed into that as well. The movies are what stays with me the most, and they were a common language that writers and designers could share. Alien had shown us a 'used future' (that's term they use at Blizzard for it, a time when great strides have been made yet everything is still rusty and crappy looking) back in 1979, then movies like Blade Runner, Terminator, Running Man, Total Recall, Predator and Aliens all carried the same themes, Mad Max was naturally a touchstone for crazy half-feral gangs, but Escape from New York and Assault on Precinct 13 had an influence too. The western angle came almost entirely from Spaghetti westerns like a Fistful of Dollars and the Good, the Bad and the Ugly. We knew having a lot of terrain made the game much better so we were keen to offer some in the box, the open gantry created by using card with plastic supports proved to be absolutely perfect for giving that much needed three dimensional aspect - that came late in the process for us of course, we'd been mostly playing on hand-built boards put together by Nigel Stillman and others so we thought of that DIY aspect as a fun part of the hobby".

Having put in time as a game designer with Blizzard Entertainment, with notable work on Starcraft 2, Andy Chambers has certainly not hung up his boots with his tabletop gaming experiences. *"I'd like to think that everything from Necromunda is still with me, it taught me a lot about skirmish gaming and campaigns in general".* At present, Andy does freelance game development work for tabletop games, and is currently down in the lab hashing out work for Bolt Action from Warlord Games, Dropzone Commander from Hawk Wargames, and All Quiet on the Martian Front for Robot Peanut Studios. Terms such as "used future" exemplify the look and feel of the underhive quite accurately, and it is this very look and feel that Andy's creative works were so fundamental in sculpting – not only in background lore and character development but in the very creation of the rules. Because if you roll a 54-56 on the Outlaw Rare Trade table, the shady scummer in the trenchcoat sliding you viles in exchange for a few creds is doing so as a detail of game realism. Just don't act heretical under the influence, there's Redemptionists afoot...

> NECROMUNDA SPRANG MORE FROM ROOTS IN THE 80'S AND THATCHER'S HARD RIGHT BRITAIN ... ... THE DESTRUCTION OF BRITISH INDUSTRY MEANT THAT URBAN DECAY WAS VERY REAL IN THE UK AND REFLECTED IN ITS CULTURE...

A used future ripe with strife and feuding set within the realm of an enormous space opera. Seems like fans could be nothing but happy with the offerings and potential for wonderful gaming in the forty-first millennium...

When the release of 3rd Edition for Warhammer 40K came out, many patron gamers felt left out from the new direction of the game. With the momentum of the 40K universe showing great potential, the significant changes to rules structure, as well as the streamlining of certain rules aspects, displayed the game's marketing being shifted towards a younger audience. **DAVE GRAHAM**, a 2nd Edition player who felt marginalized by the new direction of the rules, had been gaming within the 40K universe since it's inception in the late eighties, and took a real shining to the previous rules instalment as well as Necromunda, which shared much of the same game mechanics. *"I started playing Necromunda the day it hit shelves. I bought it right up. I had been playing table top wargaming with an actual gaming group during the Rogue Trader era. So I have been with 40K pretty much since the beginning. I never did Fantasy, although I have always wanted to give it a go, but I like the sci-fi elements much better. It pretty much started when I went to my local hobby store one day and I wanted something different then fantasy models and I came across an Ork Battlewagon box. I was like "What the heck is this box of pure awesomeness?" I didn't know what it was or for, but I bought it, and a friend of mine told me about Rogue Trader, Orks and all that. From that day on I was obsessed with getting my hands on all the 40K Orks as I could. During my time playing Necromunda I was also playing a ton of 2nd Edition 40K, and playing tournaments at the local game store. I also started painting professionally for Black Orc Games, specifically their Hundred Kingdoms game. I collected tons and tons of miniatures from other games, but never had the time to play them because 2nd Edition and Necromunda took most of my time".* Graham's love for 40K gaming caused him to use his web development talents to offer an online home for players wanting to discuss 2nd Edition 40K and all things related to those rules. Of course, this included Necromunda.

The website is Eastern Fringe, and working under the forum moniker McCragge, Dave Graham provided disenfranchised veteran players a place to talk about 2nd Edition. While Necromunda was an instant addition to his collection, McCragge remained more of a 40K gamer, and that was what Eastern Fringe had initially been targeted for. It was because of his hive dwelling friends that the forums became host for what quickly became the nexus of online Necromunda discussion. *"It might be a bit disappointing, but Eastern Fringe was born from the angst of 3rd Edition. It all started (as all stories do) with 2nd Edition and the transition to 3rd. I loved 2nd Edition 40K, it had it's problems to be sure, and we were hoping they would be addressed in 3rd Edition 40k. But sadly they were not and a bunch of other problems came about to our beloved game, making it feel like we were thrown aside and forgotten - all to grab the kiddies and make as dumbed-down a version as possible, or at least that is how it seemed at the time. I came across a forum called Rogue Trader Heresy and I decided that I needed to do something to preserve the game we love, so I created "Heart of the Heresy". The main discussions were everything Rogue Trader and 2nd Edition, including Necromunda which still uses 2nd Edition rules. After a time, Rogue Trader Heresy shut down and most of those people came over to Heart of the Heresy. A close personal friend of mine, Truckler, suggested we move HotH off a free site and on to our own domain. However, at this point he was really into Necromunda, and I was starting to move on to other games. I wanted the new forum to be a place where people can discuss all sorts of miniature gaming and not just GW stuff. So we decided to rename it (I never really liked HotH) and give it an homage to Rogue Trader with the name Eastern Fringe; an area of the galaxy just outside Imperial influence, a reckless, lawless place where people were free to express their miniature enthusiasm of their choice".* The new name seemed quite fitting: still within the universe, but on the outside edge beyond the direct support of the "Imperium". But it certainly did not represent a group of gamers bad-mouthing the work of Games Workshop, as the 'Fringe was more a gathering of players more fond of a no longer supported rules edition, with obvious inclusion of Necromunda.



David "McCragge" Graham rockin' out in his Games Room

The 'Fringe became pretty focal to the Necromunda online scene in the mid 2000's after the Specialist Games forums became defunct. This was shortly after the release of the Living Rulebook in 2003, which is often read as a rushed publication – where problems in both the writing and changes to the game's mechanics rose from the very "incomplete" status of the final product. Left with echoed sentiments of the 2nd Edition 40K fans, Necromunda fans soon found that the Eastern Fringe was the arena the game needed to be adopted by the global player base so that the kinks in the rules could be ironed out. *"There was a significant amount of player driven action in the Necromunda community on the EFF (Eastern Fringe Forums) so it is hard to nail it down to just a few, but number one off the top is hands down Truckler. If it wasn't for him, there would be no EFF or Necromunda section [on the forums]. Other significant contributors are (in no particular order) shiver85, Danger Mouse, Goobahfish, Caelwyn, and of course Ant aka Anthony Case... I am not entirely sure the EFF stepped in to take the helm of Necromunda. At least that was never an intention or goal of the EFF. It just sorta happened and was player/EFF member driven and not something we actively pursued as Admin/Owner of the EFF. Although we certainly didn't discourage it".* Eastern Fringe quickly became a central hub for internet discussion of Necromunda, though it wasn't necessarily the intent of McCragge from the beginning. Although the 'Fringe was of its own domain and sported advertising on the site, it was never a money making endeavour, nor did it spark much legal confrontation from Games Workshop or other intellectual property holders. Which at times can be a bit surprising given the separation of content focus for both 40K and Necromunda, as the site represented a new found independent ownership of the games with fan rules and game developments outside the scope of the proprietary developers. Break-up periods can often get nasty, but in the case of Eastern Fringe and its members there was never any hostile legal action towards the repossession of rules developments – in this specific case for Necromunda – from GW and into the hands of the game's fan base.

During what could have easily been times where it seemed like there was an extensive supply of great ideas with no real reign of officiation (lets just call it the potential "Age of Strife"), in the second half of the 2000's Eastern Fringe saw a complete grassroots community overhaul of the Necromunda rules with the Necromunda Rules Review. Problems were addressed, new approaches were pitched, and play testing occurred all across the globe before 'Fringers would log back in and ultimately make their own changes to the rules based on what they'd determined. It all seems rather scientific, and resulted in unified community house rules, where the EFF was the house. *"I don't really know the time table on this, it was sorta like a snowball that just grew and grew. Honestly it sorta surprised even me to be honest... I was never out to make EFF out to be a super giant, just a place where everyone knows your name sorta place... As far as making money off the EFF, it has never been about that, I have always paid out of pocket. It is a hobby and labor of love. I had tried to make up some of the money back with Google ads, but I decided instead I would use the Google Ad money to fund Painting Contest rewards".* The Eastern Fringe was certainly not the only forum on the internet where Necromunda was being discussed and rules fixes were being proposed after the game began losing support from Games Workshop, but it is certainly one of few to have survived. Having personally gotten into Necromunda around the fall of 2010, the internet offered a handful of ghost town forums catered directly to the game, with larger forums like WarSeer and DakkaDakka offering very occasional

IN THE SECOND HALF OF THE 2000'S EASTERN FRINGE SAW A COMPLETE GRASSROOTS COMMUNITY OVERHAUL OF THE NECROMUNDA RULES WITH THE NECROMUNDA RULES REVIEW.

discussions on the topic within their focus on the larger 40K universe.

Before David Knife created Yakromunda under the user name Malo, the Eastern Fringe was often the sole Necromunda forum with a consistent pulse. Part of the activity keeping the boards alive was the creation of a free online RPG capturing the flavour of Necromunda, Deadlands 3000. *"A member of the EFF "Mortishroom" created this awesome browser game that, for a brief time, blew up the EFF and had the majority of us hooked on it. Sadly Mort took it down for whatever reason. But it got me thinking, maybe I can do something similar, but instead of a space war game, I could make it based off of Necromunda. So I started working on a rudimentary game called "Underhive" and it was quite popular. Popular enough I had to hire a programmer to help me, and is now my partner in both the EFF and Deadlands 3000. He is "Pertyboy" on the EFF. Anyway, the game was getting a fair bit of popularity to it, and while I started it out as a fun little project I was worried that it might cause issues with IP and stuff. So I changed the games name to Deadlands 3000 and changed the premise from being underground, to post apocalyptic. More of a Fallout, Mad Max type game, but still keeping the gang action. The game is a retro style game meant to be played casually...while at work or bored. That too is a labor of love and more of a hobby at this point".*

It's hard to imagine that McCragge still managed to find time to paint, collect, and roll dice while managing a web forum and an indie video game, but he was able to be a very active gamer. I asked him a few more questions about his Necromunda gaming, which shamelessly included asking for him to divulge his preferred play tactics and opinions on whether Lasguns should still be red. *"I used to have an extensive collection of miniatures, and like all the cliches, it was lost to the ages. However I am regaining and rebuilding with new games and miniatures. I think my biggest strength in the hobby is mini painting. As I mentioned earlier I was hired as a mini painter for Black Orc Games. I used to sell a lot of my painted minis on Ebay, and I have pics of most of my work on Cool Mini or Not - I was one of the first to find and contribute to that site. My favorite gang has always been the Orlocks. I really don't know why, but I like their look and style. Kind of like an 80's style gang feel I suppose... My Orlock gang colors where Black and Blue, cause that's what you would be if you messed with my boys! As far as lasgun colors LOL, I tried to make them have a Necro feel, something found in the Underhive. However Plasma Pistols, now those have got to be red LOL... My play style was developed based on the mini's that came in the boxed set versus all the advice and articles in White Dwarfs and on the net. Basically, my philosophy was screw heavies, don't need them, and for Juves, I wouldn't take them in my starting gang, however I would only take Juves to replace gangers. My gang was the biggest in my gaming group with a huge 13 total members. My leader would have the special weapon, (plasma gun I believe, or maybe it was a pistol) and Chainsword, followed by 4 Snipers armed with 2 lasguns and 2 Autoguns. Their job was to over watch the battlefield and take shots of opportunities. I had 2 more with shotguns. Their job was to stay near the bottom or access points of my snipers to keep any enemy at bay and protect the snipers. The rest where armed with varying pistols and knives and where the assault forces. With such a large gang, Bottling out was rarely an issue".*





Some of McCragge's fine painting skills

A veteren gamer, McCragge still belongs to an active gaming group (they probably just call him "Dave" there). *"I do indeed still play miniature games. However, I don't play any GW games at this time. Right now my obsession is DUST Battlefield. It plays a lot like 2nd Edition 40k (And no wonder: Andy Chambers helped write the rules). I also have a page on Facebook that follows my gaming exploits "Dave's Game Room" I post pics of all the different games we play there. Although answering all these questions has made me want to break out the Necro gangs and give it another go with my current gaming group".* Convincing veteran Necromunda players to return to the game and for new players to pick it up rank pretty darn high on my list of what I like best about rolling dice in the underhive. Let's hope that there are pictures for a couple Gang Fights going up on Dave's Game Room Facebook page sometime soon...

Those grassroots community rules that churned their way out of the 'Fringe? There's a very well known man on YakTribe that has his fingerprints all over that constantly evolving document. Our very own **ANTHONY CASE** – @Anthony here on the forums – has not always been "our very own", and has in fact earned the experience points of a Mighty Ganger across a wide range of Necromunda forums over a lengthy gaming career. Having written an extensive list of house rules - including personal takes on various gangs, creating additional equipment and weapons, extra scenarios, and expanding the playable setting of the underhive into the sump with rules for using boats (and that list is certainly incomplete) - Anthony has been along for the ride ever since Necromunda was released and has involved himself in every aspect of the hobby along the way. As the creator and editor of the Necromunda Community Edition (NCE), the rules set for which Anthony has kicked off and maintained open community discussion on - and development work for - has become the modern standard for Necromunda rules. And they're free!

Alongside Priestley, Chambers, and Graham, Anthony Case has been playing Necromunda right since its release. *"Christ was that really 20 years ago?... My big brother and his mates were Fantasy players which was how I got into GW. I got pretty excited when GW started releasing the boxed games though, Space Hulk, Warhammer Quest, etc, primarily because it meant I could play games without having to paint up 100+ minis". Throughout playing Necromunda, Anthony was like many gamers in that testing out and developing house rules and changes to how the original game played was all part of the adventure of being an underhive scummer. While many of the desired changes to the rules occurred while he was playing with his local gaming group, it was on the online forums where Anthony started to tackle the idea of improving the rules set. "The old black & red official forum in particular had a lot of active users that had great ideas for improving and expanding the game. Once Specialist Games began to shut down, the various forums soon started to die off, but it's great to see Necromunda has had a resurgence in recent years thanks to Yakromunda... The black and red forum was the first proper official Necromunda forum back when Specialist Games was called Fanatic. Once Fanatic was downsized and rebranded into Specialist Games, everyone moved over to the Eastern Fringe since the new official forums were a bit naff. Incidentally, all of the discussions about the official Necromunda Rules Review was done on the Eastern Fringe, which as far as I know you can still nosy through, and was a really useful resource when putting together the NCE".*

Going all the way back to Fanatic Magazine, a large part of the hobby has always been writing homemade, fan-concocted rules. The YakTribe Gaming forums have always been marked with a friendly and encouraging environment for examining game mechanics and developing alternative or independent rules, but a lot of members know the democratic realities of finding general widespread acceptance of proposed rules changes. One of the true telling powers of the NCE is the ability Anthony had to keep focus in the drive of making changes before the NCE developed enough of its own momentum to find a sense of credibility within play circles. *"Initially it was just written for my gaming group to use so there were a lot of changes based simply on our personal*

CHRIST WAS THAT REALLY 20 YEARS AGO?...

@NOOKER

preferences rather than for any specific rule problem. Once other people started showing an interest in using it I went back over everything trying to remove personal bias. It's a tricky tightrope though, since what you have an issue with others might not, and you have to weigh up resolving issues with maintaining clean rules". Dedicated work on the NCE has followed suit with the Outlanders Community Edition rules supplement, the OCE, and both maintain the constant open-to-discussion review policy that helps them progress and avoid being pigeon-holed by flaws. One of Anthony's greater focal points of the NCE and OCE rules is to keep any changes being made to those that are minor and necessary, avoiding to change the structure and flow of the documents as much as possible to keep them recognizably approachable to players whom might not have played the game since the Original Rulebook or the Living Rulebook era. *"I actually think the core Necro rules are pretty solid really so any big changes I'd love to make are more to do with expanding them. For example I'd really like to see the House gangs feel more unique to play. Not to the same extent as the Outlanders, but just some general rules unique to each House and with their own special fighter type. I'd like to see the territory system expanded too, such as being able to upgrade territories and attack rival territories in differing ways".*



Mr. Case, looking deep inside his bucket of inspiration for some rules improvements

GOING ALL THE WAY BACK TO FANATIC MAGAZINE, A LARGE PART OF THE HOBBY HAS ALWAYS BEEN WRITING HOMEMADE, FAN-CONCOCTED RULES.

With Anthony being an active member of YakTribe, his insights and approaches towards keeping Necromunda updated and supported are peppered throughout these very forums. Any inclined reader could search through the backlogs and gain as good a sense as I myself could of what type of tabletop rules maestro Anthony is. As such, I wanted to focus my interview with Anthony more on what type of gamer he is and what parts of playing Necromunda he likes best. It's always entertaining to hear about the play testing experiences from the person who sat down and put a lot of work into creating the rules after all: *"I do remember one time when I started writing a Sump rules expansion. One of my boats careered into the side of an enemy's which caused their plasma engine to explode and damaged a nearby bulkhead (we were using rules for destroying buildings). The building then collapsed, flattened both boats, killed most of the crew and so we had to restart the campaign. We haven't used those destroyed building rules since".* When I asked Anthony what his favourite gang was thematically speaking, as well as what his preferred style of play is, he responded *"I'm rather fond of all the Outlanders. If pushed I'd probably say those ever-lovable rag bag Scavvies since they encapsulate a lot of the b-movie horror film vibes which I really like about Necro's setting. Plus they are just ridiculously fun to play... I do enjoy outmaneuvering an opponent, but I play for fun so don't mind darting forward to bait overwatchers and push the game forward. After all nobody likes to play against a parade of lasgunners camping inside their deployment zone".* Providing the response I liked the most to the question I asked all four gamers that I interviewed, Anthony's take on whether or not lasguns should be red was that "anything else would be heresy". Heresy indeed.

From beyond the reach of the Imperium's tendrils of administrative dominion within the Eastern Fringe, Anthony Case took the efforts that the community had put into the Necromunda Rules Review and led work on maintaining an updated set of rules for Necromunda. Throughout the years of an upkept passion for Necromunda, Anthony has done great deals of work beyond the periodic revisions of the NCE rule set, including a wide range of additional supplement rules for the game and even developing indie video games available on Steam. A mere glance through the YakTribe Vault demonstrates Anthony's work within the Necromunda community, which certainly would not be the same without him.

This website has really done a great deal for the Necromunda scene. It was the fall of 2010, during the slow motion crawl of a vacant shoulder season in a tourism-driven Canadian ski-town, when I started getting interested in Necromunda. My good friend and at the time roommate had been a Warhammer 40K player when he was younger, and I myself had collected a squad of Catachans as a kid since my next door neighbour had been a Blood Angels player. We talked about how getting back into the hobby might help curb our drinking habits while we waited for snowflakes to fall, but I didn't like the suggested scale of collecting vast 40K armies. His suggestion of Necromunda had me searching all over the internet for more information, as I had not really heard of the game much before that, and I quickly became a believer. The internet was definitely a source of many more grave stones than operating websites, and a brief stint on the Eastern Fringe led to me following @Malo over to Yakromunda. The very man behind YakTribe, who also operates under the alias **DAVID KNIFE**, Malo added an entirely new level to Necromunda by creating an online gang registry and maintenance tool, where a player could be freed from their stacks of scribbled stat line changes and equipment upgrades by simply mouse clicking their way through Malo's program.

"The very first inception of Yakromunda as the base tools was around March 2010 but there was no forums at that stage. The forums weren't added until February of 2011. Before that I promoted the site on the active Necromunda discussion areas on Eastern Fringe, Warseer, Dakka Dakka and wargamerau. They were about the only places I found online that had a somewhat active Necromunda community still and was also how I found Anthony Case as the NCE was still in a somewhat infancy... There are many Yakkers from those forums who transitioned here for Necromunda, but of course are still active in those forums for other games". Certainly a monster in its current state when compared to the early Yakromunda site, YakTribe Gaming respectfully houses the most in-depth Necromunda scene on the web. The campaign and gang management tools make playing the science fiction skirmish game even easier, and the overall awesome online community we have here makes getting into the game a very simple process. From the honoured efforts of Rick and Andy with the game's inception and development with Games Workshop, to McCragge's housing of the online community during the game's ran-away-from-home style adolescent stage, through Anthony's development of the Community Edition rules sets, and finally here on YakTribe Gaming with Malo and all the amazing tools and tricks that the website has, Necromunda has certainly grown. And changed. Not too much, but enough to make it easier to get into and easier to play. I can't help but thank everyone I was able to talk to in this article for everything they have done for the game. Happy birthday, Necromunda. Next year you can get drunk in the U.S.

RIEL RICHARD
@BLOOD_REVOR, YAKTRIBE GAMING



ARTWORK - WILL BECK

UNDERHIVE TERRAIN

- OPEN STRUCTURES
- WALKWAYS
- LINE OF SIGHT BLOCKERS
- SCATTER TERRAIN
- BOARDS

OPEN STRUCTURES

















TERRAIN

OPEN STRUCTURES

YAKTRIBE
NECROMONICON





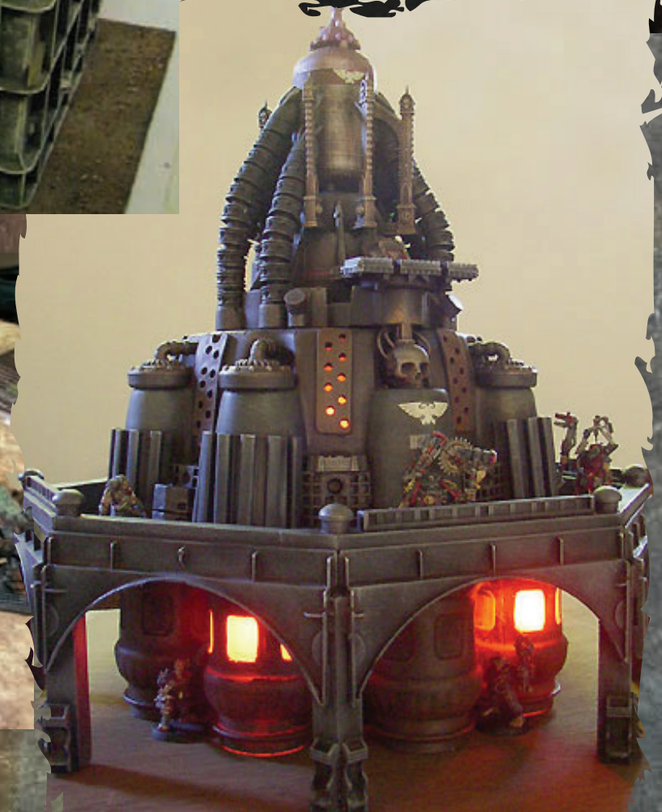










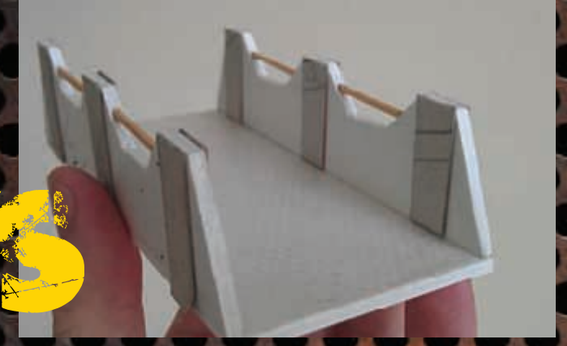


TERRAIN
WALKWAYS

YAKTRIBE
NECROMONICON

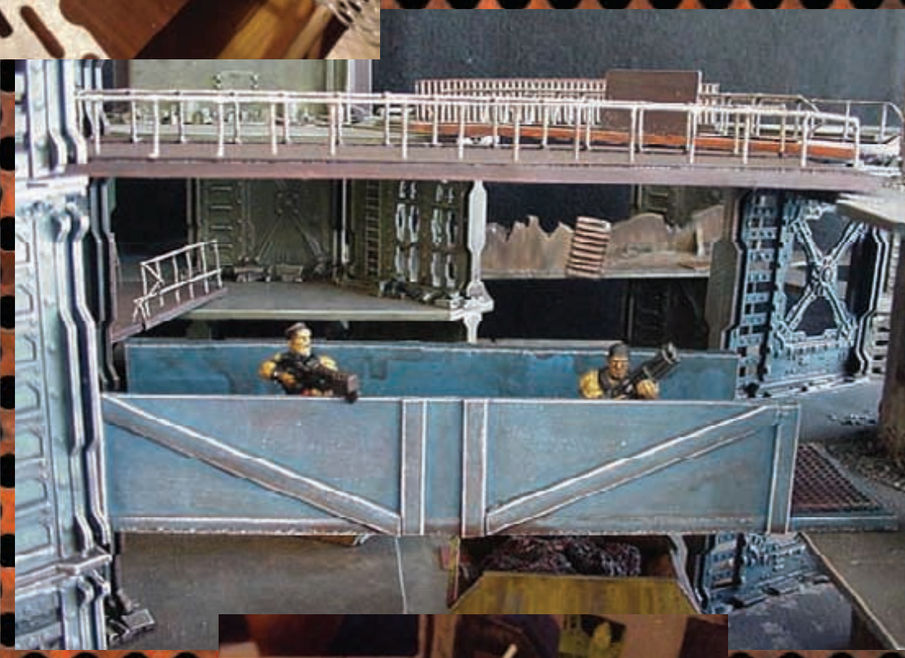






















TERRAIN

Line of Sight BLOCKERS

YAKTRIBE
NECROMONICON





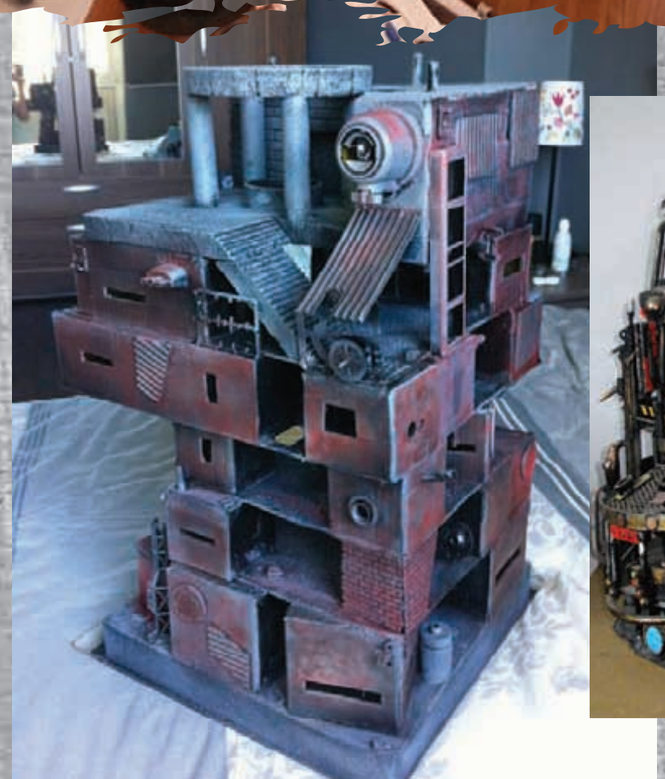














TERRAIN SCATTER

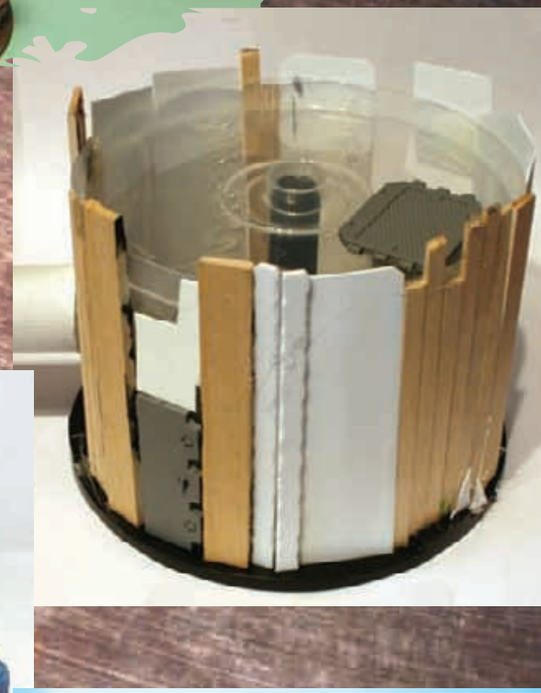








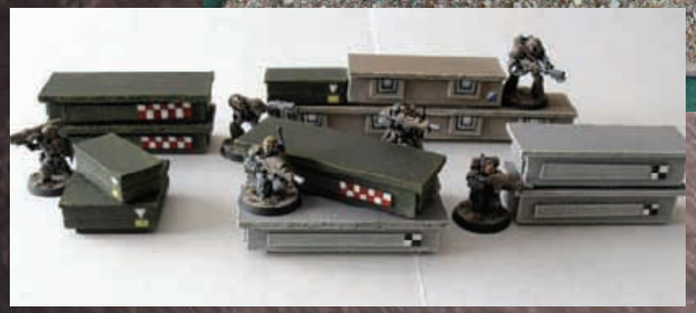
















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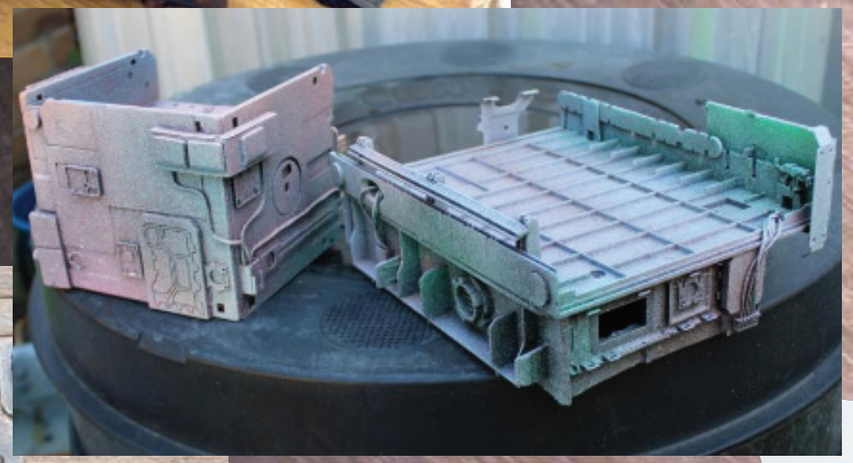


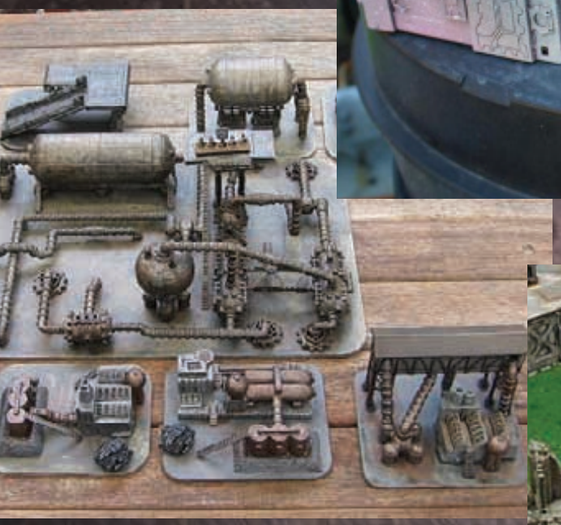


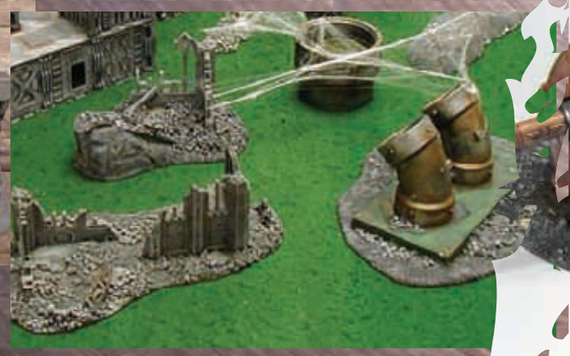


















TERRAIN BOARDS







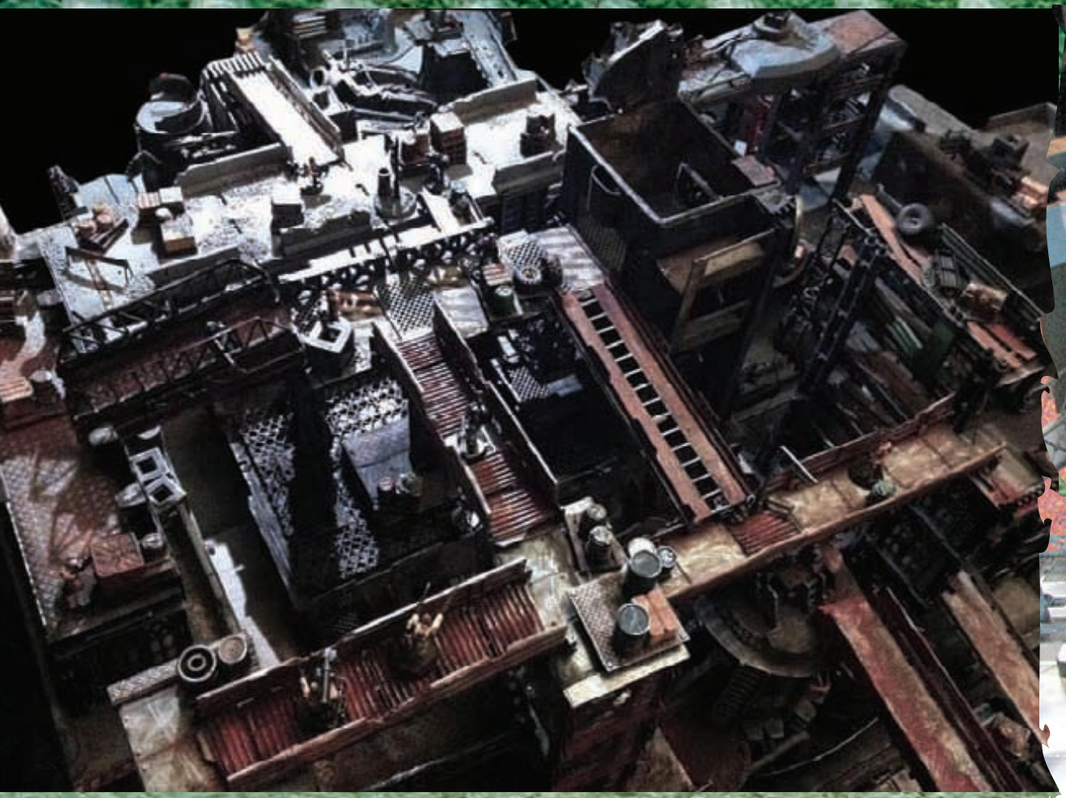








TERRAIN BOARDS

















TUTORIALS

Keep 'em Coming!

IF YOU'VE any ideas for a tutorial or have already written a tutorial that would be the perfect fit for Necromunda miniatures or terrain, we'd love to hear about them, please visit the following page: http://gaming.yaktribe.org/community/threads/yak-approved-necromunda-guide.2606/ or send a private message to @capitan on Yaktribe.

MAGNETISING YOUR MINIS

BY @CARDYFREAK - YAKTRIBE

Sometimes I wonder if anyone at GW actually played Necromunda before finalising the designs for the models. I mean, how many stubguns does a gang need? How many las-pistols? I realise that pistols can be 'stashed' in the model's holster or secreted about his person but if a guy is waving a stubgun around, I like to say that's what the model has; not a bolt pistol stashed in his underpants.

Don't get me wrong, I'm not trying to purge stubguns and las pistols from my gang, it's just certain models really should have more firepower. Leader models are a prime example of this. And the entire range of Goliath models.

Fortunately there is a cheap and easy way to remedy this; magnets. Be warned though; this involves cutting up your beloved metal minis. I struggled with this for a while as I'm OCD about these little metal men, but I reconciled myself to the fact that I'm never going to sell my collection, and I'll end up with multiples of all of them anyway because I'm addicted to buying them. So who cares? *chop chop chop chop*

TOOLS YOU WILL NEED

Having a small selection of decent tools to hand is a must for doing any kind of conversions. If you buy cheap crap you'll get crap results. But the tools for this job aren't particularly expensive, so fear not.

The first important tool is a razor saw. Also known as a jewellers saw, this is a very fine toothed hand saw that has the bonus of being very gentle on both sides of the cut, so it won't rip both the mini and the weapon you're removing apart. Mine is made by X-acto.

Second important tool is a pin-vise. This is a little handheld drill that we will be using to make the recesses for our magnets to sit in. If you pin your metal models together (and you should) you'll already have one of these.



A pin-vise without a drill bit is pretty useless so next on our list is a 2.1mm drill bit. This size is important so don't use any smaller or any bigger. You may also want to use a 0.5 or 1mm bit first to make a pilot hole. This helps to keep the hole centred, and also makes using the larger diameter bit easier as it won't have as much material to ream out.

Next we will need the actual magnets. I'm using 2x1mm rare earth neodymium round magnets. These are 2mm in diameter, 1mm thick. There are smaller magnets available but these are fine for what we need. (*edit* I've found that certain weapons have a little trouble staying upright when magnetised with these magnets, and some wrists are a little thin for 2mm magnets too. It's worth buying some 1.5x2mm magnets for the wrists, and some 2x2mm for the arms of some of these guys to get some extra oomph from the attractive force. Particular attention should be paid to both weapons where the balance is extremely off centre {massive clubs, chain and power swords, orlock flamers and grenade launchers, ratskin massive clubs, etc are prime examples}, and the arms of models you foresee using these weapons such as the champion models. Plastic bits are fine, it's metal ones that cause problems. In these cases I'd recommend using 2x2mm in the arms and 1.5x2mm in the hands to increase the attractive force between the two parts.)







FULLY MAGNETISED ORLOCK GANG

They won't work on Escher however, or other really small models. If you find magnets small enough to use on these models, use a drill bit 0.1mm larger than the magnets diameter. This allows the magnet to sit in the hole comfortably without it dropping out, or being tough to fit because the hole is too tight.

Then we will need a bit of superglue and it's handy to have a file and a hobby knife handy for fitting the weapon and tidying up the cuts, and some paper towel for cleanup and whatnot. You might also find having a toothpick, or thin plastic rod or something, handy to help locate any unruly magnets. As long as it isn't metallic, it'll work.

MAGNETISING YOUR MINIS – CONTINUED

METHOD

1 First we must select a suitable model for conversion.

I've chosen this Goliath leader cos his stubgun just ain't gonna cut the mustard I'm afraid. I want him to have a veritable arsenal at his disposal, firing (half reliable) bolts of death, or flaming fools, or shoving white hot balls of plasma up their arseholes, so the choice is made. That guns gotta go.

Note how you intend to make the cut. On this model it's simple; I'll simply cut across the top of the hand from the fingers to the back of the gun, taking care not to cut the trigger finger off. Remember, the saw is really fine so it will preserve a lot of detail so don't worry, as long as keep a straightish line you'll be okay. Some models might require a different angle of attack, or even multiple cuts from different angles, or some of the cut done with a sharp hobby knife; don't be put off by this, just plan what you need to do and... do it!

2 Now that you've stopped crying for destroying your precious miniature, we can man up and get on with the job. Give the cut area of the mini a quick tickle with a flat file to flatten off the surface a bit, and have a look where we want the hole for the magnet to go. I recommend getting the weapons you intend to use and line them up for a rough idea of a central point for all of them. Basically, it's going to be the centre of the area you've just cut. Here's a pic of where my Goliath leaders hole is (the magnet is already in place in this shot).

Using the pin-vise, drill a small pilot hole into the model. You aren't going all the way through, this hole just acts as a guide for the larger bit. Then use the 2.1mm bit and again, don't go all the way through; you're just making a recess for the magnet to sit in. Use your knife to clear up the burr around the hole; this ensures that the parts will sit flush with each other. Keep your magnets handy to check the depth. As soon as it's flush with the surface, put a tiny drop of superglue into the hole, dab off any excess with some paper towel and stick the magnet in. We have to be careful not to have the superglue sticking the magnets together, so we really only need a tiny drop. I use a small stack of magnets, then slide the stack off to the side, using my thumb to keep a magnet in the recess. You may find using a toothpick useful here, as sometimes the magnet can flip as you move the stack away. There's a technique to it that you'll master after a couple of tries.

You don't have to worry about polarity at this stage since this your first model, but after this the way the magnets face is vital. This first step determines the polarity of all your future work.

3 Now that the hand is magnetised we can move onto the weapon. Gauge where the hole should be (just dry-fit the weapon and remember where the hole should go) and drill a hole into the weapon in exactly the same manner as before, checking the depth with the magnets as we go and de-burring the hole when it's the correct depth. Once we have our hole we can stick the magnet in BUT MAKE SURE THE POLARITY IS CORRECT.





4 To check the polarity, simply stick a few magnets onto the one in the hole in the hand. Add a tiny blob of glue to the hole in the weapon and stick it onto the TOP magnet, again being careful to avoid the glue sticking the magnets together.







5 When it's set, simply remove from the stack of magnets and admire your work. You now have a magnetised model, with weapons. Follow the same steps for as many weapons as you like, and you'll soon have an army of magnetised dudes! And because you've used a razor saw and not your rusty old hack saw, you can even keep the original weapon (directly above the model in this photo)!

CARDYFREAKS TIP – if you have a spare Marine or something, magnetise it and a bolter before doing any Necro models to provide you with a kind of magnetic template for the aligning the polarity of the magnets. To align the magnet in the body of the mini, simply attach some magnets to the Marine's bolter and glue the bottom magnet into the model. To align the magnet in the weapon, stick some magnets onto the one in the marines hand and glue the weapon to the top magnet. This will ensure all your magnets are always aligned correctly!

MINIATURE BRICK WALL TUTORIAL

BY @FOLD - YAKTRIBE



FOR MY NECROMUNDA TERRAIN I WANTED TO HAVE SEVERAL of the base layers for the modular sections, or "risers", built out of brickwork. It's not a typical finish for Necromunda terrain but I have reasoned that as it's at the bottom of my terrain it is probably very, very ancient indeed. Over time, the underhivers have reinforced the brick buildings and platforms and used them as foundations for towers, processing plants and other industrial buildings, the original purpose of the brick buildings long forgotten. Besides, the opportunity to model grimy, moldering brickwork was too good to pass up and the finished effect should lend a real feeling of decay to the table.

Brickwork of course is in danger of being very tedious to model but the following process makes it very quick and easy to achieve a convincing effect and can be used for many miniature wargaming or model train scenery/terrain applications. You will need a wall or surface either made from hard extruded polystyrene (insulation foam) or coated in at least 10mm of the stuff.

In this tutorial I'm making the inside surface of an arched wall facade, so I only need to finish two arch shapes and then glue the previously made arches on.

Step 1 – Scoring Horizontal Lines

First, score the parallel lines in the brick wall with a sharp knife to a depth of 1-2mm. I do this freehand because I like the aged, haphazard look it gives the final wall. If you're building a wall in better condition then you'll want to use a ruler.



Step 2 – Widen the Gaps

Take a blunt implement – I use a trowel shaped sculpting tool- and quickly run it down the cuts you just made to widen the gaps and make them a bit irregular.



Step 3 – Create Vertical Gaps

Using the same tool I now half cut, half crush the vertical gaps between the bricks. Obviously for a convincing brick effect you need to offset the "courses" of bricks so no bricks are aligned directly above each other. For simplicity I stick with a very straight forward brick laying style (or "bond"), which is called "stretcher bond" but there are lots too choose from if you want to get fancy. Again, here I'm not too careful or precise and the bricks end up quite irregular, which suits my purpose and makes the job faster.

In this wall I'm also adding a bulkhead door which is quickly primed and hot glued in at this stage.



Step 4 – Paint the Wall

The bricks now need a quick coat of paint in a suitable brick like colour. This colour should be somewhat darker than the finished effect that you want because the next step will lighten it quite a lot. I use a mixture of PVA and MIG rust pigment, which has good coverage and adds a bit of strength to the wall surface.

Do not bother trying to paint in all the gaps – it is a futile and rather unnecessary endeavour due to the next step.

[I did not photograph this stage but one can imagine what it looks like - brown, with lots of blue polystyrene showing through the gaps!]



Step 5 – Pointing

After a real brick wall is laid a mason must "point" it by filling in the gaps with mortar, and we now replicate this on our scale model as well. Take some ready mixed skimming/finishing plaster, and with your finger smush it across the surface of the wall, pushing it into all the gaps between the bricks. This is why you don't need to worry about painting all the gaps in the previous step. Don't worry, the plaster will also coat the bricks to some extent, but we take care of this in the next step.

I like to do this before the paint layer has fully dried and still has a few damp patches. This causes the overall tone of the bricks and our mortar to change as the two blend together in places, leaving a wall with a more naturalistic, mottled effect. For a brand new wall you may want to wait till the paint is completely dry.

Step 6 – Cleaning

Before it dries, take a damp cloth and rub the plaster off the majority of the brick faces leaving it in the gaps between the bricks. You now have a convincing miniature brick wall!



Step 7 – Weathering

You may skip this step if you want a clean wall but for my purposes extensive weathering is required. For this I use water (often very dirty water from my brush cleaning pot) and a combination of black, beige and green paints. Wet the wall to encourage your washes to spread and then apply watered down black paint to any areas you want to darken, green paint for any areas of lichen or other discolouration (particularly effective if you let it seep up the wall from the base), and beige paint for limescale effects or to redefine the mortar in places. I'll often apply the wash to the top of the wall and let gravity and chaos do it's thing so the paint seeps down the wall in interesting ways. This step is a lot of fun, so experiment and enjoy yourself.

On this piece I also added a blast door with rusted, flaking paint and a few 40k themed posters. Numerous ready to print 40k posters can be found using a simple Google search and I just paste them on to the wall with scenic cement or watered down PVA.





MAKING MOULDS

BY @CARDYFREAK - YAKTRIBE

Making moulds of objects and casting them might seem like a complicated process but it is a lot easier than you think. Sure, you need to take a bit of care to get the best results but that is true of most things.

Having the correct tools to hand is probably the most important piece of advice I can give. Particularly when casting, time is of the essence. You don't want to be rummaging around for things at the critical moment when pouring silicone or resin so always make sure you have everything you need laid out in front of you neatly. When your mould tips over and resin starts pouring out all over your table, you'll be glad you can lay your hands on some kitchen towel without having to go rummaging through the kitchen!

THE BASICS

Here is a list of some common terms and their definitions as I understand them. They might be incorrect, but I'm pretty sure they're close to what's right.

RTV silicone - Room Temperature Vulcanising silicone. This is a type of rubber. Most master and production moulds are made out of organic rubber. These are very hard wearing and are used to make many casts of a shape using low melting temperature alloys, traditionally pewter or other lead alloys. This is a bit excessive for what we need, so The Lord giveth RTV.

Also know as 'condensate cure silicone', RTV uses the moisture in the air and/or an additive catalyst to cure (vulcanise) the silicone rubber into a solid shape. Places with high humidity cure faster than ones with low humidity, and the exposed surfaces will set first. However, some silicones with a catalyst will set at a uniform rate. If we pour silicone over an object we can make a mould.

Depending on how much catalyst we add we can vary the stiffness of the finished mould. Your RTV will generally come with mixing instructions for varying ratios of silicone to catalyst.

For reproducing figures and fine detail we should use the minimum amount of catalyst advised as this will make a softer mould that is better suited for capturing fine detail and easy release of the cast item. For larger moulds we should use more additive to make the silicone stiffer as it will maintain a uniform shape and reduce the chances of warpage across the mould. So for minis use a low mix ratio, for terrain pieces like bulkheads and larger use a higher ratio. If the ratios are incorrect the mould will fail. Too little catalyst and the mould won't take shape properly. To much and it will be brittle and difficult to de-mould without tearing.

Mould - This is what we use to capture a shape and subsequently reproduce.

Cast - The process of reproducing a shape using a mould and casting material, and the resulting product.

Casting Chamber - A box or other shape that is used to contain the silicone whilst it sets. Can be made from a variety of materials, including Lego, foamcore, plastic and cardboard.

Foamcore and card are fine for open faced moulds but I find them a little bit of a pain to use as two parter casting chambers as they can break apart when releasing the first stage of the mould, and recreating the exact shape of the mould can be difficult. Lego gives you a constant size and shape to work with, making your work neater and giving you more confidence with the materials at your disposal. Head to the local Lego shop and buy some bits. Get a base piece and a bunch of 4, 3 and 2 stud pieces, with a couple of ones for versatility. A small tub and base costs about £11. That's what I've got in the example below. I can make about four casting chambers from a small tub, to fit one mini each.

Resin - Polyurethane resin is a common casting material. It's more expensive than plaster but sets a lot quicker and harder. It's ideal for casting figures and capturing fine detail. Use gloves when handling this stuff cos it's a swine to get off your hands!

Resin generally comes in two parts, the resin and the hardener. These are combined (usually a 50:50 ratio) and a chemical reaction takes place causing the clear resin mixture to go hard and opaque. This is why the thicker parts harden first; the chemical reaction is stronger in these deep sections. You'll notice if you make bases that the centre will cloud over before the edges. This is the reaction at work. It is an exothermic reaction, meaning it gives off heat. You'll feel this through the mould when you cast.

Also, resin leeches the moisture from the mould and over time will perish it. We can counter this to some degree by using release agent and mould nourisher to protect the mould but eventually it will become unusable. You should generally leave a mould for about a week to finish setting up if you want to cast using resin.

Other resins include epoxy and acrylic.

Pot Life - This is the amount of time you have to mix and pour the silicon or resin after it has been combined with the catalyst/hardening agent. The more catalyst, the shorter the pot life.

De-mould Time - This is the amount of time you have to leave the casting material to set before taking the cast item out of the mould.

Release Agent - A silicone or wax based product we coat the mould in to protect it and ease the release of a cast. Also vital for making two-part moulds, as the only thing that will stick to silicone is silicone, so the release agent acts as a barrier between the two faces of the mould. This will be discussed later.

Plaster - Everyone knows plaster. Plaster of Paris will work perfectly well in moulds, but is very brittle and takes a while to set. Generally I would advise not to use Plaster of Paris as we need something more robust. Better still is Dental plaster. This is the stuff dentures are made out of. It sets rock hard and is really cheap- less than £20 for 25kg. A general rule is if has the word 'Stone' or 'Die' in it, it'll be rock solid when it sets. Notable British plasters are Diestone, Herculite and Crystacal.

This suits terrain casts more than miniatures, but some plasters can capture fine detail. They can be quite heavy compared to resin. Plasters will not damage the mould in any way, and can be used in a mould immediately as compared to resin, where the mould should be left for about a week.

Open Faced Mould - This is a one piece mould where the casting agent is poured into the top of the mould. Best suited for simple shapes like bases, barrels, barriers or single sided bulkheads. Care should be taken when selecting an object to open face mould to ensure the object doesn't have any significant overhangs. This would prevent the original object from being removed from the mould so you'd know if this happened.

Two Part Mould - This is a mould that has two pieces, or 'faces', typically capturing the details of the front and back of an object. This is better for moulding complex shapes. Most of your miniatures will have been cast like this. The telltale sign is the mould line running around the central axis of the mini. This is where the two faces of the mould meet. Care must still be taken when selecting candidates for this method of moulding. One piece mini's with no gaps through them are ideal; for the sake of example, Cawdor or Van Saar. But the newer range of necro minis with the optional weapons wouldn't be any use if the weapons were attached. The silicone would get between the mini and the weapon and would stop the mini from being released from the mould. The solution to that would be to not attach the weapon before making the mould. Gaps between the legs are fine, it is only gaps between parts of the mini which would make de-moulding impossible that we have to look out for.

CARDYFREAK SAYS - Many of the techniques I've used are gleaned from many sites on teh intrenets. rubbishinrubbishout on YouTube has some excellent video tutorials on this subject; it is basically where I learned how to do this. Also check out the hirstarts site for some great tips about all things casting. This article is really just to pull everything I've learned into one place for convenience.

OPEN FACED MOULDS

In this tutorial we will make an open faced mould of some generic barriers. Barrels are also good candidates for this method, as are bases. I would also advise making a few open faced moulds of scatter terrain and bases before moving onto two part moulds.

Not only are they easier to make, it will familiarise you with the process of mould making without wasting silicone on futile two parter moulds, and it's good practice to keep these handy when casting minis and what not because I always mix up too much resin and can pour the excess into these moulds to make more terrain. This way you'll waste nothing and end up with loads of scatter!

STUFF YOU WILL NEED

Clockwise from left

- >Silicone spatulas & syringe
- >Measuring cups (my cup is marked in 50ml increments by pouring water in and marking the level)
- >Silicone and catalyst (the little bottle with blue stuff in it)
- >Release agent
- >Lego
- >Lego base
- >Card
- >Superglue
- >Disposable brushes
- >Paper towels for clean up

The syringe is used to measure the catalyst.

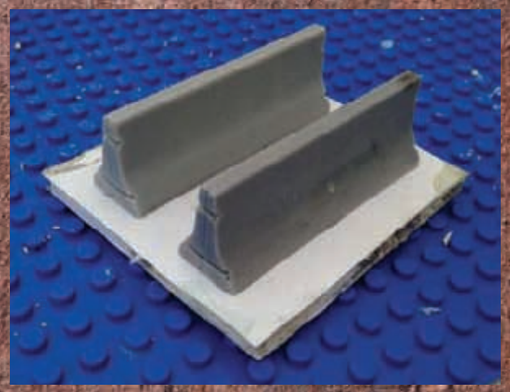
The superglue is used to secure the object to some card to prevent it floating in the silicone. It only takes a few dabs, you want to retrieve the object afterwards!

Use cheap brushes! This process destroys them



Now that we have our tools out let's get cracking.

First, secure the object you wish to mould to a base of card with a few dabs of superglue. Don't use too much, it's purely to stop the object floating around in the silicone.



When it's secure give the object a coating of release agent. If its a spray, give it a spray. Mine is brush on stuff so I just brush a coat on. Leave it to one side for about 10 minutes to let the liquid evaporate, leaving the release agent coating the object.



Meanwhile build the Lego casting chamber around the object. Try to arrange the bricks so they always overlap, just like the bond of a brick wall. This will help prevent silicone seeping out. Build it high enough so there's two rows above the top of the object.



Next, measure the internal dimensions of the chamber. This casting chamber measures roughly 60x70x30cm. Ive rounded all measurements down to compensate for the slight displacement the barriers will have. This means the chamber has a volume of 126cm3. To fill it we need 126ml of silicone because 1cm3=1ml. If we were doing this by weight, we would multiply the density of the silicone (1.08g/cm3) by the volume of the chamber (126cm3). 1.08x126= 138.8g, so round it down to a neat 138g. We would need 138g of silicone to fill the mould.

If we were casting a large object we would have to factor in its displacement. This is done simply by calculating the volume of the object and subtracting it from the volume of the casting chamber.

Now pour out the required amount of silicone. From now on we are trying to eliminate as much aeration of the silicone as possible. This is very important, as air bubbles in the silicone can ruin the mould. The most important technique is the way you pour the silicone. Aim to have a long, thin stream. This will pop any large air bubbles that are in the silicone. Whenever you dispense silicone, always use this technique.



Now add the catalyst. Seeing as this is terrain and its shape has no overhangs so it should be easy to de-mould, I'm going for a 100-4 mix ratio. This will give me a stiffer mould, but a much shorter pot time to work with. I use the syringe to add 5mls of catalyst to the silicone, giving me a pot life of 10mins.



From this point on, time is against us. The catalyst is now making the silicone react, so we must act swiftly, but we need to stir the two liquids together to mix them. But don't rush. It's not a mad panic or anything, and if you start stirring the silicone too hard you'll introduce loads of air into it. Stir the mixture so it becomes a uniform colour with no streaks and marbling in it. Don't worry about a few air bubbles, we'll get those when we pour. My catalyst has a blue tint but some catalysts are red, pink, green, all sorts of other colours. This is just a visual guide to help you mix the stuff correctly.





OPEN FACED MOULDS – CONTINUED

Now that it's mixed, brush some silicone onto the object. This isn't strictly necessary but it's a good habit to get into, especially for when you start making complex moulds. This ensures you capture any detail.



With that done we can pour the silicone into the casting chamber. Start in a corner and pour in a long, thin stream. Don't pour directly onto the object, you're likely to get air pockets. Rather, let the silicone flow up and around the chamber. This will push the air out naturally, leaving no air pockets. As the silicone flows you can follow it about with the stream of silicone, but try not to let it pour directly onto the object.



And that's it! Leave it overnight to set, don't be tempted to poke and prod it or you'll ruin the mould by distorting it. LEAVE IT ALONE! If you see bubbles on the surface, a short, sharp blow of air will pop it.

As you can see, we have no excess silicone in the cup. When it sets it peels off the cup and silicone stirrer with ease. The brush with the silicone on it is useless now. The one with the release agent on is fine. I'd recommend giving it 12 hours at least before de-moulding.



I've left the mould for 12 hours so now it's time to see what we've got. Remove the casting chamber. You might see that the silicone has seeped underneath the card, don't worry this just trims off.



Now peel away the card or whatever you glued the object onto. If the objects don't come out with this, just flex the mould a bit to get them out. If any silicone has seeped between the card and object, trim if away carefully with a hobby knife. This stuff is very easy to slice through so take a bit of care.



Et voilà! You have a mould! I like to trim away all the loose stuff and cut a slight bevel along the sides with a pair of scissors to make it look neater. You can cast immediately with plaster, but you should wait a week to allow the mould to fully cure if casting with resin. Good work!



TWO PART MOULDS

Two part moulds are a little more labour intensive than open faced moulds. We have to consider a few more mechanics of the casting process to make a successful mould.

The first, and most critical, provision we need to provide is a way to line the two parts of the mould up consistently. If the mould is off centre by even 1mm, the cast will look terrible. The way we ensure the correct alignment of the faces is by using 'keys'. These are simply a device that will only allow the two faces to engage in the correct way, keeping the mould lined up perfectly. They are absolutely essential to the success of your mould, but are very easy to provide. I will show you how to do this later in the tutorial.

Because the shape of the item we are moulding is usually more complex than in open faced casting, we may need to provide vents for air to escape from the extremities of the object. If we don't provide adequate provision for air to escape, the resulting air bubbles will prevent the casting material from filling the mould completely, resulting in a write off cast. Think of the way the casting material will be filling up from the bottom of the mould; it will be displacing the air within, so think of anywhere the air could get trapped. This is where we will need to provide a means of allowing the air to escape.

And don't be tempted to try to stick to many things into the mould. Keep it simple. You multiply the chances of things going wrong if you start to crowd the mould. I'd recommend doing one item per mould. If its weapons you're doing, you can add more in obviously, but for figures I'd do them individually.

One more thing about weapons; remember the shape the old sprues used to come in? A central trunk of white metal with the weapons branching off like a tree? That's the set up I'd go for if I was doing weapons.

These are the main considerations for two part moulds over open faced moulds. Particularly with 'keying' the moulds, the success of the mould is entirely dependant on it. Venting is a bit more forgiving, as if the venting we initially provided when making the mould turns out to be inadequate after the first cast, it's easy to widen the vent channels with a hobby knife. Even if we forget to put them in whilst moulding we can easily supply them after the fact.

I like to mould my minis with the base on them. It gives a bit of an indication that the mould is filled adequately when the resin starts to fill the space where the base would be without it pouring all over the place. Obviously if you use scenic bases you can attach the mini to this and when you cast it, it will come out with the base already attached. Handy!

Disclaimer!

Obviously, I didn't actually take a mould of this mini- that's copyright infringement. The photos are purely instructional to show how to bed something into the casting chamber and provide the required mechanisms for keying and venting.

So without further ado, let's get stuck into it.



MAKING MOULDS

TWO PART MOULDS – CONTINUED

STUFF YOU WILL NEED

- Lego for the casting chamber
- A base for the Lego
- Some plasticine or modelling clay
- Assorted brushes
- Cups and containers for measuring and pouring
- Silicone tipped spatulas for stirring
- Silicone
- Release agent
- Clay shapers/toothpicks
- Hobby knife



First of all, build the first two rows of your casting chamber. Make it big enough to have a gap of about half an inch around the mini. Then push in your plasticine/ clay. You can level it by pushing down on the plasticine with a piece of card or something, but it's not essential. As long as its roughly smooth and level we will be okay.



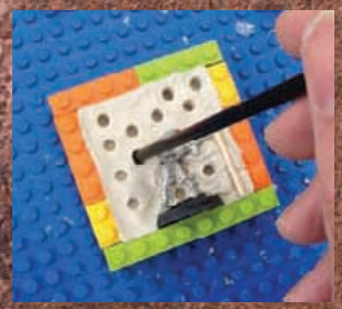
Now sink the mini halfway into the clay. Try to line it up so every piece of the reverse of the mini is in contact with the plasticine, but every part of the front of the mini is sitting proud of the plasticine. This will prevent silicone from seeping around the back of the model, and mean that both faces will have an imprint of a full side of the mini. If any part of the mini gets completely encased in one side of the mould, you won't be able to free the original. You can take some plasticine out if you need to. In this example, the leading leg is too deep in the plasticine so i will remove some. You can vary the minis depth and angle any way you want, just make sure you keep the above guidance in mind. And be aware of the feet, ankles in particular. They are easy to get sunk into the plasticine and trap the mini. Remember though that the mould will be quite flexible so small overhangs aren't a massive problem.



Now figure out if and where you need to supply vents. The ends of weapons that are sticking out tend to be the most likely place you'll need to provide vents. Sink a toothpick into the clay so it creates a channel from the tip of the mini to the edge of the mould.



Now we provide the 'key' for the faces to line up. Using the end of a pencil, thick brush, or any other shape, press into the plasticine in various places around the mini. Put plenty in, you can't have too many, but you can have too few. We're not pressing all the way down to the bottom of the chamber, were just creating littles pits that will help the two sides locate consistently.



Next, use your clay shaper, sculpter or toothpick to press the plasticine flush against the outline of the mini. This will help to eliminate unsightly mould lines. If we don't do this you'll end up with a MASSIVE line around your mini, ruining some of the detail, particularly the face. Just press the plasticine gently so you can't see a gap around the mini. You don't need to smooth the plasticine into the mini, just close the gap.

Build up the rest of the casting chamber. Another two rows should suffice.

Mix up your silicone. 50mls will be enough. Ill be using a mix ratio of 100:4 to make a relatively stiff mould. I had done a 100:2 ratio but it took about three days to set fully. If you live somewhere warm and humid it'll set quicker, but the guidelines for setting times are calculated at a constant temperature of about 25•, and its never been that warm in the north east of England since the late Cretaceous period. Remember to always pour silicone in a long, thin stream to eliminate as much aeration as possible.

Give the mini a good coating of silicone. This will ensure all of the detail is captured. The bristles of the brush get into the recesses of the detail, knocking the air out of it and coating it with silicone. Don't be shy, slap it on.

With that done, we can pour the silicone into the mould. Use a long, thin stream, starting in a corner of the casting chamber. Don't pour directly over the mini, let the silicone flow over it naturally. This will displace the air leaving no air pockets.

Now that that's done, we wait. Let the silicone set-up over night. DON'T TOUCH. You'll distort the mould.

12 hours has passed. Stick the mould in the fridge for fifteen minutes. This will chill the plasticine making it stick to itself better, allowing you to remove it without it leaving a coating all over the mould. If you are using modelling clay you can ignore this step (I think).

Disassemble the chamber and peel the plasticine off the mould. Don't worry if the plasticine pulls the mini or vent sticks out with it, we can easily re-locate them by flexing the mould a little as we insert it back into its place. If there are any signs of the silicone seeping past the mini, cut them off. The face should have no little raggy ends sticking out. But don't cut off the keying!

If you have any plasticine stuck into the details of the model you can remove this with some terps/alcohol. My release agent is basically paraffin so brushing this over takes the plasticine out. Bear in mind though that release agent will leave a layer of wax on the mini- to much can affect the capture of detail.

Build up the chamber again and insert the mould with the minis and vents facing up, ensuring the mini is fully engaged with its mould.

Now give the whole of this side a liberal coating of release agent, avoiding the mini as much as possible. When that dries give it another. Then when that dries, give it one more. It's important that the silicone is well coated, as the wet silicone of the second face will bind with the first if there is no barrier between the two. And remember to coat the key pieces.

Mix up another batch of silicone to the same ratio as before, coat the mini with a brush as before and pour the silicone in using the same technique as before.

Leave it another 12 hours.

Now lets have a look and see what we've got. Disassemble the chamber and remove the block of silicone. Peel the two sides away. You shouldn't use too much force to do this. The silicone may still setting up so it is possible to deform the mould if you are too heavy handed. You can use a knife to cut along the mould line if you need to, but if you haven't used enough release agent the mould will be unusable. Cut it up, retrieve the mini, and start again. If it does split, congratulations! You've got a two part mould! You little fucking beauty, you!


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