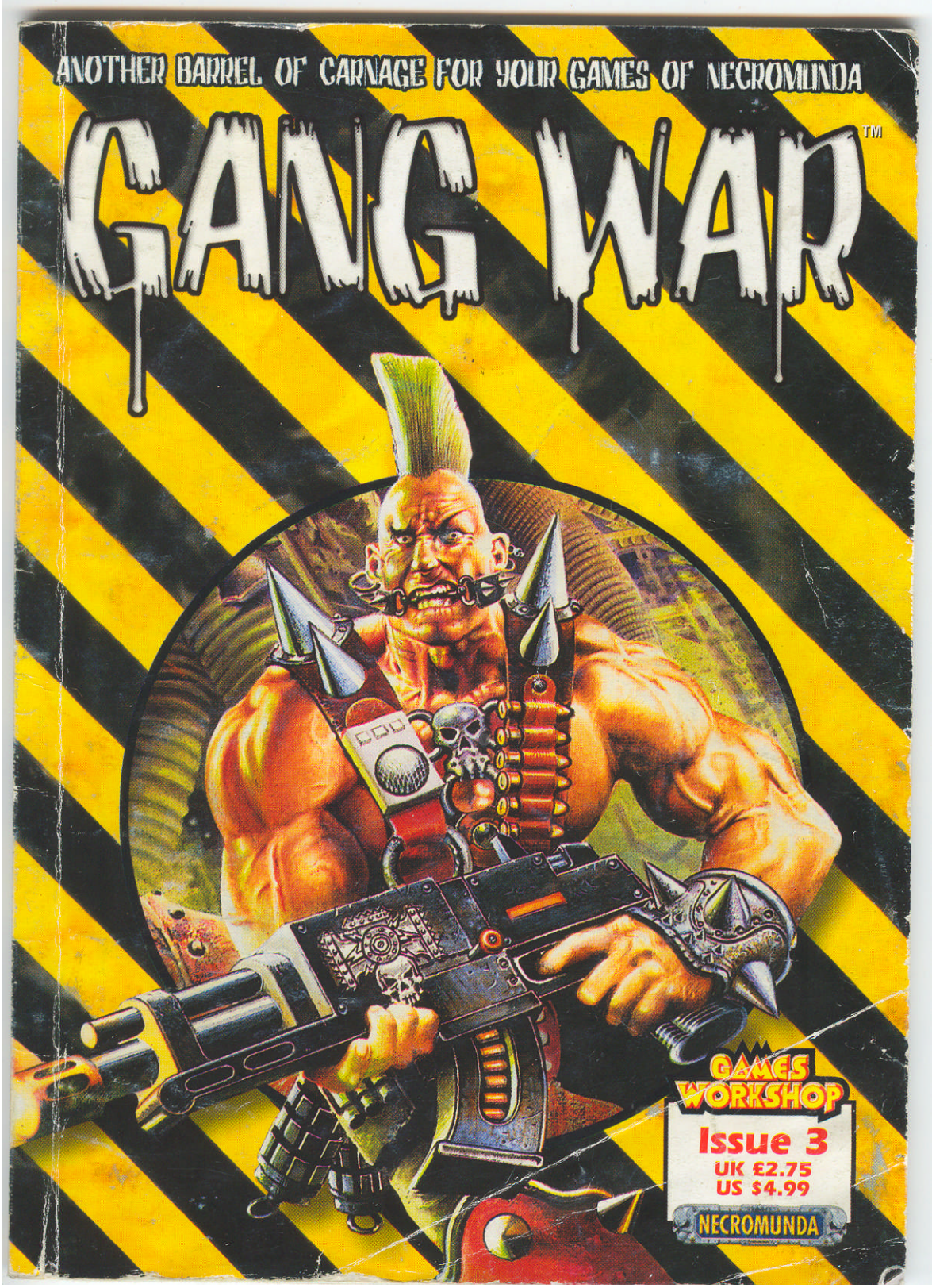
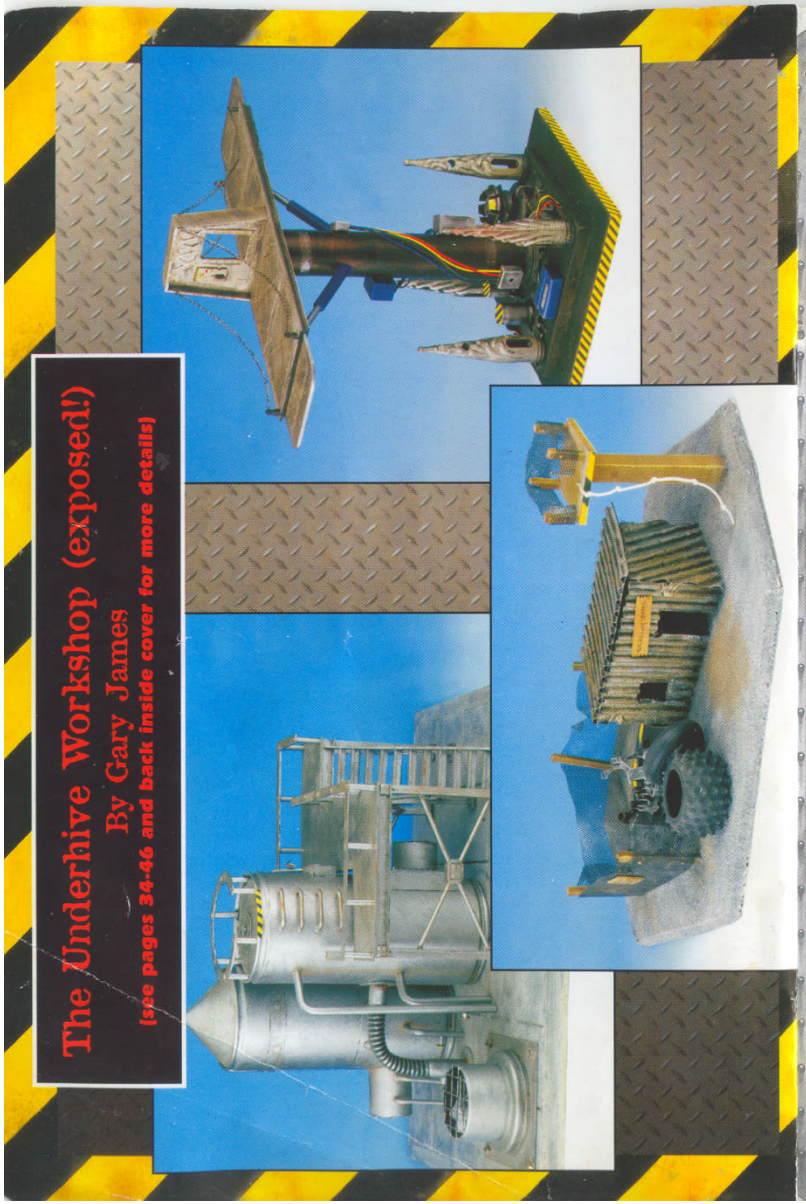

ANOTHER BARREL OF CARNAGE FOR YOUR GAMES OF NECROMUNDA
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Issue 3
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NECROMUNDA



The Underhive Workshop (exposed!)

By Gary James

(see pages 34-46 and back inside cover for more details)

NECROMUNDA™

Welcome to GANG WAR

by the Chief Arbitrator Gav Thorpe

Well, the Gang War seems to be going from strength to strength and here's another issue that's packed full of your cool articles bringing a level of mindless violence to the Underhive never seen before.

As many of you probably know, I spent some time as Arbitrator of the Design Studio's Necromunda campaign, taking the reins from Andy Chambers. It was good fun to run and fight in that campaign, making up scenarios and big multi-player fights, interpreting the random events and writing the newsletter. From all of the material published in White Dwarf, Journal and on the internet, it's obvious that there are many, many mad people out there who love to play Necromunda and create their own gang types, scenarios and so on.

As one of Games Workshop's Games Developers, it's really rewarding for me to see people taking our rules and background and carrying on exploring that dark, gothic galaxy. Necromunda has proved a phenomenal success, bringing in many new gamers, and bringing back quite a few old ones too. There's something about that dark, dingy Underhive, the desperate running battles, the Wild West-style shoot-outs and the disgusting creatures of the depths that has fired the imaginations of thousands of people. A hundred lifetimes would never be enough for us to write and publish everything, and we shouldn't either. Everybody's Imperium of the 41st millennium is a slightly different place to the next guy's, which is just the way it should be.



LORD HELMAWR
Andy Jones

MAD DONNA
Marc Gascoigne

PIT SLAVES
Steve Hambrook
&
Ian Pickstock

COVER
Geoff Taylor

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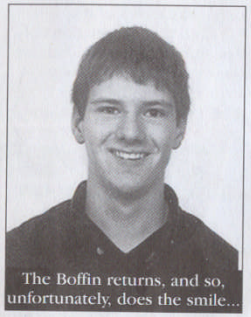
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Lock up your Vampyres, B'Ufi's in town and this babe can kick some!

ULTRAVIOLE(N)T!

Rules for running Vampyre gangs
By Mike 'Da Boffin' Brooks



The Boffin returns, and so, unfortunately, does the smile...

Fresh from his triumphant debut in, 'It's only a Game' from Journal 28, Da Boffin, from Ipswich is back and he's got a few things on his mind...

Just to get one thing straight, I am not a 'skate-boarding dude' nor am I a bloody hippy, all right?!! Sorry, perhaps the best way to describe me would be 'geeky hard-rock fan', but anyway...

This article was inspired by a certain fairly recent TV series, which several of you may have seen. Basically, I so much enjoyed the idea of vampires running around the Underhive I thought I had to do something about it. And so, I proudly present Ultraviolent, with rules for Vampyre Cults, tactics for using them and fighting against them, as well as a couple of special characters which you may recognise (I just can't get enough of special characters for Necromunda!). And now, onto the compulsory dramatic introduction...

Dark Tales of the Night...

The perils of the Underhive are many, ranging from natural hazards like acid rain and hivequakes to the more deadly fauna like Ripperjacks. A careless traveller will also encounter danger in the form of Ratskins on the warpath, escaped Pit Slaves, sinister Wyrd Gatherings and, of course, the everyday dangers of rival gangs having a falling out and settling it with their guns. However, there are few other encounters that are more terrifying and sinister than the bloodsucking Vampyres of the night. Considered by many to be nothing more than ancient fables from distant Terra with which to frighten children, Vampyres, the creatures of legend are all too real.

Only a very select few are aware of these creatures that are thought to be in league with Chaos and the threat that they pose to mankind cannot be underestimated. They gather around them others of their kind, as well as weak-minded mortals that they have bent to their will and are the perfect infiltrators of human society.

Vampyres are, more or less, immortal and capable of regenerating horrific injuries, even to the extent of coming back from the dead. Various methods of dealing with them have been suggested over the centuries by the handful of people that have true understanding of them. Anything goes from praying to the Emperor to decapitation. Experience shows that methods along the lines of the latter are usually more effective than the former, except of course for the Redemption, in which case they are more than likely to do both. Once a Vampyre has been neutralised in this way (it is virtually impossible to kill them forever), then all of the human thralls who were bound to it's will will regain their minds once more.

Such is the threat these creatures pose to the Hives of Necromunda that word has reached the dark offices of the Inquisition who, in their vigilance, have dispatched an undercover team of highly skilled operatives to investigate this phenomenon.

Vampyre Cults

OUTLANDERS. Vampyre Cults are Outlander gangs and as such all of the Outlaw Rules from the Outlanders rulebook apply with the exceptions noted below. As Outlanders, Vampyre Cults do not have a Guild Price and may never pay off their Outlaw status.

STARTING TERRITORY. Vampyre Cults start with one piece of territory generated on the Outlaw Territory Table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at one time. If the Cult loses its current base camp generate another on the Outlaw Territory Table.

INCOME. Vampyre Cults collect income as normal from their territory (as usual, Gangers may perform this task, but Vampyres may do so as well), and may buy weaponry and other equipment as normal. They may never buy new gang members after they have started a campaign. Thralls still require the normal 3 credits each, but Vampyres only need 1 each, due to their food supply being all around them and plentiful.

STARVATION. Vampyres are never affected by starvation, as they have a readily available food supply all around them! Their human Thralls, however, are susceptible, and will suffer the effects normally.

BOUNTY. Vampyres are considered to be a particularly dangerous form of Wyrd, so they are worth a bounty equal to their total cost, just like any other Outlaw. Thralls also have bounty on their heads, even though it's not their fault! They're still worth cash, though and that's all that counts.

CAPTURE. Gang fighters captured by Vampyre Cults are in serious trouble. Unless rescued, they are almost certain to be part-drained of

Vampire Cults

Vampyres **180 Credits**

These are the deadly bloodsucking humanoids who are at the heart of the Cult. Where they originate from can only be speculated at, but they most likely to be another semi-stable mutation of the human gene pool, although far more deadly than a Scavvy or even a Scaly.

M	WS	BS	S	T	W	I	A	Ld
5	4	2	4	4	1	4	1	8

Initial Experience Points: 60+D6

Weapons: Vampyres may be armed with weapons from the pistols and close combat weapons list. Vampyres may never wear armour of any sort (they're quite hard enough already!).

SPECIAL RULES

Resilient: Vampyres are unnaturally hardy. To represent this, when rolling for Serious Injuries the Vampyre player may make two rolls and pick which result applies.

Regenerate: Vampyres are also liable to recover from the nastiest of injuries. Roll a D6 for each Serious Injury a Vampyre has after each game regardless of whether the Vampyre fought or not. On a '6' the Vampyre has recovered from the effect of the injury, even if it was beneficial — remove it from your roster. In the event that a Vampyre has been killed it may also attempt to regenerate. Roll 1D6, on a '6' the Vampyre succeeds and is not dead after all. This may not be attempted if the Vampyre was killed by a flamer weapon, decapitated by a Pit Slave's shears or killed by a Scaly spear gun.

Lifeforce Drain: If a Vampyre is in hand-to-hand combat with an opponent and wins by two hits or more, then they may attempt to drain the lifeforce from the unfortunate victim. Each player rolls 1D6 and adds the model's Initiative. If the Vampyre wins then the opponent loses a Wound and the Vampyre model temporarily gains a Wound – this may take a Vampyre's Wounds higher than its starting value, but any benefits are lost at the end of the game. If the scores are drawn or the victim's score is higher then the drain attack has no effect. If a model loses its last Wound to a drain attack it is automatically *Out of Action*, but will not suffer a Serious Injury at the end of the game. If a Juve is taken out in this way then at the end of the game each player rolls 2D6 and adds each model's Leadership. If the Vampyre player wins then the Juve joins the Cult as a new Thrall, having fallen to the Vampyre's mind control. This will not work on Gangers, Leaders or Heavies, they are considered to have seen enough of the horrors of the Underhive and are sufficiently strong-minded to overcome such a ploy.

(Vampyres continued...)

Vampyres feed not only on the blood but also on the fear of their victims. To represent this, they may not drain Redemptionists, who are hate filled fanatics. Also, the blood of Scavvies, Scalies, Wyrds, Pit Slaves, Spyrers and Undead, such as Zombies, is considered too tainted with physical, Psychic and man-made pollutants to be nutritious to Vampyres. All other gangers may be drained, unless there appears to be a good reason why they shouldn't. Obviously, aliens and Genestealer hybrids cannot be drained either, and anyone thinking about draining hive fauna should be pegged out at dawn on the summer solstice!

Killer Rep': Vampyres cause *Fear* – unsurprisingly!

Vulnerable/Invulnerable: Vampyres are automatically wounded on a 4+ by flamer weapons, and if their last Wound is claimed by a Scaly spear gun then they are automatically killed on a 4+, with no hope of *Regeneration* (see above). On the up(?)side, they are immune to needle weapons and all forms of gas grenades.

"Surveillance is a bitch...": Vampyres are invisible to all machinery, so sights, except for Red dot sights, lose their bonuses. Any fighter who only has *Bionic eye* implants(no healthy eyes in other words) cannot see a Vampyre at all. They cannot shoot at it, and if attacked in hand-to-hand fight with a WS of 0.

Convert: If the Vampyre Cult has captured a fighter, and any rescue attempt or exchanges have failed, then they will drain the victim. If this is a Juve, then it becomes a Thrall unless it can beat the Vampyre draining it in a Ld test (described earlier). A Ganger that is drained will become a Vampyre if they fail the same test. If they pass, they are found to be too strong-willed, and just die. The draining Vampyre is always the leader of the Cult. Heavies and Leaders are never drained, and can be sold into slavery.

VAMPYRE MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
6	7	5	5	5	3	7	3	10

blood and bound to the Cult's will, either as a near-mindless Thrall or as a new Vampyre. Vampyre Cults will never ransom prisoners that they have captured, but will exchange them, and will launch desperate, savage rescue missions for members of their Cult that have fallen into enemy hands.

TRADING. Heavily disguised Vampyres or their Thralls often drift into the Outlaw camps willing to exchange goods for weapons and equipment. Vampyre Cults re on the Outlaw Trading Chart

HIRED GUNS. Vampyre Cult may hire anyone that they ca afford and who is willing to agree to work for them. However, this generally narrows down, somewhat, th prospect of employees for a Vampyre Cult because of the Vampyres' predatory instincts Therefore, only Pit Slaves (who have too much metal and too many implants to make a tasty meal!) and Wyrd (who knows what's going on in their blood?) will work for Vampyre Cults. As far as special characters go, only *Bull Gorg* and *Karloth Valois* will work for them, in addition to *Red Jakob* 'The Father of Vampyres' and Vampyre Cult Special Character.

SCENARIOS. If the Vampyre Cult can choose the scenario they may use any from Necromunda or Outlanders.

LEADERSHIP. Leadership of the Cult goes to the Vampyre with the highest Ld at the time, unless another Vampyre is the only survivor from the Cult's original group of Vampyres, in which case they are automatically the leader, irrespective of Leadership values. Thralls may never lead the Cult! If it should come to pass that all of the Vampyres are killed then the will Cult disband as the hold over the Thralls is broken. Thralls will then return to the gangs from which they were taken carrying whatever weaponry and equipment they presently have.

EXPERIENCE

A Vampyre starts with 60+1D6 experience, a Thrall obviously starts with 0 as usual. A newly converted Ganger (e.g. trained and turned into a Vampyre), ordinarily has less experience than 60 and so immediately gets enough normal advances to take him to 61 (i.e. a Ganger with 45 experience would immediately become a Vampyre with 61 experience, picking up two immediate advances on the way).Thralls use the normal advance table, and use their House tables in working out which skills they collect as advances. Vampyres, however, use the Vampyre Advance Table (left).

VAMPYRE ADVANCE TABLE

2D6	Result
2	**New Skill** (any Table)
3-4	**New Skill** (Vampyre Skill Table)
5	**Characteristic Increase** 1-2 = +1 Initiative 3-4 = +1 Leadership 5-6 +1 Movement
6	**Characteristic Increase** 1-4 = +1 WS 5-6 = +1 BS
7	**Characteristic Increase** 1-3 = +1 Strength 4-6 = +1 Attacks
8	**Characteristic Increase** 1-4 = +1 WS 5-6 = +1 BS
9	**Characteristic Increase** 1-3 = +1 Wound 4-6 = +1 Toughness
10-11	**New Skill** (Vampyre Skill Table)
12	**New Skill** (any Table)

VAMPYRE SKILL LIST

Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Y	Y	Y	Y	-	Y	-

Thralls — 25 Credits

A Thrall is a young fighter who's will has been conquered by a Vampyre. In time they may grow to become fearsome warriors, but they will always remain loyal to the Cult unless all the Vampyres in it die.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

Initial Experience Points: 0

Weapons: Thralls may be armed with weapons from the pistols and close combat weapons lists.

SPECIAL RULES:

Food Supply: There must always be at least twice as many Thralls as there are Vampyres. If the number of Thralls drops below this then no more Vampyres may be converted until there are enough Thralls. Should the number of Thralls be lower than the number of Vampyres then some Vampyres will have to leave until the balance is redressed (the player may choose which ones leave). They may not return when an adequate food supply is restored!

Herd mentality: A Thrall that is within 6 inches of a Vampyre may test on the Vampyre's Ld for all tests provided the Vampyre is not broken, down or out.

VAMPYRE EXPERIENCE

Exp Points	Title
61-80	Vampyre
81-100	Vampyre
101-120	Vampyre
121-140	Vampyre
141-160	Vampyre
161-180	Vampyre
181-200	Vampyre
201-240	Vampyre Lord
241-280	Vampyre Lord
281-320	Vampyre Lord
321-360	Vampyre Lord
361-400	Vampyre Lord
401+	Vampyre Master

The Inquisition

Although the presence of Vampyres has remained a mystery to over ninety-nine percent of Necromunda's population nothing, it seems, escapes the attention of the ever watchful Inquisition. Operatives from the Inquisition have been investigating outbreaks of Vampyrism for centuries but

Red Jacob
Father of Vampyres

Of all the Vampyres known by name to the suspicious few, one figure remains shrouded in terror above all others, said by some to be the father of the Vampyre cults, a deadly individual more feared than even a rogue Spyrer. Several times hunters and zealots have returned to civilisation, claiming victory over this foe, but none of these, despite their shredded clothing and being bathed in blood, have ever been able to produce a trophy of their dead enemy. Injuries have been inflicted on Red Jakob which would have easily slain a mere mortal, but still the Father of Bloodrinkers exists, and plays a deadly game of cat and mouse with the hunters who, more often than not, become the hunted.

M	WS	BS	S	T	W	I	A	Ld
6	6	3	5	5	2	5	2	10

WEAPONS: Power Sword, Stubgun with Dum-Dum bullets

SKILLS: *Dodge* (Agility Skill), *Combat Master* (Combat Skill) *Iron will* (Ferocity Skill).

WARGEAR: *Jakob's Gauntlet.*

PSYCHOLOGY: Red Jakob causes *Fear*, and is immune to all Psychology.

ALLEGIANCE: Red Jakob will fight only for Vampyre Cults.

RATING: He increases the cult's rating by +325.

PAYMENT: D6x10.

BOUNTY: The bounty on Red Jakob's head is 325 creds.

SPECIAL RULES:

Vampyre: All the special rules for Vampyres noted above apply to Red Jakob.

Gauntlet: At some time in long distant the past Red Jakob lost the use of his left hand. In replacement he, or someone in his pay, crafted an advanced gauntlet. Its razor sharp finger-blades give Jakob an additional +1 Strength in hand-to-hand combat, in addition he may drain a Juve in close combat if he wins the combat, rather than having to win by two hits.

Father of Vampyres: Jakob is the recognised senior Vampyre in the Underhive, and so if he joins a cult then he will automatically become its leader.

Self-serving: Jakob may join a cult, but it's more to further his own quest for blood than to help fellow Vampyres. As a result, any Juves he drains in battle do not have to test to avoid becoming members of the cult, and he will leave the draining of any prisoners to other Vampyres.

THRALL EXPERIENCE

Exp Points	Title
0-5	Thrall
6-10	Thrall
11-20	Thrall
21-30	Thrall
31-40	Thrall
41-50	Thrall
51-60	Thrall
61-80	Senior Thrall
81-100	Senior Thrall
101-120	Senior Thrall
121-140	Senior Thrall
141-160	Senior Thrall
161-180	Senior Thrall
181-200	Senior Thrall
201-240	Acolyte
241-280	Acolyte
281-320	Acolyte
321-360	Acolyte
361-400	Acolyte
401+	Master Acolyte



nly recently have they racked down a significant nclave – in the Hives of Necromunda. These Vampyres nust be stopped from quietly scaping via the main shipping anes and infecting nearby vorlds.

The decision taken to nvestigate the causes of Vampyrism on Necromunda vas sound; out in the reaches of space they could disappear easily, and furthermore they vere very careful not to give ny hint to the human opulation about their nature, whereas in the Necromundan Underhive they were more powerful, with their gangs of ollowers, but were also easier o find, and more conceited nd arrogant about their own nvulnerability. A small, highly rained team of undercover peratives was sent to Necromunda to investigate, tudy, but essentially take hem down.



The Baited Trap

An all-new scenario for Vampyre Cults to lure their victims into...

When gangers are drinking in their familiar bars and holes, it's always a common occurrence for strangers to approach and try to sell all manner of legal and illegal goods. Occasionally the offer or rumour that is passed on to them is just too attractive to turn down and so off they go trying to make a few creds.

This is the situation, a Vampyre Cult has sent a trusted (probably mind controlled) non-cultist out to

Inquisition Agent Vorn

Vorn is an Inquisition agent with a long and distinguished career of doing the right thing in a bad situation. In addition, his aim is almost faultless, and so was a natural inclusion in the Inquisition team.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	9

WEAPONS: Bolt pistol, Laspistol, Knife.

ARMOUR: Mesh armour.

SKILLS: *Marksman* (Shooting Skill), *Iron Jaw* (Muscle Skill).

WARGEAR: *'Vampyre Executor' Longrifle.*

PSYCHOLOGY: Vorn is immune to all Vampyre-related psychology.

ALLEGIANCE: Vorn will fight alongside any of the Houses, regardless of whether they are Outlaws or not – the petty legal disputes of the Underhive are irrelevant in comparison to the Vampyre menace.

RATING: Vorn increases the Gang's Rating by +200.

PAYMENT: Vorn works as a mentor, and only alongside gangs fighting Vampyre Cults that game.

SPECIAL RULES:

Mentor: If a House gang is fighting a Vampyre Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not – Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

Vorn's V.E. Longrifle: This piece of equipment is Vorn's favoured weapon for disposing of Vampyres, and has the following stats:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-6	6-24	-	+1	4/5*	1	-1	None

**5 against Vampyres*

Inquisition Agent Mykal

Mykal is a young, new recruit to the Vampyre hunting team, but has already proved his worth on several occasions. He relies more on close combat than Vorn for which his older colleague constantly scowls at.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	2	8

WEAPONS: Laspistol, Chainsword, Stake (same Strength as user and kills Vampyres on a 4+ automatically if used to take the last Wound).

ARMOUR: Mesh armour.

SKILLS: *Step Aside* (Combat Skill), *Parry* (Combat Skill).

WARGEAR: *'Vampyre Executor' Pistol.*

PSYCHOLOGY: None

ALLEGIANCE: As Vorn.

RATING: Mykal increases the Gang's Rating by +200.

PAYMENT: As Vorn.

SPECIAL RULES:

Mentor: If a House gang is fighting a Vampyre Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not – Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

Mykal's V.E. Pistol: This piece of equipment is Mykal's favoured weapon for disposing of Vampyres as he likes to work 'up close', and has the following stats:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	+2	-	3/4*	1	-1	None

**4 against Vampyres* *+1 Sustained Fire Dice*

lure a few greedy, gullible gangers to the dinner table. Somehow the rest of the gang has got to hear and are in hot pursuit in an attempt to stop events from taking a very nasty turn. This scenario can only be played against House gangs. The only other gang Vampyres would go to the trouble to tempt into a secluded place to drain them would be Ratskins, and no self-respecting 'Skin would follow an Underhiver around in search of treasure!

TERRAIN

In this scenario the Vampyre Cult player is the attacker and the other player the defender.



Starting with the Vampyre player, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' by 4'.

GANGS

The defender has D3x2 models which he must place in the centre of the board, at ground level. He may choose which models he places (working on the theory that a player will only send his hardest Gangers or his most expendable Juves, and these are the only two types of fighter brave enough or stupid enough to take up the challenge). The rest of the gang is off the board at the start of the game.

The attacker deploys his entire gang. They must be at least 12" away from the defenders, in cover and in *Hiding*.

STARTING THE GAME

On the D6 score of a 1-4 the Vampyres' trap works perfectly, and they can take

e first turn. On a 5-6 the efenders notice the sudden sence of their previously cal guide, figure they've en duped and go for their ins.

EINFORCEMENTS

ter the first shot has been ed (note that the defenders nnot shoot in the air to try d attract help – they have to able to see someone!) the st of the defender's gang n get a fix on their location d come running onto the ene. At the end of the efender's first turn, after the st shot has been fired ncluding the one it was fired if they fired first) then roll a 6. On a 1-2 the defender ay place one fighter from off f the board on a randomly etermined table edge. On a 4 he may place two, on a 5 ree, and on a 6 the entire ang come bundling on, guns t the ready and looking for meone to kick

NDING THE GAME

a gang fails a Bottle Roll, or player voluntarily *Bottles Out*, the game ends mmediately. The gang that *Bottles Out* loses and the ther gang automatically wins he fight.

XPERIENCE

ighters who take part in *Baited Trap* earn experience oints as noted below:

+D6 Each Ganger that urvives.

+5 Per Wounding Hit.

+10 For the winning Gang Leader.

+5 For each successful *Lifeforce Drain* a Vampyre performed during the fight.

SPECIAL

On a D6 roll of 5+ after the battle the Vampyres had actually found a few pieces of valuable junk to bait the trap with in order to persuade the prey to stick around. They are worth D6x5 creds, and the winning gang takes them.

Notes and Tactics

When starting a Vampyre Cult there are a couple of important things to remember. Firstly, remember that you can never recruit any more fighters. Even I made this mistake, despite having written the rules (Doh!). Thralls can die ever so easily, so make sure you have enough, and balance it out against the Vampyres (three Vampyres is the favoured starting number). Also, from experience, you will lose money at first, so keep a bit to fall back on. Of course, you must remember that you have no long ranged weaponry until a Thrall becomes the equivalent of a Ganger (Senior Thrall), so close combat is the way to go. As a result, always insist on *Treacherous Conditions*, as this can frequently hinder your opponent's shooting. Vampyres are usually hard enough to take a bit of punishment, most basic weaponry needing a 5+ to wound them, and even a Heavy Stubber only has even odds. And of course, they get harder...

Fighting against a Vampyre Cult is not a particularly easy task. The Vampyres are quick enough to close with you very soon, and only a Gang Leader or a 'tooled up' Ganger can be relied upon to fight them off. The Thralls are, of course, bad fighters, but given enough of them the barrage of pistol fire or secondary attacker bonuses can take down the hardiest. Keep moving, don't let them close, use *Overwatch* where appropriate, and protect the heavy weaponry. Vampyres will often have a couple of Thralls with them to protect them, but a single Heavy Bolter can take all of them down. Just don't panic...

See pages 47-8 for Gav Thorpe's very own B'Ufi the Vampyre Slayer special character conversion, it's like totally bodacious dude!



A Vampyre leads his Thralls into combat

The Shambler

A Horticulturist's dream scenario

By Paul Gibbon

Hi, I'm Paul from Otley in West Yorkshire, and I'm a fanatical player of most GW games, having an Undead army for Warhammer and an Eldar army for Warhammer 40,000. In Necromunda I have two gangs, the 'Manic Street Preachers' who are Redemptionists and the 'Night Stalkers' which is a Spyrer hunting party.

This scenario is loosely based on that classic so-bad-it's-good monster flick 'From Hell it Came'. Through playtesting I decided that this scenario was balanced for moderately experienced gangs. If you were thinking of using tougher, more experienced gangs then maybe you sho consider having the Shambler awake from the start, or giving it a toughened skin armour save. One idea that I was toying with for the continuation of the story is for strange mutated plants to begin emerging in the territories the Shambler has visited. Then we could ha an army of little Shamblers (get out tho Dryad models!) on the loose!

Get your green fingers ready and commence gardening...

HIVE BOTTOM.

The two Ratskins crept through the sludge-tunnel, autoguns held at the ready. Slime coated every surface and there was smoke drifting up through grates and fissures in the walls and floor.

They emerged onto a small island which must have be on the very edge of the Great Sump lake. The island was barely more than a lump of slime-coated rubble with the only access from the pipe they had just clambered out of. It looked as though nobody had been in this part of the Hive for millennia. A noxious, stinking sludge sea extended in every direction, with mist rising up and curling over and around the pipes and vents.

'Brakar preserve us,' whispered Swooping Bat, glancing over to his comrade. Running Rat nodded. This place stank of bad spirits. But the fungi here must be worth a fortune.

They left the pipe mouth and advanced cautiously through the slime when Swooping Bat snagged his foot. He looked down. Strangler vines growing over their feet even as they watched. With a startled gasp of disgust, Swooping Bat started kicking and stamping. 'The hive spirits!' gasped Running Rat, tearing the vines from his legs.

Running Rat looked around, the mist seemed t be thickening. He also noticed that although there was an abundance of strange plants down here, there seemed to be a lack of any other creatures, even sump-flies.

Suddenly there was a scream from behind him Running Rat span round and his face paled in terror at the sight of Swooping Bat engulfed in Wireweed. As he watched helplessly, the flesh was ripped off of his tribal brother in seconds, leaving a macabre, grinning skeleton.

He ran. The pipe was no longer in sight, but he ran at where he thought it was. Then a figure loomed. Running Rat slipped and fell heavily. As the thing advanced, he could make it out more clearly than he would have wanted to. He screamed, and loosed off a burst of gunfire...

The Gigantic Spider heard the faint echoes of screams as it nosed around the pipe entrance. Then it heard clunking sounds, as if something was trying to drag a vast bulk into a small pipe and was succeeding. The noises came closer...



The Manic Street Preachers before their next gig

f you go down to he Sump today...

horrific, mutated, semi-entient form of plantlife, the hambler has emerged from he Sump after being isturbed. Since encountering ome tasty morsels the hambler is now on the move, ooking for a place to set root here the food source is ood. Unfortunately this food ource happens to be the layer's gangs!

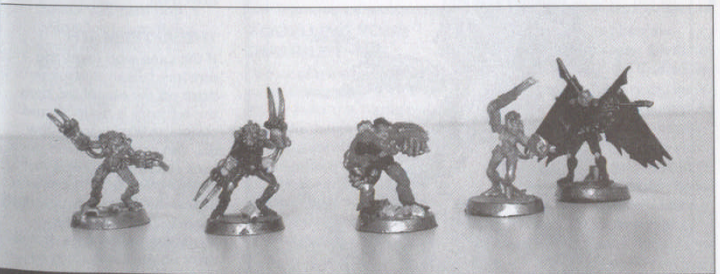
oll a D66 on either terrain hart to find out what kind of erritory the Shambler has icked to put down roots in.

hen draw up a list of every ang in your group or ampaign that has one or more of that particular type of territory. Select one of these at random – this is the territory to be attacked by the Shambler. The gang in question whose territory is about to acquire a most unpleasant squatter must fight the Shambler to prevent it taking over the territory. If they succeed, then they manage to keep it. If, of course, they fail then the Shambler has put down roots and will set about draining the soil and depriving anyone in the local vicinity of their flesh! The gang will be pushed out, and lose the territory.

TERRAIN

Set up the standard terrain between the two players in the normal manner. The Shambler is then set up in the middle of the table, and each gang deploys as per the scenario: *Gang Fight* (page 153 main rulebook). When this is done, the the Arbitrator may place up to 150 points worth of vegetation. This includes *Rubber Moss, Spine Crystals, Wire Weed, Gas Fungus* and *Brain Leaves* (the seriously twisted could deploy 150 points of Rubber Moss – boing!). The Shambler may ignore this fellow plant life when moving.

The plants can be represented with squares of paper, and must be at least 8" away from gang members.



The Night Stalkers are caught posing again...

From the Sump it Came... 'The Shambler'

The Shambler is a gigantic vegetative organism, which began life as a harmless tree, but sucked up some very dubious chemicals from the Sump and mutated developing a malign form of intelligence. It has emerged from the Sump driven by the need for nutrition.

M	WS	BS	S	T	W	I	A	Ld
3+D3	6	-	6	-	7	1	3	-

WEAPONS: Huge branch-like claws and vines

SKILLS: *None.*

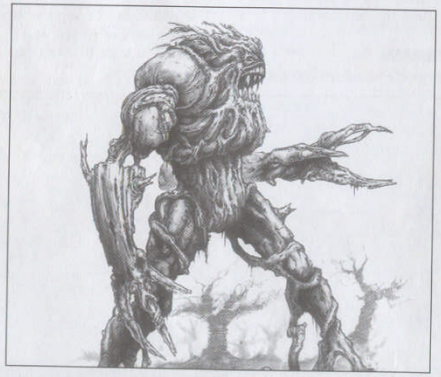
PSYCHOLOGY: Immune to all Psychology.

BOUNTY: D6 for each ganger taken Out of Action and D3x5 for each territory destroyed.

SPECIAL RULES:

Combat: The Shambler is armed with massive branch-like claws that cause D3 damage. In addition, it is impossible to *Parry* against the attacks of the Shambler.

Brainless: The Shambler does not have a brain in the normal animal sense (being a plant!) it is however considered to possess a malign instinct. It will therefore automatically pass all Leadership or Initiative tests that it has to make. If it needs to roll to see if it is knocked off the edge of a platform /walkway, roll less than the Strength of the attacking weapon on 2D6 to do so successfully. In addition, it is unaffected by any Wyrd powers that work on the mind, such as *Mental Assault, Mind Control* and *Hallucinations.*



WAKEY WAKEY...

The Shambler begins the ga in a dormant state. Roll 1D each time one of the follow events occurs to see if it wa up:

- A ganger is hit or takes Flesh wound (Ow!) 6+ to awaken.
- A ganger goes man dow or out (Aargh!) 4+ to awaken.
- A ganger runs or climbs ladder. 6+ to awaken.
- A weapon is fired. 6+ t awaken (roll once per tur and not for each weapon that is fired).
- A heavy weapon is fired. 4+ to awaken (roll once per turn and not for each weapon that is fired).
- A weapon hits the Shambler. 2+ to awaken (roll each time this occurs
- A plant is hit. 5+ to awaken.

The Arbitrator controls the Shambler. However, if it is reduced to 1 or 2 Wounds, it will head immediately for th nearest table edge and will t and leave the board. If it doe this, it is considered to be driven off.

THE AFTERMATH

If the gang who owns the territory fails to destroy or drive off the Shambler, then the territory is drained, and counts as Wastes from now on. The original owners get back (lucky them!) and the greedy great Triffid moves on in search of pastures new. Ro again to find where the Shambler attacks next. It will carry on until it is stopped.

If the Shambler is driven off,

e gang regains the territory hich remains unchanged, ut the Shambler will ontinue on the rampage as bove.

the gang destroys the hambler they regain the rritory and a bounty of D6 eds for every ganger taken *ut of Action* so far, and D3x5 eds for every territory the hambler has destroyed so far. ompile this total after each ght, and round it up to the earest 10. Outlaws will not eceive this reward, but will e pardoned for their good ork.

XPERIENCE

-D6 **Survives**. If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken *Out of Action* receive experience for taking part.

-D6 **Surviving close combat with the Shambler.**

-5 **Per Wounding Hit.** (A fighter earns 5 points for each wounding hit he inflicts during the battle (either against a rival gang or against the Shambler). Although a fighter will earn only 5 points for wounding a ganger regardless of actually how many wounds he causes he will receive 5 points for each wound that he causes on the Shambler.

+15 **Destroying the Shambler by shooting.**

+30 **Destroying the Shambler in close combat.** After all this is a far more insane venture.

(The Shambler continued...)

Movement: Roll a D3 and add 3 before each movement phase. This is the Shamblers movement. It is doubled if it runs or charges, in the normal way.

Fear: Ratskins regard the Shambler as a fearsome manifestation of the Hive Spirits. For everyone else, the fact that it is big, mean and extremely dangerous does just as good a job. The Shambler therefore causes *Fear.*

Massive: If the Shambler is in contact with a man-sized model at the end of a close combat phase, it may move 2" in the same way as a follow-up move with no penalty to either side. The Shambler has used its bulk to simply push its opponent out the way.

In addition, the Shambler counts as a large target with +1 modifier to hit from shooting.

Plantlife: Owing to the unique way in which the Shambler is composed normal weaponry has very little effect on it.

- All hits from weapons need a 6' to wound regardless of the Strength, including damage from falling. Close combat hits from Chainswords, Massive swords or axes or Power weapons need 5+, any other close combat weapons need 6+ and heat-based hits such as Flamers, Meltaguns and Pyromaniac Wyrd powers need a 4+ Roll for damage as normal.
- If the Shambler catches fire, continued fire hits will need a 6+ to wound. In addition, the Shambler becomes subject to *Frenzy* all the time it is on fire.
- Do not roll for the effects of Wounds – the Shambler is killed outright if it is reduced to zero Wounds.
- The Shambler is never pinned. In addition, the Shambler is immune to *Scare, Hallucinogen, Tox* and *Choke grenades*, as it does not breathe as such.

MODELLING YOUR SHAMBLER

During playtesting I found it convenient to use a Treeman model from the Warhammer Wood Elf range of miniatures to represent the Shambler. I am, however working on a proper conversion for use in my campaign which sadly wasn't quite ready for this article (poo!).

I have based my Shambler on the Durthu Treeman special character model from the same Wood Elf range. I will be modelling plenty of Underhive industrial waste on it to give it that 'Swamp Thing' 'From the Sump it Came' look. I intend to really go to work on it with modelling putty (green stuff is about the best) to create vines and branches and then litter the base with broken pipes, weapons and other 'tech-stuff'. When it's done you can be sure that I'll send it in...

Loose Cannons

New Hired Guns

By Lachlan Abraham

Here's more from the man who brought you 'Hive Ken Skills' in Journal 30. Lachlan is from Oz and just keeps those creative juices flowing in his pursuit of the most detailed Underhive rules Necromundans have ever known!

See if there's a couple of Loose Cannons you want in your gang causing all manner of mayhem...

The Crazy Doc

The Crazy Doc was once a respectable medic or doctor in a peaceful settlement, then some of the inhabitants started behaving strangely. The Doc was caught testing new drugs, bionics or grafts on his patients and performing unnecessary experimental surgery. His license was revoked and he was outlawed. Now the Crazy Doc takes what work he can get to continue his experiments and fund his somewhat unethical life work.

RECRUITING A CRAZY DOC

Any gang may hire a Crazy Doc, though there may be a risk of being outlawed if they are reported to the watchmen. If a player wants to hire a Crazy Doc he must pay the standard hire fee, which is 25 credits. A gang may only have one Crazy Doc. The profile and skills for a Crazy Doc is worked out after they are hired. For the purpose of calculating the Gang Rating a Crazy Doc has a value of 125 (his hire fee of 25 x 5).

The Crazy Doc has been an Outlaw in the wastes for many years, funding his passion by working with whatever gang was desperate enough to hire him. Thus he may have special skills or superior characteristics. This is worked out only after the Crazy Doc is recruited. The basic characteristic profile is given below.

CRAZY DOC ADVANCES

A Crazy Doc has four advances which are either bonuses on his profile or skills. Roll a 1D6 four times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

CRAZY DOC SPECIAL RULES

The Crazy Doc is a twisted individual, hunted by the law for his crimes against the innocent. In addition, he has certain unique abilities which are represented by the following rules.

Outlaw

Due to the fact that a Crazy Doc Hired Gun is hunted by Guilder Bounty Hunters, any gang that is reported to the Adeptus Arbites and has a

ADVANCE TABLE

D6 Roll	Advance
1	+1 WS
2	+1 Initiative
3	+1 Leadership
4	Roll a further D6: 1: +1 BS 2: +1 WS 3: +1 Str 4: +1 T 5: +1 W 6: +1 A
5-6	Roll a further D6: 1-3: *Killer Rep* (Ferocity Skill) 4-6 Roll a further D6: 1: *Head Butt* (Muscle Skill) 2: *Impetuous* (Ferocity Skill) 3: *Rapid Fire* (Shooting Skill) 4: *Nerves of Steel* (Ferocity Skill) 5: *Dodge* (Agility Skill) 6: *Berserk Charge* (Ferocity Skill)

CRAZY DOC PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

…zy Doc on the payroll must …ply -1 to their roll on the …tlaw Table.

…pture

…Crazy Doc takes an enemy …t of Action in hand-to-hand …mbat the enemy is …tomatically captured at the …d of the game. Rather than …ling on the Serious Injury …le after the game, the …hter is automatically taken …otive regardless of which …e won the game or whether …e Crazy Doc survives or not.

…rgery

…is skill can only be used …ainst captured enemies. If …e Crazy Doc passes a …adership test he can …rform surgery on the …otured model. Surgery …ows him to take a Serious …ury off of any member of …e gang that is currently …ring him and transfer it onto …e captured model (via …rticularly gruesome organ …nsplants and skin grafting!). …e captured victim may be …nsomed, exchanged or sold …o slavery as normal after …e surgery has taken place …t the opposing gang may …empt a Rescue mission …fore the surgery.

…r example: the Leader of a …n Saar Gang has the Serious …jury *Blinded in one eye*, his …ng has a hired Crazy Doc …d last game captured an …cher Juve. If the Crazy Doc …sses his Leadership test he …unsplants one of the Escher's …es into the Van Saar Leader …d the injuries are effectively …apped. If the Escher Gang …ounts a Rescue Mission they …ight get there in time to save …eir Juve from this terrible …rgery...

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below. A Crazy Doc cannot buy or use other weapons or equipment.

A Crazy Doc is armed with the following weapons:

- Any number of knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

They are also armed with one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum-Dum Ammunition

They may also be equipped with one of the following:

- Any one Bionic part
- Bio-Scanner
- Bio-Booster



Guild Assassin

Guild Assassins are amongst the most feared individuals on Necromunda. The Guild of Assassins will take money from anyone for any reason and have even been known to waste Nobles in the Spire or rich and influential Guilders from the Merchants Guild. It is not known, however, for them to accept contracts against Imperial Officials, such as Adeptus Arbites Judges or the ruling house of Helmawr. Unlike the legendary Imperial Assassins, their methods are often unnecessarily cruel and painful – Imperial Agents are at least brutally swift in their executions. Guild Assassins are usually hired by the Noble families to perform subtle hits upon their rivals and also as bodyguards to prevent this. The less fortunate, basically those who dwell in the overcrowded depths of the Underhive, have to seek contracts through more mysterious sources.

RECRUITING A GUILD ASSASSIN

Any gang may hire a Guild Assassin. If a player wants to hire a Guild Assassin he must pay the standard hire fee, which is 35 credits. A gang may only have one Guild Assassin. The profile and skills for a Guild Assassin is worked out after they are hired. For the purpose of calculating the gang rating a Guild Assassin has a value of 175 (his hire fee of 35 x 5).

Guild Assassins have undergone intensive training, thus they may have special skills or superior characteristics. This is worked out only after the Guild Assassin is recruited. The basic characteristic profile is given below.

GUILD ASSASSIN PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

GUILD ASSASSIN ADVANCES

A Guild Assassin has three advances which are either bonuses to his profile or additional skills. Roll a 1D6 three times and consult the chart below, noting down the increases and skills as you go along. He may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

ADVANCE TABLE

D6 Roll	Advance
1-2	Roll a further D6:
1:	+1 WS
2:	+1 BS
3:	+1 I
4:	+1 Ld
5:	Roll a further D6:
1-3:	+1 Str
4-6:	+1 T
6:	Roll a further D6:
1-3:	+1 W
4-6:	+1 A
3-6	Roll a further D6:
1-2:	*Killer Rep* (Ferocity Skill)
3-4:	*Marksman* (Shooting Skill)
5:	*Step Aside* (Combat Skill)
6:	Roll a further D6:
1:	*Catfall* (Agility Skill)
2:	*Dodge* (Agility Skill)
3:	*Hip Shooter* (Shooting Skill)
4:	*Crack Shot* (Shooting Skill)
5:	*Ambush* (Stealth Skill)
6:	*Sneak Up* (Stealth Skill)

SPECIAL GUILD ASSASSIN RULES

Guild Assassins are trained and merciless killers. This is represented by the following rule.

Automatic Kill

If a Guild Assassin takes an enemy *Out of Action* in hand-to-hand combat the enemy is automatically dead, so great is a Guild Assassins' expertise.

GUILD ASSASSIN WEAPONS

A Guild Assassin fights with his own weapons as described below. A Guild Assassin cannot buy or use other weapons or equipment.

Guild Assassins are armed with the following.

- Any number of Knives
- Sword
- Auto Pistol with Silencer
- Lasgun with Red Dot Laser Sight
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor

They may also be equipped with one of the following.

- Skull Chip
- Blindsnake Pouch
- Mesh Armour
- Infra-Goggles

Defence Force Deserter

Defence Force Deserters are a strange breed. Deserters may have left the Defence Force due to cowardice, crimes against the harsh military system of the Imperium or rebellion against the over-bearing discipline of the Defence force. They strug to regain what they once a semi-ordinary life, but t violent fire kindled by th service will not die, nor the shame of their action fade. Neither will the Imperium forgive, nor fo ever... The deserter is a haunted, hunted man wh invariably wants to do on thing: to get off-world. G away from his hunters requires him to change hi identity many times just t keep ahead of the game, e driving him into the depti the Underhive in search o anonymity. Now he only s his gun to get that ticket world and away from the prying eyes of his oppress Imperial masters.



RECRUITING A DEFE FORCE DESERTER

Any gang may hire a Defe Force Deserter, though th may be a risk of being Outlawed if they are repo to the watchmen. If a play wants to hire a Defence F Deserter he must pay the standard hire fee, which is credits. A gang may only h one Defence Force Desert The profile and skills for a Defence Force Deserter is worked out after they are hired.

For the purpose of calcula the gang rating a Defence Force Deserter has a valu 200 (his hire fee of 40x5).

Defence Force Deserters h been through intensive litary training, thus they y have special skills or perior characteristics. The sic characteristic profile is en below

EFENCE FORCE ESERTER ADVANCES

Defence Force Deserter has ee advances which are her bonuses on his profile skills. Roll a D6 three times d consult the chart below, ting down the increases and lls as you go along.

e may not improve any aracteristic by more than 2; if an increase is rolled for e third time re-roll the sult. Similarly if you roll the me skill twice re-roll to get other.

ECIAL DEFENCE ORCE DESERTER RULES

e Defence Force Deserter is unted man, which is presented by the following les:

utlaw

ue to the fact that a Defence rce Deserter Hired Gun is anted by the forces of the perium, any gang that is ported to the Adeptus bites and has a Defence rce Deserter must apply -2 their roll on the Outlaw able.

ugitive

oll 1D6 after each game the efence Force Deserter fights r the gang. On a roll of '1' r '2' the Defence Force Deserter finds passage off-world, finds a new identity or is arrested. The gang may not hire another Defence Force Deserter until they have played another game.



DEFENCE FORCE DESERTER WEAPONS

A Defence Force Deserter fights with his own weapons as described below. Defence Force

Deserters cannot buy or use other weapons or equipment (Defence Force Deserters hoard their money whilst looking for passage off-world or a new identity). The reason a Defence Force Deserter will usually be so heavily equipped is that they have most likely looted the bodies of their comrades before running.

Defence Force Deserters are armed with the following:

- Combat Knife
- Flak Armour
- Laspistol

They are also armed with one of the three following collections of weapons:

- Lascannon
- Grenade Launcher with Mono-Sight, Frag, Krak and Smoke Grenades.

Lasgun

Medi-pack

- Chainsword & Plasma Pistol

Replace Flak armour with Carapace armour

Frag Grenades

Bio Scanner

Any one bionic part

DEFENCE FORCE DESERTER PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

ADVANCE TABLE

D6 Roll	Advance
1	+1 BS
2	+1 I
3	+1 Ld
4	Roll a further D6:
1:	+1 WS
2:	+1 Str
3:	+1 T
4:	+1 W
5:	+1 A
5:	+1 Ld
5-6	Roll a further D6:
1-2:	*Nerves of Steel* (Ferocity Skill)
3-4:	*Crack Shot* (Shooting Skill)
5:	*Marksman* (Shooting Skill)
6:	Roll a further D6:
1:	*Dodge* (Agility Skill)
2:	*True Grit* (Ferocity Skill)
3:	*Weaponsmith* (Techno Skill)
4:	*Killer Reputation* (Ferocity Skill)
5:	*Ambush* (Stealth)
6:	*Rapid Fire* (Shooting Skill)

(The player may choose the weapon which it applies to)

Join in the GANG WAR!

Another barrel of hardcore mayhem...

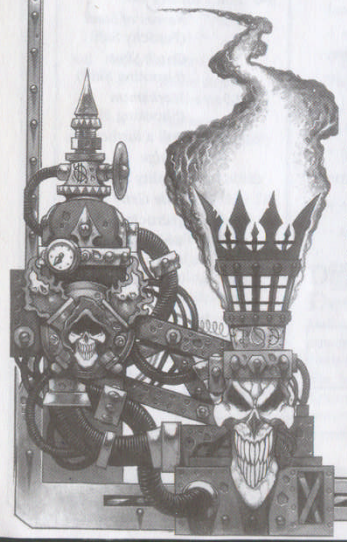
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Deeper Underground

A campaign system with a twist

By Tom Newton

I first entered the world of Citadel Miniatures at the tender age of eleven, when I received Warhammer 40,000 second edition for a Christmas present. I immediately fell in love with the Eldar and built up quite a sizeable army.

By the grand old age of twelve I had developed what I thought was a cunning and unbeatable strategy with my Jetbikes, that is, until I met beardy Marine players whose army consisted mainly of Devastator squads. Thank the Emperor for third edition!

I was first introduced to the urban rat's nest more commonly known as Necromunda, in the 'Dead or Alive' campaign during the summer of '98 in Salisbury store. I was immediately gripped by the simplicity of the game loved the way that you could persona and customise your gangs through bu and selling equipment and arms. You gang could become as diverse as anyt through the acquisition of skills and tailored to suit your style of play. Eventually you could gain a reputatio and your name would be whispered i fear amongst your enemies.

At present, I have a cool, calculating Saar gang and those techno-deviants, Pit Slaves, both of which have seen ac in this campaign.

THOUSANDS OF MILES from the densely populated hives of Necromunda lies a decaying and forgotten hive amidst the great ash deserts. Its ruined spires stab aimlessly into the polluted skies. Millennia ago, the Hindsk hive was at its zenith, a city brimming with tech-noir fetishism, where the people's desires fuelled the city with artificial virtual reality dreams borne of a secret and ancient technology unheard of in the rest of the Imperium. Excommunicated countless centuries ago by the rest of Necromunda for reasons unknown, its memory has been left to fade with the passing of generations.

A breakdown in the archaic dream-machine's core program crashed the system, and a million innocent souls were consigned to the warp in the flickering of an instant. Today, crowds of amphetamine-crazed fanatics cruise the sprawl of the collapsed nexus searching for the machine, seeking the knowledge of their forebears. Savage alien bikers lead an unknown revolution against a mysterious and heartless master of the Undead, known as the Keeper, who holds the post-apocalyptic hive within an iron grip. Underneath the neon-tipped spires, degenerates loyal to the despot direct their armies of mind-altered Pit Slaves towards hordes of rebellious mutants. Their struggle does not go completely unnoticed, however for it is watched from the shadows by sinis cowled figures who also have a purpose be for nothing escapes the immortal scrutiny the Inquisition.

When several groups of well armed, power individuals emerge from an abandoned tubeway, they are carefully studied by the strange mix of Hindsk's inhabitants. Are th friend or foe? Each faction has the possibili of gaining new allies or deadly new enemi in a situation that could just about tip the balance of power. And what of the Inquisition? It is often safer to remain ignorant of the dealings of these feared age of the Emperor. Prepare to enter one of Necromunda's darker sides, a story of betrayal, imprisonment, fear, and retributi Your greatest adventure lies deeper underground...

cenario 1: epot Raid

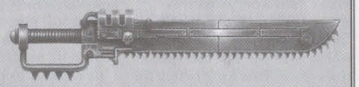
is is the first scenario of the mpaign and represents ne of the rival gangs mpeting for a stash of illegal apons, the knowledge of ich will eventually cause m to become outlawed and ve them far from Hive mus.

e Gang Leaders have come aware of the location a disused weapons depot under the remains of an old factory. A holo-mat scan later revealed that there are several entrances to the depot, but the worn blueprint data tapes have corroded over time, and crashed the holo-mat before complete plans could be download. Despite this lack of knowledge enough is known of its whereabouts to warrant a search. Each of the gangs involved have decided to take a small force of gangers to locate the entrance to the depot and retrieve the weaponry that could be scavenged from the delapidated building.

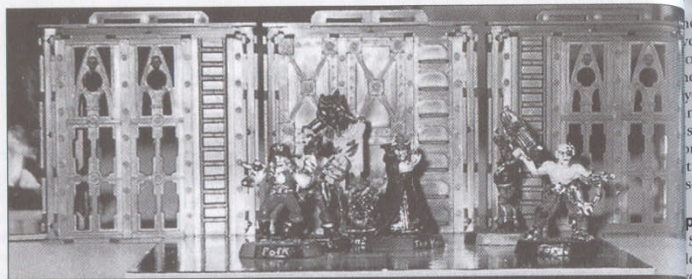
This scenario should be fought between two gangs at a time (they are all considered to be searching simultaneously, but the depot sub-levels are huge), so the gangs taking part in the campaign should be drawn against each other in a random fashion.

RIG HELD HIS lasgun tightly, as he clenched is teeth in a mixture of frustration and read, he felt uncomfortable as sweat trickled own his back. He was hiding in the mewhat dubious safety of an abandoned anium extraction plant, hoping that the sane Cawdors wouldn't follow him in. He oticed the Juve next to him was tense with ight, fumbling as he was with the safety atch of his laspistol. Grig tapped him with e butt of his lasgun and gestured for him to ove behind a group of empty barrels. omewhere in here, Grig thought, was the ntrance to an abandoned, illegal weapons epot and wealth beyond their omprehension. He had retrieved this formation from a bounty hunter, whom be etired' shortly afterwards. He would find e entrance soon, but for now he had to deal ith the advancing Cawdor gang. They knew ttle of stealth, Grig thought.

e silently shoulder-rolled across the floor nd dropped to one knee, in one precise ovement. He brought up his lasgun in a ring position, so that the infra-red filters on e sighting tube adjusted perfectly. He lined p his sights with the lead ganger's temple, nd switched on his red-dot laser-sight. It was xtremely satisfying to see the stunned xpression and then sudden realisation pread across the ganger's face, as he noticed e red dot line-up on his forehead, too late. e fired, a pure bolt of brilliant blue laser, hat threw actinic light around the gloomy ecesses of the old plant. He dropped back ehind an old blast furnace, and glanced round the corner to see the Cawdor stumble to the ground with a smoking hole in his forehead.



The Juve behind the drums of chemicals began fired the laspistol wildly, repeatedly missing, but drawing attention to himself. The three remaining Cawdors immediately returned fire at the Juve. He was cut down by a hail of bolter shells and autogun fire, which gave Grig and his gangers a chance to retaliate. Grig leaned out from behind the furnace and fired three consecutive shots which struck all three of the gangers. However, a stockily-built Heavy brandishing a Stubber rose quietly from behind a pile of crates and launched a hail of lead at Grig, with a twisted smile of evil on his masked face barely concealing a toothless grin. Grig was thrown back by the force of the heavy weapon, but his carapace armour held. Luckily, as he was pushed into the blast furnace's huge sides by the impact, one of its old worn panels crumbled under his weight to reveal a doorway, leading down to a set of worn spiral stairs. The underground entrance! He beckoned to his gang members quickly. He left a melta bomb near the entrance to take care of anyone inquisitive enough to follow. Grig and his cronies jumped down the long shaft in search of the stash in weapons that awaited and prepared to take on what ever lurked in the gloom underground.



The Keeper puts in a shadowy appearance with his loyal Pit Slaves

TERRAIN

You will need to have access to the card floorplans from Space Hulk or Warhammer Quest (it doesn't really matter which you use, but the Space Hulk floorplans look better for this scenario).

The rules for movement, and room changing are the same as in Warhammer Quest, with one model holding a flashlight (he serves the same purpose as the lantern that the barbarian carries). Nominate the model who will be holding the flashlight. This model always has to lead the group into new rooms, so that he can warn the group if there is any danger or a dead end ahead. If this model gets killed, then the nearest friendly model uses up its next move to pick up the dropped flashlight.



I suggest only allowing four models from each of the two gangs taking part into the depot, ensuring that one of them is the leader, and that one is a Juve. Due to the lack of space in the small corridors, Heavies or Scalies are not allowed into the depot. The objective of this scenario is to find the ammo dump located somewhere in the complex, and then to escape with crates of the weapons.

MOVING & NEW ROOMS

If you haven't played Warhammer Quest before, or you have forgotten how the movement and venturing into new rooms system works (shame on you!) then consult these rules before play.

Divide the table up into four quarters. Each gang has to deploy in opposite quarters and each gang starts off in a straight corridor, with two exits/entrances on each end. Each model is allowed to move four squares during the movement phase, regardless of any equipment the model has. When each model has finished its turn, roll a D6 and consult the Random Events table:

When the model with the flashlight has passed through the exit of the room/corridor that it was previously in, roll a D6 to uncover the next room location and consult the table.

RANDOM EVENTS TABLE

D6	Result
1-2	**Nothing happens**
3	**Rat Attack!** The gang is attacked by D3 Giant Rats.
4	**Spider Attack!** The gang is attacked by 1 Wolf Spiders.
5-6	**Alarms Tripped!** The archaic alarm system has been tripped somehow and all exits are closed for a turn until the gangers override the

The situation may arise that two corridors are about to cross over each other's path and mess up the game board layout. This just adds to the fun if it happens, especially if it's the rival gang's. Treat the corridors as a crossroads and let the gunfights commence. Use your imagination!

Special Rooms

A Special room is, physically identical to the crossroads, but you could use the *Room of Power* from Warhammer Quest to identify a special room). This may be the chief arms depot where absolute hordes of crates of weapons are stashed (fill up the room with Loot Counters, ensuring that there are more than enough for both sides!) or it may be the last one of the subsidiary offices filled with Archeotech. However, many items in these rooms are fakes equipped with booby traps that will cause all of the doors to shut and seal the intruders in.

Roll on the table below to determine the room's contents:

ROOM TABLE

D6	Result
1	Corridor
2	Left Turn
3	Right Turn
4	Cross Roads
5-6	Special Room

SPECIAL ROOM TABLE

D6	Result
1-2	The alarm system has been accidentally tripped and all doors will close for the next turn only.
3-4	The gangers have found some Archeo-tech which can be traded for 3D6 creds.
5-6	This is the Arms Depot, grab what you can and get out fast!

Unlike the Loot Counters from the Scavengers scenario (page 154 of the Rulebook), these are huge crates and only one may be carried at a time by each of the gangers. Whilst they are carrying a crate, the ganger moves only three squares a turn and may not shoot or engage in close combat. If he is charged by an enemy he must immediately drop the crate and fight in close combat.

Each Gang Leader is assumed to have downloaded the security override codes from the blueprints. Providing that the Leader is still in the room, he can re-open the door (but this takes one turn to do so). If the leader is dead, players can always try to blast the door to pieces and get through. The doors have an armour value of 10, and they will instantly open if a Scrambler device is used on them.

RANDOM EVENTS PROFILES

Beastie	M	WS	BS	S	T	W	I	A	Ld
Giant Rat	6	4	3	2	3	1	3	1	4
Wolf Spider	7	3	0	4	3	1	1	1	5

Special Rules

Giant Rat: *Dodge* 4+ unmodified

Wolf Spider: *Armour* 6+, *Movement* – the spider may move up and down any sloping surface without restriction.

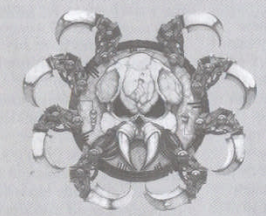
SHOOTING

Shooting is handled in the same way as it is in normal games of Necromunda. However, because of the walls blocking the way, the shooting model must have a direct line of sight to the target. Template weapons are even more deadly underground, as bits of shrapnel and burning liquid ricochet and rebound off of the walls back to the target! This means that all weapons using templates have an extra +1 added to their strength, and an extra -1 to their modifiers. Grenades, however, can't be thrown in the depot, primarily because there is not enough room to get a good arm behind a grenade in the corridor. Grenade launchers, can still be used as normal. Models behind corners attempting to shoot suffer a -2 modifier to hit, because they are taking potshots at the enemy, whilst trying to conceal their person behind the corner.

ESCAPING AND WINNING

The gang to escape, back down the tunnel that they entered via, with at least one crate of weapons (a Loot Counter) has won and the game will end immediately, unless one of the gangs has *Bottled Out.*

THE KEEPER SAT upon the cold flagstones of the ruined chapel in a meditating position as he placed the bowl of blood before him. His followers – those blind fools – all stood around him in the ritual circle. He could feel the psychic aura reverberating around them, as he concentrated upon the bleak focal point in his mind. Unlike most rogue psykers, he only had to connect his body and mind in the chain of power, others had to link up fully, mind, body, and soul. But his soul was lost, when he offered up the first hundred souls to his master in return for one hundred years of life. 'Another soul, another year'. The Keeper lived by those words. Because he was an immortal, he had no soul, and could not therefore die. He had also speculated throughout his long life that without a soul he was not alive either. But he felt alive, that was the main thing. When he closed his eyes, he saw the dim lights of hundreds of souls burning brightly in the Warp, and he also felt a darkness, a rift within the Warp.



The vast and ancient machine that towered in front of them, its huge form throwing shadows around the gothic crenelations of the old shrine had caused a tear in the Warp, all those centuries ago. The thing was an immense cacophony of whirring cogs, wheels and drive belts, spinning frantically motivated by the darkness of the Warp that it implemented. Centuries ago, this machine had been constructed by loyal followers from the Cult of the Machine God from ancient manuscripts of a long dead alien civilisation, who built it as a tribute to their deity. When the Keeper had descended upon this ruined chapel, five hundred years ago, he had discovered the machine and sensed a great, burning anguish as he walked the chapel's labyrinthine corridors. The Cultists had been destroyed in the process of the machine's initiation, reduced to mindless wretches, nothing remaining but empty husks. He ascertained that their aims were to harness the Warp in a similar way that the great spaceships of the Imperium did to travel vast distances across the tracts of space. For what purpose they would harness such power though was unclear.

The Cultists of the Machine God had paid for their curiosity not just with their lives but also with their eternal souls. As any experienced psyker knew, the Warp would instantly devour a living soul as soon as it was exposed to the immaterial Warp unless its owner had undergone years of mental training. Which was why the Keeper was immune to the ravening energies of the 'Soul Machine' as the hive's survivors had come to call it. The hundred that encircled him were also immune to the machine, at least for the time being, for they had pledged their souls to him, and his purpose in exchange for power. Mutants, social outcasts, and other shadows of society all stood in silence.

The Keeper drew his hand out of the bowl, and raised it in the air, his eyes still closed, his mind still blank. The trick was to conceal yourself from the Warp. This was made easy for the Keeper, since he was soulless. Half of the time, he didn't even know that he was raising his fist, because of the meditation routine that he had practiced for so long. Suddenly, he allowed the pooled blood to trickle from his hand. This symbolised the release of one hundred souls into the Warp. The bowl contained his own blood, which he had slowly collected over the years, and he had strung together the sacrifice of souls and channelled their energies into a fistful of blood. As the blood slowly dripped, the machine vented a huge gout of black fire which ripped right through the circle. Warpwind beat at the Keeper's face, as he hung motionless in Limbo. He felt one hundred lives become at one with the warp as they were pulled into an uncontrollable maelstrom of power. A millisecond later, he felt his master's will fill him with the powerful essence of one hundred souls. The Keeper stood, and smiled.

'Another hundred, another century,' he said

XPERIENCE

:perience is earned as stated :low:

D6 Survives. If a gang fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

5 Per Wounding Hit. A fighter earns 5 points for each wounding hit he inflicts during the battle (this will include damage done to the random encounter creatures).

5 Per Loot Counter. If a gang fighter is carrying a loot counter at the end of the game he receives 5 points.

10 Winning Gang Leader. The Gang Leader of the winning side earns an extra 10 points.

LOGGING THE LOOT...

fter the game, when they ave returned to their base amp, each gang can get their echno to crack open the rates and see what they've ot! Roll 1D6 for each crate, nd check out the following ible.

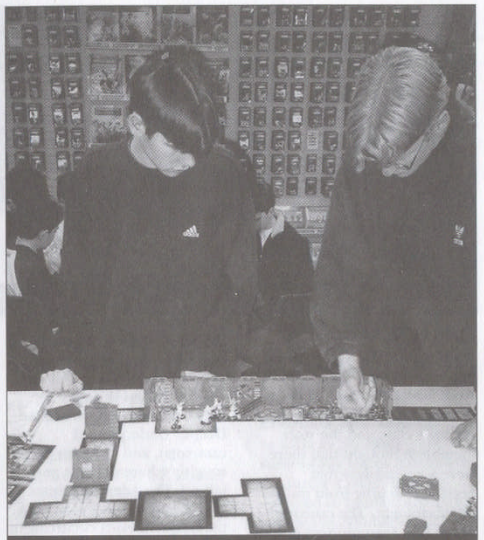
n the score of a 5+ the gang as acquired enough ammo to asily last for the next three ang fights. This means that or the next three games no ember of the gang has to ake any ammo tests at all!

n addition to the *One-in-a-fillion* weapon on a roll of a 5', the weapon comes quipped with an *Infra-red ight.*

layers may trade everything n the crates if they want to, or sell each crate for 5D6 credits without opening them.

It may be a good idea, if a player gets any armour, to trade some jackets and keep the others (for example, Tom sold two of his Flak jackets, and kept the other four). This is a useful ploy if the player is in desperate need for stash and already has armour for most of his gang members.

This scenario proved to be an interesting challenge, and is good for beginner gangs, as it gives them opportunity to gain loads of experience before they enter the Hindsk hive! It's also great for veteran gangs who've got a tight budget and need some extra creds in their stash! I hope that everyone who plays this enjoys it. Oh, and remember: take your flashlight. You never know what's lurking underground.



Sandy's dice rolling gets 'jammier' by the minute

CRATES TABLE

D6	Result
1	D6 Flak Jackets.
2	D3 sets of Mesh Armour.
3	Archeotech worth 6D6 creds.
4	D2 Needle weapons (roll again: 1-3+pistols, 1-4+rifles).
5	General ammo worth 2D6 creds.
2	A *One-in-a-Million* weapon.



Showdown in the Arms Depot, between Delaque and Van Saar gangers

PLAYTEST NOTES

During the playtests we did at the Salisbury Games Workshop store, we (Sandy, a fellow gang leader of the Delaque clan, and the store members) thought that there were some aspects that needed changing from my initial draught. The outcome of the first Scenario was quite well balanced, as Sandy and I both have veteran gangs, so it was a close fight. Even though Sandy managed to down my Juve AND my leader (GIT!) – who survived receiving some *Impressive Scars* in the process. In return, Sandy failed to escape after turn four, and I managed to get back to my starting room with two crates full of cool stuff (I got Flak and Mesh armour – excellent!). Sandy, renowned at Salisbury store for being a 'jammy' dice-roller managed to get the ammo crate and the needler weapons (DOUBLE-GIT!). The final outcome, however, was me walking away with loads of experience and armour, and Sandy with hardly any experience at all, but much better gear.

Scenario 2: Ambush in the Hindsk hive

This is the second part of the Deeper Underground campaign, and picks up roughly where the first part left off. The Adeptus Arbites have become concerned with the frequent raids occurring in a certain prohibited underground storage depot, and have tracked the cause of these raids by the means of snitches, and third-hand information gathered from bounty hunters. It's not long before they hold the gangs responsible for the raids on this property.

A lucky tip-off provided the culprits with just sufficient time to grab their things and get on the run. After a brief fire-fight between some squads of Arbitrators and those gangs involved in the depot raids, the gangs managed to escape down an ancient, disused subway tube (you could even write up a scenario to simulate this if you want). The tubecars arrived quite sometime later at an abandoned subterranean station seemingly miles away from anywhere (in fact, this supersonic car had taken them thousands of miles!). Similar in many respects to the Underhive from which they had just fled, a quick search revealed that this was one home to one of the major producers of iron ore on Necromunda, the Hindsk hive. After leaving the station and exploring, it soon became apparent that this hive had been inhabited for a very long time and soon it also became apparent to each of the gangs that they were sitting on a potential gold mine. Leaving behind them only the very annoyed Arbitrators this presented itself with a golden opportunity to start again.

Unknown to the gangers they had just walked into a war zone and although they were at least safe from the Arbitrators, the fun was only just about to start.

Whilst exploring the vast tunnels and corridors of the new Underhive, the fugitives have come to an intersection on one of Hindsk's air-highway routes, the roads which join separate domes together spanning several miles, and many thousands of feet above the concrete surface. Whilst travelling along this road, some of the gangs noticed a tall cloaked figure standing at the intersection's end. When approached, he faded from view. Probably just a rogue Wyrd, on the run from the Arbitartors. Almost immediately after this shadowy form disappeared, the seemingly solid concrete floor of the Underhive began to crack open and the rancid figures of Plague Zombies began to heave their misshapen forms out of the ground in front of the stunned faces of the gangers. As the wives turned to run, they halted in their tracks to notice more Zombies approaching from behind as well! Since there was no way out, they had to fight their way through the hordes of the undead in a bid to find a suitable escape route.

This scenario is meant for two players, and one gang only although you could make it a multi-player scenario if you're completely mad!).

SPECIAL CAMPAIGN RULES

Now that the gangs are in the Hindsk hive, the following special rules will apply:

- **Outlawed:** All the gangs are now Outlawed, although being that there aren't any Guilders or Bounty Hunters in the Hindsk hive this makes little difference.
- **Territory:** Each gang will lose all of its previously held territories and must roll up a single new one on the Outlaw Territory Chart.
- **Trading:** As the gangs become acquainted with the strange new denizens of Hindsk hive they may trade with them for arms and equipment. Use the Outlaw trading Post to simulate this.
- **Recruiting:** There is no longer access to a plentiful supply of eager young hopefuls willing to join the gangs in return for a share in the spoils of their endeavours. Later each gang will have the opportunity of recruiting/allying with the sinister inhabitants of the decaying hive, and I hope to cover this eventuality in the follow-up part to this article.

TERRAIN

A table area 36" by 24" should be O.K. Set up the terrain as indicated on the map (below).

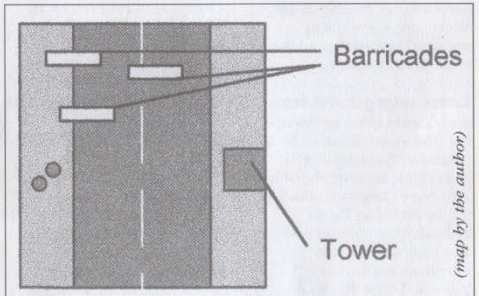
STARTING THE GAME

The ganger player should deploy opposite the barricades. This represents the gang entering the street, exploring the hidden depths of this new hive. Each gang member must be within 2" of another when they are deployed to represent their surprise. During the first turn, no Zombies are deployed. As soon as the ganger player's first turn is over, the Zombie player rolls a D6 and that many Zombies must be placed behind the barricades. Each turn after the first the Zombie player may roll 2D6, and place that many Zombies on the table with approximately half of these being positioned behind the gang. Zombies may not be placed any closer than 8" to a ganger.

ENDING THE GAME

As soon as the gang successfully leaves the table by the furthest edge, they are assumed to outdistance and escape the Zombie hordes.

The gang is surrounded and although their trousers may show it, they cannot *Bottle Out* under any circumstances!! It is purely a fight for survival.



Scenario 2 map – Ambush in the Hindsk hive

EXPERIENCE

Experience is earned as stated below:

+D6 Leaving the Street. If a gang fighter leaves the street by the opposite side, he survives the battle and earns D6 points. Fighters who are downed must be carried off by their comrades or they will be joining the Zombies for dinner (if you know what I mean!).

2D6 /D6 Killing a Zombie. A fighter earns 2D6 points for the first Zombie he kills, representing what a fearsome encounter it is. After the first he earns D6 per Zombie.

NOTES

Even though one gang can only take part during a battle, each player can bring their gangs along, and the player who takes control of the Zombies can swap roles with his opponent. You don't have to set up the terrain exactly as shown on the map, but you should have at least three barricades at the end of the street, and a few bits of scattered terrain around the sides of the road.

Substituting Zombies

You can use other denizens of the Underhive if you wish in instead of Zombies. For example, if another player has a Pit Slave gang, you could set up the Pit Slaves for an ambush, (the mystery man also commands hordes of rebellious techno-deviants). You could even assault the nosy gangers with a some Scalies, those nasty reptilians despise anyone who trespasses on their property!

Even though you can substitute Zombies for another type of outcast, this scenario shouldn't degenerate into a straight gang-fight. The scenario should be a bit of a taster for what's to come (and it is really set to get quite nasty!). This scenario should represent gangers exploring the ancient hive being wholly unexpectedly assaulted by a horde of creatures and and mutants that are shunned by Underhive society. Anyway, I have recently taking a liking to Zombies (anyone who has seen the Pink Eye episode of South Park will know what I mean!), and I am going to make them an addition to my Outcast gang (which compromises of Pit Slaves, thieves, mutants, and hordes of the living dead, so far!).

CONTINUING THE CAMPAIGN

Obviously, so far, I have only given a hint at the background to the campaign and a bit of a taster of things to come. Many of you will be able to take this outline and continue the campaign in your own way, which is fine by me. Hopefully, school work permitting, I will be able to write up the next part of the campaign and send in a few more scenarios which will witness the plot begin to unfold. In the meantime, here's a summary of some of the ideas I hope to include:

The rest of the campaign is going to based around the bitter gun-fights between the brain-washed followers of the Keeper: the hordes of Pit Slaves and Zombies and the Brotherhood of Odo, a bizarre group of renegade Squat engineers and bikers with their trusty Scalies and Scavvy allies. Oh, and of course, somewhere in the middle will be the bemused players with their displaced gangs, eager for power and wealth, silly they are!

Little does any side know (especially, the author!), that those mysterious, cowled agents of the Inquisition are here to fulfil their mission for the Emperor and attempt to save the whole of Necromunda from a potential global catastrophe that is about to happen. Phew... everything but the kitchen sink!

I will be submitting rules for the grand fighting-pit tournament in the Keeper's Colosseum. The entrants for this will include: each of the player's gang leaders; the Keeper's champion, Styx (named after a 70's group, honest!); a secret character (working for some undercover Imperium organisation – perhaps the Inquisition); Warlord Kruffoot's champion Drong Grimley; and a 'boss' character (all fighting games have them, don't they?) which will add a bit of flavour to the whole proceedings.

MAD MODELLING...

The Brotherhood of Odo will consist of the old Citadel Squat heavy weapons trikes. Conversions will hopefully include a cross between an Ork Trakk and the Imperial Steam Tank from Warhammer for Warlord Krutfoot's Battle transport, and Squats on foot in Exo-Armour. Because Squats are a dying race, there are only seven Squats (well nine, if you count that there are two riders on the heavy weapons trikes).

ONCE GRIG KNEW that there was some kind of alien presence in the hive, he decided that it was imperative that his gang found a safe resting place for the night. This part of the old hive was rotting, and intuition told him that despite the fetid state of the Underhive something was not right here. In the tube station, he had briefly read a torn part of the 'Hindsk chronicle', probably a local settlement paper, advertising the vast mineral wealth that lay underneath the Hindsk region, huge deposits of bauxite, and oil were supposedly lying in wait to be extracted from the ash-covered soils. The big-domes' armourglas shells were cracked in several places, and the trees and shrubbery, something of a rare sight, lay in twisted husks of raw decaying humus. He wondered what had caused this once influential spire with evidence of apparent fabulous wealth, to become abandoned and fall into such a state of decay. Grig hadn't even heard the name Hindsk before in his time in the Underhive. His uncle had taught him of trading, and revenues and other tricks of the ore business, and he had known of many settlements, whose traders hadn't even heard about the Imperial Guard Spider Conspiracy.

He began to doubt his bearings. They had travelled very far on that disused tubeway. It was a miracle they had even got it working again. He just felt very far away. This part of the hive had been forgotten. Lost. Maybe some great accident had befallen it. Maybe, he thought, this wasn't even Hive Primus after all. A hive as wealthy as this one would not be simply abandoned. The Guilders, and maybe even the Orlock Iron House smithmasters would snap up a deal in this place instantly. Something had gone wrong, he could feel it. Call it 'sixth sense', or whatever, but he knew that this place was probably more dangerous than the deepest recesses of Nokolyov; his home town. Finding a safe place to sleep would be essential in a place like this. He stared up at the almost infinite ceiling and shivered.

The Keeper sat again and meditated. This time however, he relaxed in the dais, from where he observed the games that took place in the amphitheater below him. Gangers, outsiders probably hired by those meddling Odos, or maybe some looters on the run from the authorities. They had stopped him in his practices, just because of their presence. No-one must know of his experiments, no-one must see them be carried out, for they were of utmost importance to him as was their secrecy. The arrival of these newcomers could have any number of outcomes, all of which would greatly affect him in someway or another. They could join the Brotherhood of Odo, and lead an uprising against him, which would be a great hindrance to his studies. He did not want to exhaust his powers on quashing these petty revolutionaries. They could be drafted into the games, where they would all die before him, when he summoned his champion from Limbo. They would all probably die before he had a chance to augment their souls anyway. They would fall foul to one of the many perils that awaited them in Hindsk's sprawling and very dangerous underhive.

A shocking premonition suddenly broke his calm meditation. They could be on the run from the Arbitrators, he didn't want them snooping around here, not after all these years of happy isolation. Maybe they were in league with the Inquisition and that thought troubled him – all his studies and practices would be worth nothing if the Inquisition found him. He grasped the amulet in his hands, and looked into its obsidian surface, and frowned, as he feverishly rubbed its shiny surface, as if it were dirty. He could not see his reflection in it. It was of little consequence. He would find out how to regenerate himself later. For now, he had to deal with the problem at hand. These infidels had to be eliminated, one way or another. Right now he didn't care if he used all his power in devouring these fools: It was better to lose a small part of his energies to low-life gang scum, than to lose everything he had taken centuries to build to the Inquisition, his thoughts pained him. Why were predictions never clear, he mused?



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A completed Treeman

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The Underhive Workshop

A guide to modelling Necromunda terrain

by Gary James

This cracking article was first featured way back in Journal 23. This was one of the many articles that we 'poached' from the Internet and it just goes to show what incredible stuff you can find when you're having a bit of a 'surf'.

For those that don't yet know (shame on you!) Gary is from Lincoln (in Lincolnshire... unsurprisingly!) where he runs a very successful games club in between juggling work and a family. If you want to check out more of his cool terrain and you can get online, look no further than:

www.altdorf.com/terragenesis

WHAT MAKES A GOOD TERRAIN PIECE?

There are a few essential points to bear in mind when planning or building terrain. Think of your own terrain collection or the terrain you use at a club or friend's house. Which pieces do you use most often, and why? The ideal terrain piece has high gameplay potential, flexibility, good appearance, is tough, and is also very cheap to make.

Gameplay potential

If a terrain piece looks wonderful but is terrible to play on then you will find it stays on the shelf. Try to bear these points in mind when designing terrain:

• What effect will it have on the game, and how does it fit into the rules? Do you really want a huge patch of swamp that is classified as 'very difficult terrain'? Maybe you do, but this will become a specialised piece that is only used now and then. Large open spaces such as a large landing pad will become a killing field because of the lack of cover, leading players to avoid it and leave the terrain on the shelf.

• Make terrain that is interesting and stimulating and have game links in mind. Does it conjure up gameplay or scenario ideas? A simple pack of crates can be an exciting terrain piece if its capture will dramatically affect the outcome of the game, perhaps by containing a 'free' piece of equipment. Do you want rules for the contents of storage tanks, is the river water, sulphur or toxic waste?

• Design the terrain with your game system and miniatures in mind. Check scale and get things the correct size – how wide does a road bridge need to be? How far can the average character climb in one turn, and do you want your ladder this height or higher? How big do the doors have to be? Do you want to be able to shoot over that wall, or provide a hiding place?

• If forced to choose between appearance and gameplay (for example hills that look good or hills that a miniature will stand up on) go for gameplay at the expense of realism – ultimately the point is to play games, not look at terrain or drive model trains around it.

Flexibility

Terrain that can be used in a variety of settings will get most use. Terrain will be flexible if:

• It is not tied to one race or game setting. My Ork fort is attractive but doesn't get used all that often because it is large and only tied to one race.

• It is not too big – large terrain pieces dominate the board and push out other terrain.

• It is functional – a building that you can't place miniatures inside becomes a hill by another name. This is why ruins are so good – you can allow an easy way in. If possible, make the roof of a building removable to allow access to the inside.

Toughness, appearance, cost

A gameboard filled with beautiful terrain adds enormously to the enjoyment of the game, but it will soon become battered and ugly if it is not up to the job. Think about how you will store your terrain before you make it. If you are going to use a certain size or type of storage box then make sure your terrain will fit into it. Terrain that is tough sometimes takes more effort than flimsy pieces – M.D.F. or plywood bases are harder to make than card-board, for example, but the extra effort will pay off. If you are making a relatively expensive piece of terrain or something requiring a lot of effort on your part then it is worth spending a little more time and cash and putting it on a tough base.

HOW TO USE TERRAIN

Well, it's obvious, isn't it? You just plonk it down on your gaming board. Not so — here are a few things to think about when placing and using your terrain – board balance, placement, knowing your terrain, and special rules. Of course, the challenges posed by different types of terrain and landscape are part and parcel of the game. I am not suggesting that you eliminate this challenge, but there are certain pitfalls to be avoided.

Board balance

Try to ensure that each side of the board is reasonably balanced in terms of cover, difficulty of ground and height of ground – unless you need a particular layout for a scenario or re-fight. This does not mean that the board has to be symmetrical or exactly the same on each side – it is more a matter of balance. One side could have more cover, but at the expense of it being surrounded by difficult areas of terrain. Another could have more high ground or buildings on one side but they could be difficult to capture or get into.

Placement

Be careful about the placement of terrain in deployment zones. Allowing deployment on a high building or hill with good lines of fire could seriously favour one side. Availability of cover in deployment zones is important too – especially for the person who goes second! Think about the placement of buildings and hills and don't disadvantage a player who has vehicles by making it im-possible to get between them – life shouldn't always be easy but deliberately making things difficult for your opponent because you know they have large vehicles and you don't is a subtle form of cheating. Consider breaking up large areas of open ground with something chat provides some cover – a few rocks or trees for example – otherwise it might become a redundant area because no-one wants to risk crossing it.

Know your terrain

Having to stop and ponder about the effects of a terrain type in the middle of a game is frustrating and spoils the flow of the battle. Before commencing, run through the terrain and agree chat, for example, that river can't be waded, chat slope or hill is difficult terrain, chain link fencing provides soft cover etc. Think about making up some terrain datafaxes chat carry these details for easy reference. The datafax should include the armour value of the terrain, effect on movement, type of cover it provides, type or degree of obstacle, and any special rules that apply

Special rules

On the whole I don't recommend introducing lots of special or complex rules to do with terrain – it com-plicates the game too much. However, it can be interesting to use a special rule now and then. Why not leave some of the details about terrain to be discovered during the game?

Examples...

• When using rivers leave the decision about how deep they are, and therefore how easily they can be crossed, until someone reaches it during play. Place blank counters every 6 inches or so along one bank. When a trooper or vehicle reaches the river roll a D10, D20 or whatever. This becomes the depth of the river at that point. Write this on a counter and place it face down – your opponent must reach the river himself to discover the crossing points!

• Chain-link and other fencing could have variable armour value or toughness rolled up when someone reached it. Once discovered this could be kept secret from your opp-onent. Why not try randomly deciding if the fence is electrified or protected by a stasis field or something?

• These gameplays make scouts into true scouts, determining the lay of the land before the main drive begins.

Choice of paints

I use three types of paint – acrylic modes paints (usually Citadel paints by Games Workshop), ordinary poster or powder paint (from art materials shops or toy shops) . household emulsion and oil-based paints. I use the household paints for covering very large areas such as terrain boards, and textured but not too rough finish household paints for buildings that wan textured but not too-rough finish (textured paints are sold to mimic various stone fir and have a fine sandy material added to the

PAINTING TERRAIN

This section gives general advice on painting techniques for terrain – instructions for painting specific terrain pieces are also included in each project.

Choice of paints

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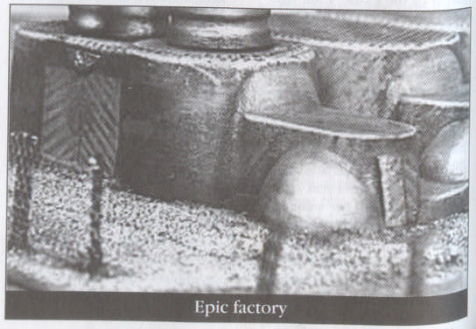
For smaller jobs that still need a lot of paint I might use poster or powder paints which come in big squeezy bottles or tubs in the case of powder. Powder paint is especially cheap and you can mix it up into a dryish paste which drybrushes quite well. These paints are good for hills or large buildings where model paints would be expensive because the area to be covered is so huge.

For small pieces and for fine details and finishing on all models I use acrylic model paints, usually Citadel. For plastic surfaces some kind of model paint is essential because the poster, powder and household paints don't really take on plastic finishes.

Basic method

The basic approach to painting terrain is to get a base coat of the appropriate colour and then use dry-brushing and washes to bring out the detail and give a more realistic effect.

For 40K buildings that require a darkish look I usually start by spraying the whole thing black and then building up the colours to grey or brown with successively lighter shades. I recommend black as a starting base for all but the lightest, most brightly coloured buildings because most buildings are very angular and black accentuates this to give the effect of deep shadow. Even the bleached bone finish of a Lizardman temple can be built up from a black sprayed base coat – I had tried with a lighter brown textured paint base at first but abandoned this and went back to a black base because the detail just wasn't coming out. Drybrushing is an easy and very effective paint technique in which the paint on the brush is wiped off on paper or something similar until the brush is almost dry, and then this is brushed lightly over the surface of the model so that the paint only catches on the high points. This picks up the detail and leaves the original base colour unaffected.



Epic factory

Painting and scale

When painting remember that paint effects have a 'scale' too – if you paint very bright black and yellow stripes on an Epic scale model, for example, you may feel that it just doesn't look right but not be able to put your finger on the problem. This is because the colours just wouldn't look as bright in 'real-life' scale. Try lightly brushing the colours over with a base colour to tone them down. The black and yellow stripes on the doors of this Epic factory (below left) for example, were lightly brushed over in silver to tone them down.

You also see this effect when making rocks out of broken fragments of real rock – often, these too, do not look right unless the rock fragments are painted, which seems a bit silly (painting real rocks to make them look more real!) but the crystal or particle size of natural rock is not always correct for the scale at which you are using it. Rocks take a drybrush technique very well especially if the corners and angles are accentuated with a light drybrush.

Painting wood

I find that natural wood such as balsa also looks better if painted rather than used in a natural colour or stained. I usually paint in Citadel Bestial Brown and when drybrush with a light brown, but you can use Snakebite Leather lightened with white.

Painting metal

Metal can be simulated easily on plastic or cardboard and then painted with Chainmail or silver. If using cardboard try pressing it onto some scattered sand to get a pitted effect in the surface. Spray black and then dry-brush with silver. For a galvanised steel effect such as that on a 40K refinery I use an old, large-ish modelling paint brush and stub the bristles on the table so they splay outward like a chimneysweep's brush. Then stab the paint onto the surface rather than using strokes from the brush so chat the splayed bristles give a random criss-cross pattern in the paint finish. Finally, use washes watered down 50/50 with water to give a rust, aged or scorched effect. For rust I use Citadel Chestnut wash. For ageing I use a black wash. For heat discolouration (for example on metal chimneys or exhausts) I use a blue wash and then follow it when dry with a Chestnut wash.

Concrete

I am often asked how I got the concrete slab effect on the 40K refinery. This was painted with a thick, sticky coat of grey powder paint and allowed to dry thoroughly The paint dried with a rough surface. I then dry-brushed with light grey and white. The whole thing was then sealed with matt varnish.

Sealing paint finishes

Remember that poster and powder paints are not water resistant and must be sealed if you want them to be permanent. Use a spray or brush matt varnish.

MATERIALS

Materials for terrain building are wide and varied. many are bits of junk, oddments and left-overs that were just used because they were there! Do not be put off making something just because you can't get the same piece of junk – start your own collection and then improvise.

The names of many things vary in different parts of the world. Where I know alternative names I have used them.

Foamcore

A 5mm sandwich of polystyrene between thin card stock. Artists use it for mounting pictures and making lettering etc. Check out your artists supply shops and stationers. This is now my major modelling material for buildings. It can be cut with a craft knife and glues almost instantly with P.V.A. glue. Paint watered down P.V.A. glue all over it before aerosol spraying, or the spray will melt the polystyrene layer.

P.V.A. glue

Viscous, white glue sold as a wood adhesive but excellent for card and paper. Known in the USA as Elmer's glue, white glue or school glue. It is also perfect for adding texture to materials, especially a wood grain effect if painted on in streaks, then allowed to dry, painted with bestial brown, and then dry-brushed with a lighter brown.

Plascard

Plasticard Sheets of plastic 'card' in different thicknesses, for example 20/1000 inch or 60/1000 inch. Some types are embossed with textures similar to industrial flooring or corrugated metal. Available from modelling shops, glued with super-glue or poly adhesive (the stuff you use for plastic model kits)

Ceramic tile spacers

Are small plastic crosses used for spacing wall tiles. Some types come in sheets and you have to snip them out to use them for tiling. Left unsnipped these have a girder-like criss-cross pattern. Check out your decorating or D.I.Y. store next to the ceramic tiles.

Bouillon
Is brilliant for modelling. This is very fine gold-coloured 'spring' which needle-work shops sell for stitching onto fabric to make gold piping. Perfect for cables and springs in model conversions. Super-glue it into position, then 'flood' it with super glue and dab off the excess with tissue. This sets the bouillon rock solid, giving a ribbed cable effect.

Aluminium mesh
Is sold by model shops but a finer, cheaper version is sold by car repair shops or the car repair section of your D.I.Y. store, where it is sold for fibreglass car repairs. Look next to the tins of fibreglass paste in the car polish section.

Corrugated cardboard
Is the thick cardboard with the wavy centre layer that is used for boxes. Get the strongest, thickest kind you can.

BASES FOR TERRAIN
Almost all terrain pieces will need some kind of firm base. The base adds strength to the model and allows a bit of landscaping to help it blend into the gameboard. I use three types of base-thin card or foamcore, corrugated cardboard, and plywood or M.D.F. The commonest problem with bases is warping after the model is finished and the heavier the base, the harder it is to make, but the less likely it is to warp. You pay your money and take your choice!

Popper studs
Are another needle-work source item. These are called press-studs in the UK. Half a press-stud makes a good industrial valve wheel or airlock wheel door wheel (check out the ventilation fan on page 41 to see some on the pipes in the background).

Card or foamcore
This is the lightest and weakest kind of base. It is only suitable for very small and light pieces of terrain such as fencing, archeotech hoards or Epic 40K plastic ruins; or pieces that are quite heavy and strong in themselves. I use picture framing card because it is quite sturdy and you can buy offcuts cheaply from picture framing shops. Thin stock such as this tends to be OK unless you cover it with flock or sand – it is the application of glue to only one side of a material that tends to make it warp.

Corrugated cardboard
Very thick corrugated cardboard can be used quite successfully for bases but you really need to use two layers. Glue the layers so that the corrugations run at right-angles to each other to minimise warp in each direction. I used a corrugated cardboard base on a Lizardmen temple and a fortified tower. In the latter case I used corrugated cardboard because I wanted to cut through the top layer to make a pond. This material is quite difficult to cut – it can be easier to saw it with a hacksaw blade than cut it – and sealing the edges of the corrugation can be tricky... until now that is, because I have discovered how to do it! Buy some of that brown, gummed paper that comes in rolls and is used to seal parcels. Butterfly is one brand in the UK. Don't buy the plastic tape – it has to be the brown gummed paper type. Get two inch wide tape if you can. Then lick it (yeuk!) and stick it over the bare corrugated edges. This stuff sticks like crazy to cardboard and you can tear it into little bits to go around difficult corners. I highly recommend this way of sealing corrugated cardboard – you could try filling the corrugated edges with filler bit it tends to fall out as the base flexes slightly.

Plywood and MDF
Plywood and M.D.F. (medium density fibreboard) are the strongest and best materials to use for bases. The down side is that they are the most expensive and the most difficult to work. Note that even plywood will warp if it is only 4 mm or so thick – I recommend 6mm plywood M.D.F. and thicker. This type of strong base is essential on models that don't have a great deal of strength in themselves (for example the refinery, page which has a 10mm plywood base). Cut the base out with a jigsaw, fretsaw, keyhole saw or similar and then take the edges off with sandpaper, a file or a surform tool (a sort of cross between a rasp and plane). You can always glue some foamcore as a top layer to the plywood or M.D.F. if you want a surface that you can cut into to make streams, roads and such like.

FOAMCORE BUILDING CONSTRUCTION
I think foamcore is the best material to use for brick or concrete style buildings. It is cheap, easy to work and glues quickly. This section runs through the basic technique for making ruins or buildings from foamcore.

Materials
Foamcore, P.V.A. glue, sand, paint and materials for the base.

Planning and preparation
Sketch out your ruin or building and decide on the basic dimensions. Then prepare a base being sure to give yourself a few inches around the outside of the building to landscape it and give a more natural look.

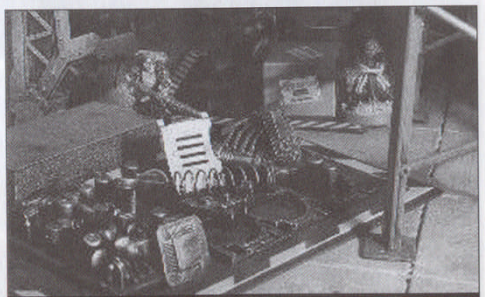
Walls and corners
For the walls of buildings in 40K and Warhammer I use two layers of foamcore stuck together in a sandwich. This seems to be a better scale of wall thickness, is stronger, and makes it possible to cut away one layer to make a ruined wall effect and stronger corners. For ruined walls I cut two pieces of foamcore out to the approximate shape, glue them together, and then cut them both in one action to the shape I want. For the irregular tops of ruined walls a powered fretsaw is the ideal tool... but you can cut it easily with a craft knife too.

Corners
To get strong and realistic wall corners I cut away one layer of foamcore to give an interlocking joint. First, put a single piece of foamcore against the end of the wall that goes into the corner and draw down it to mark the thickness of the foamcore. Then cut through just one layer of the foamcore along the line. Tear out the strip to give a stepped edge to your wall. Do the same to the other wall to produce a corner with an overlapping joint.

Glue your wall construction onto the base with P.V.A. glue. Remember that buildings have floors too – cut a piece of foamcore to go inside your walls with a suitably ruined edge to it, perhaps with cables or pipes sticking through. Ruined walls look effective if you cut through just one layer of the foamcore and rip it out. This gives the appearance of a double-skinned wall that has been damaged.

Painting and finishing
Before painting a foamcore building it should be covered with slightly watered-down P.V.A. glue and allowed to dry. This seals the Styrofoam layers and prevents the spray paint from dissolving it. For ruins and 40K buildings I mix some sand into the P.V.A. and paint the mixture on to give a very rough texture it takes drybrushing very well. For more finished buildings I might use a textured paint instead though the sand technique would be OK too. you want a smooth or rounded top to the wall cover the top edge with modelling clay. For dark buildings (like ruins and large towers' spray with black undercoat to begin with. Then drybrush with very dark grey and, when gradually build up with lighter coats of grey. Finish with a very light drybrush of pure white especially around any details and on wall to around windows etc. For large buildings I don't use Citadel paints (it would use up an awful lot!) – I use children's powdered paint instead. This can be mixed into quite a thick, dry texture which will drybrush properly (some children's paints, such as liquid or tube poster pain seem too 'slippery' to drybrush with).

ARCHEOTECH
Archeotech is the remains of once sophisticated technologies which occasionally turns up in the Underhive. Gangers will salvage these finds of bits and pieces which are strange and enigmatic remnants from a now forgotten age.



Archeotech

Chain-link fencing

Chain-link fencing is easy to make and very useful in game terms fences provide obstacles, create dead-ends and provide a degree of fortification around take-and-hold objectives, etc.

Materials

• Small scale metal mesh. This can be obtained from model shops, but I use the sort that is sold for car repair David's is one make in England – just check out motor factors and D.I.Y. stores for aluminium mesh in sheets next to the bases.the tins of Isopon and other fibre glass fillers. You could also try mesh from vegetable bags and netting from a suitable fabric store.

• Balsa wood or plastic girder rods (from model stores) for the posts. If using balsa, rough cut strips work best – buy a quarter inch thick sheet and cut the posts for yourself This is cheaper too.

• Card or foamcard for the bases.

• Flock, sand or gravel for the bases.



Wire mesh fencing

• Some small, large-headed tacks or nails.

• Some ordinary dressmaking pins.

• P.V.A. wood glue (the white stuff).

Method

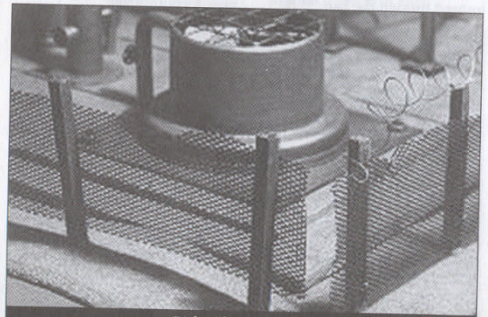
• Cut the foamcard into sausage shaped sections for the bases of the fence.

• Decide how high you want your fence to be, add a quarter of an inch, and cut your fence posts to this height.

• Mark the position of the fence posts on the base, and then push a dressmaking pin through. Take the pin out and then push it back through from underneath. Put a blob of glue on one end of a fence post and push it onto the pin until it is a tight fit to the base. You will have to press against the pin head with something to force it into the post (using your thumb will hurt!). It doesn't matter if the posts are not very straight.

• Cover the bases with glue and sand, an when dry paint grey and drybrush with a light grey Paint the fence posts with Bestial Brown acrylic paint and when dry drybrush with lighter brown to bring out the grain. The rougher cut the wood the better.

• Cut the fencing to a length to go around between your posts and deep enough to leave a small gap at the bottom of the posts. Tear the mesh here and there to give it a more battered appearance. Spray with black and then streak with silver, brown for rust, etc, to get a more realistic finish.


Balsa fence posts

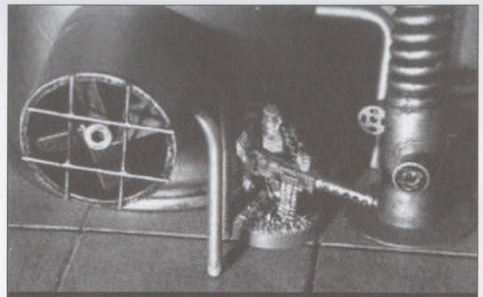
• Fix the fence to the posts using the fat headed tacks. If you can't find any, use ordinary small nails and cut off the excess length I with wire cutters.

• If you have used plastic girder rod instead of balsa then paint this black and drybrush silver. Fasten the fencing on with twists of fuse wire.

GIANT INDUSTRIAL FANS

All the best Sci-Fi films include large, slowly turning fans giving a sinister flickering light – Alien, Blade Runner, and that ventilator fan in Alien 3 that made mincemeat of the poor fellow cleaning out the tunnel. I wanted to create some similar fans for my Necromunda and 40k terrain, and this is how I did it.

The modelling of fans depends upon the mastering of one technique – making a close fit onto a curved surface – for example, to I fit the tubular body of a fan onto the rounded side of a storage tank. Fortunately this is all I very simple when you I know how...


Giant industrial fan

Imagine that you have a large storage tank which is to have a ventilation fan at the bottom (see the example in some of the pictures). The tubular body of the fan, which will house the fan blades, must fit onto the round surface of the tank. Provided the body of the fan is made from something fairly soft, for example plastic waste pipe or drain pipe, this is easily done.

Take a sheet of medium to fine grade sand paper and wrap it around the surface you want to fit to, in this case the body of the tank. Now rub the end of the tubing which is to become the fan body vertically up and down the sandpaper. The tubing is gradually sanded down to conform to the shape of the can. Take care to keep the tubing square in relation to the surface to be fitted. Take care you will sand the tubing into a perfect fit on the curved surface. This makes the production of ventilator fans an easy task.


Another giant industrial fan

Materials

• Tubing for fan body – e.g. plastic drain pipe, waste pipe.

• Plascard or card for the fan vanes.

• Small bore plastic or wooden rod for the shaft of the fan – the shaft should be at least as fat as the proposed width of your vanes otherwise you will have difficulty fitting the vanes.

• Small size metal mesh for the fan grille e.g. the type used for rabbit hutches.

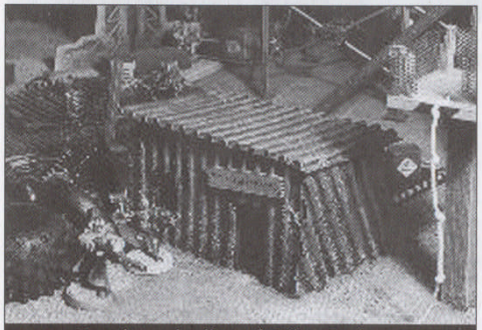
• Plascard, foam card,

cardboard or similar for the base of the fan if it is to be a floor fan.

Method

• Cut the tubing for the body of the fan to the required length and sand to fit the curved surface if fitting to a tank.

• Decide how many vanes you want on the fan. Four is sufficient for small fans, six or eight looks better on larger (2 inch diameter upward) fans.



Gang hut – dwelling of 'Killing Darkness'

• Cut strips for the vanes which are about one and a half times as long as they need to be when finished.

The large bore pipe in the photograph is an offcut from a piece of copper plumbing pipe that is sold as hand-bendable, hence the corrugated appearance. Look out for offcuts of interesting piping.

• Cut a piece of rod for the fan shaft with length to spare in case of mistakes.

• Fit the vanes one by one to the shaft, but do not glue them until they are all done. To fit the vanes to the shaft, wrap sandpaper around the shaft (one layer only). Hold the end of the vane against the sandpaper, twist it to get the angle on the blade that fans and propellers have, and then rub up and down the sandpaper-covered shaft to sand the profile of the shaft into the end of the vane. If you are using a small bore shaft you may have to use a thicker piece of rod as a hub for the fan, and attach this to your thinner shaft.

• Glue the vanes to the shaft taking care to space them evenly. It is easier to get the spacing correct if they are glued on in pairs opposite each other.

• Glue the shaft, complete with vanes, to the bottom of the fan and centred within the body. This will be the surface of the tank, if you are fitting to a tank, or the base of the fan if it is to be a horizontal floor fan. If the fan is on a vertical surface and the shaft keeps falling off then glue a block of cardboard or plascard to the end of the fan shaft first, let it dry, and then glue this larger surface to the vertical surface.

• Cut the mesh for the fan grille but don't glue it on yet.

• Spray the fan and the grille, still unfixed, black.

• Dry brush the inside of the fan with silver to pick out the vanes.

• Glue the grill in position.

• Dry brush the grille and the rest of the fan body.

Once you have the idea you can improve the fans by adding detail such as control panels, rivet detail and fixing bolts.

GANG HUT

This terrain piece was made for use with Necromunda. Every gang needs a home. This gang hut belongs to the Delaque gang, Killing Darkness. You'd better get their permission before copying it..

Materials

• Small scale metal mesh. This can be obtained from model shops, but I use the sort that is sold for car repairs. David's is one make in England – just check out motor factors and D.I.Y. stores for aluminium mesh in sheets next to the tins of Isopon and other fibre glass fillers.

• Balsa wood or plastic girder rods (from model stores) for the fence posts and look-out tower. If using Balsa, rough cut strips work best – buy a quarter inch thick sheet and cut the posts for yourself. This is cheaper too.

• Card or foam card for the base.

• Corrugated cardboard for the hut walls – the type that is ridged on one side, not the type with the corrugations as a sandwich in the middle.

• Flock, sand or gravel for the base.

• Some small, large-headed tacks or nails.

• Some ordinary dressmaking pins.

• P.V.A. wood glue (the white stuff).

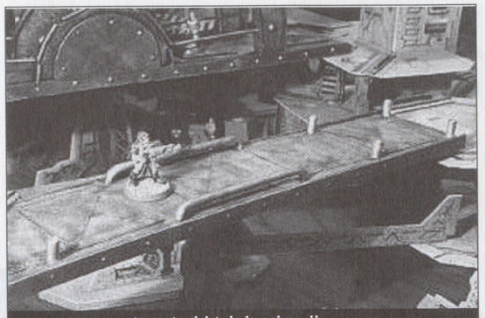
• String for the rope.

Method

• Cut a piece of foam card or corrugated packing card for the base. If using corrugated packing card, glue two pieces together with the corrugations running at right-angles to each other to prevent warping.

• The gang hut is made as a simple box construction from foam-card. Cut the door and windows out before gluing the walls together with P.V.A. glue. The roof is left unfastened so that it can be removed to place miniatures inside, and a slightly smaller rectangle of foam card is glued on the inside of the roof to drop into the hut walls and prevent the roof from slipping off. When the basic box has dried cover it with corrugated cardboard with the corrugations showing. Don't try to be too neat.

• The lookout post is simply a stick of balsa with a balsa platform glued and pinned on the top. The guard-fence is make from aluminium mesh and sticks of balsa – pins are pushed through the underneath of the platform and into the fence posts to strengthen them until the glue sets. Add a rope of knotted string to give access to the platform.



A typical high-level walkway

• The gang hut has its own fenced archeotech compound. Use the instructions for archeotech and fences to add these to the gang hut base. The hut is sprayed black and then painted and finished with silver or chainmail and chestnut wash just like the walkways and bridges.

• The base is finished by covering with P.V.A. glue and sprinkling sand or fine gravel on it. When dry paint with runny poster paint or powder-paints in dark grey (cheaper than acrylic for such a large area). When dry, dry-brush with greys, browns and other suitably grungy colours for a nice dirty look.

• Finally, embellish with old toy car tyres, archeotech, signs saying 'Keep off or die', etc.!

HIGH-LEVEL WALKWAYS

I think the best Underhives are those with multiple walkways at different heights building into a complex maze of paths, bridges and buildings. The walkways in the boxed set are fine as far as they go, but by building your own you can make them longer, more interesting and more versatile. Here is the simple and cheap method I use to construct my bridges and walkways.

Materials

• The basic material used is thick corrugated cardboard, of the type used in strong cardboard boxes. This is strong enough to allow very long walkway spans to be created.

• Thick plain card (such as picture mount card – buy offcuts from a picture framing or art shop) and cereal box card.

• Lentils and split peas.

• Bamboo barbecue skewers.

• P.V.A. glue.

• Paints and inks for finishing.

Method

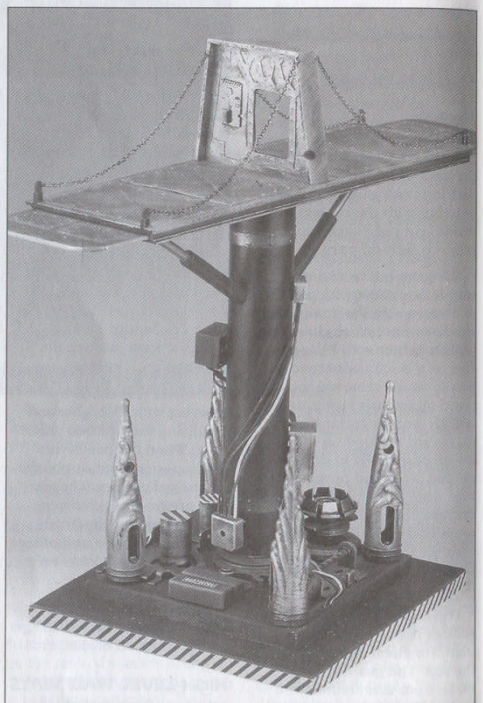
• Cut the corrugated cardboard so that the

corrugations run length-wise (i.e. you get a wavy pattern at the ends and solid edges). Make it about two and a half inches wide and up to 18 inches long. Next cut strips of plain cardboard half an inch thick and the same length. Stick these over the long edges of the walkway, slightly proud to give a lip at the edge and to tidy up the sides.

• Cut two more strips of corrugated cardboard about half an inch wide and as long as the walkway. Cut the cardboard so the corrugations are at an angle to expose the zigzagging internal structure. This gives a nice girder-like effect. These strips are glued underneath the walkway towards the outside edge to reinforce the span and give a heavier look.

• Finally, add detail. To create the floor panels cut squares of thin cardboard, for example from a cereal box. Score the squares from corner to corner in a cross and fold the card to get good creases. Turn the square over and poke around the edges from the underneath with something sharp to create a rivet effect. Turn it back over and glue it to the walkway. Glue lentils along the edge strip to give a rivet effect or, if you prefer, stick pins through the edge strip and into the walkway. Add any embellishments you can think of – drinking straws for pipes and railings, bits of broken circuit board, discarded weapons.

• It is the painting that will turn your walkway into something special. Start by spraying the whole thing black. When dry, drybrush with chainmail or silver. Use a very dry brush on detail areas to bring out the floor panels, rivets etc. Brush in a cross-cross pattern to get a good metallic effect. Leave plenty of black showing in corners and around edges. This next stage is very important – wait until the silver paint is really dry, and then give the whole thing a wash over with chestnut wash diluted 50% with water. Go for a patchy effect and encourage the ink to sit around the edges of panels and in pools here and there. Finally, use undiluted chestnut wash to paint blotches, runs and rust marks in appropriate places.



The swing-bridge

SWING-BRIDGE

This is a more advanced construction than the walkways. It was made for a particular Necromunda scenario, Toll Bridge, and really works – it revolves, and the platforms extend and retract.

Materials

• For the base: a square of 10mm plywood or Medium Density Fibreboard (M.D.F.).

• For the pillar: a plastic tube (e.g. plumber's waste pipe), piece of broom handle or similar.

• For the platform: Plasticard and plastic rod shaped like a capital 'I' in cross-section.

• For the bulkhead: Thick plasticard (about 3mm).

• For the details: Bits of electrical gadgets, as for archeotech hoards.

• Small gauge chain from cheap jewellery or a modelling store.

Method

• Cut a strong and heavy base approximately 6 inches (30mm) square.

• If you want your bridge to rotate you will need to find a bearing from somewhere to fix between the base and pillar – I used the bearing from a broken 5 1/4 inch disk drive. Fix this to the base.

• Cut the pillar to the required height – if using for Necromunda ensure that it aligns with one of the floors of your buildings.

• If you do not want extending platforms on your bridge you can cut the platform to your required length and fix to the top of the pillar. Use the plastic rod in I-shaped cross section to glue to the underside of the platform to strengthen it.

• If you want the platforms to extend at each end like mine do then the construction is a little more complex. The sliding platforms slide in and out in the slot in the centre of the I-shaped plastic rod. Construct the centre of the platform by gluing 2 sheets of plastic card to 2 pieces of the plastic rod to made a hollow section like the sleeve of a matchbox. Space the plastic rod so that the plastic card for the platform extensions slide in and out. Viewed from the end this will look like this:

I----------I

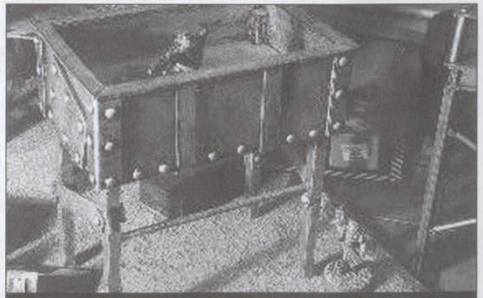
• The bulkhead in the centre of the bridge is scratch built from plastic card. The reinforcing pattern is cut from thin plastic card (or margarine tub plastic) and glued on. Rivets can be pushed into the thin card using a blunt point such as a pencil. Stick it on with the 'rivets' sticking out. As an alternative you could always use a bulkhead from Necromunda that has a door in it.

• The bridge platforms have panels glued on them. These are thin plastic card (or margarine tub plastic) that have been scored and folded from corner to corner to make a cross. Turn them over and glue to the platform with the creases uppermost.

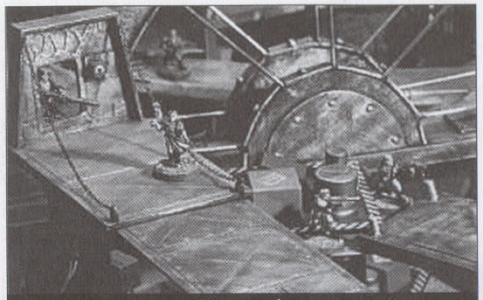
• Chain is fixed through small holes between the bulkhead and platform.

• The base of my bridge was decorated with all sorts of 'technical-looking' bits, including a broken disk-drive motor, transformers and electrical circuit bits, and even Christmas tree lights! (They are the four big spiky things.) I used a circuit board gadget as a door control on the bulkheads. Finally I fixed wires in various places and painted them bright colours.

• The bridge was painted by spraying black and then gradually dry-brushing with silver. It was washed liberally in chestnut wash diluted 50:50. Heavy rusting was painted on here and there in neat chestnut wash. The pillar of my bridge is dark blue. Black and yellow hazard stripes have been painted here and there.



Water tank



Water tank

WATER TOWERS AND TANKS

This section describes the construction of rectangular storage tanks.

Materials

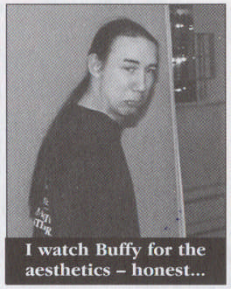
- Foamcore.
- Thick card, such as picture mount card (ask a picture framing shop for offcuts).
- Card or foam card for the base.
- Flock, sand or gravel for the base.
- Red lentils (or other small hemispheres, e.g. split peas).
- Balsa wood stick for the legs
- Bamboo barbecue skewers to use as reinforcing rods.
- P.V.A. glue.

Method

- Decide upon the basic dimensions for your tank and cut out the sides from foam card. Stand the sides up on a piece of foam card and mark the size for the bottom of the tank, so that the bottom with fit inside the walls of the tank.
- Measure off an appropriate length of balsa stick for the legs. Again, the rougher the wood the better the finish. In each corner of the foam card which will be the bottom of the tank draw around the balsa legs and cut out the corner to allow the legs to protrude from the tank
- Glue the sides and bottom of the tank together with P.V.A. glue, allowing the sides to overhang the bottom slightly When firm, push the legs through and glue. While the glue is still wet stand the tank up and slide the legs into position to get the tank to stand level.
- Embellish the tank with strips of mount card to produce a rim on the top, reinforcing strips on the sides, and reinforced corners. Make the corners by scoring a strip of card, bending it to 90 degrees, and gluing in place. You can often encourage the card to stick by sliding the card back and forth until the glue 'grabs'. If you wish, cut out a rectangle of card and stick it on the side of the tank at an angle as a repair patch.
- Stick red lentils onto the reinforcing strips to give the appearance of large rivets (very Orky looking!).
- Cut the plastic rod or barbecue skewers to length and glue them between the legs as reinforcing rods. Cut strips of mount card and glue them across the legs as reinforcing bars. You can make these appear to be fixed to the leg by putting lentils on the ends as rivets or small bolts.
- Glue the tank to the base. Spread P.V.A. glue on the base and cover with sand.
- Paint the whole tank assembly (but not the legs) with slightly watered down P.V.A. glue to seal the polystyrene edges. Produce a texture on the tank by dabbing a brush all over so the bristles splay out.
- Spray black and when dry drybrush with chain mail or silver.
- Paint the legs as for chain link fence posts. Paint the reinforcing rods black and drybrush with silver.
- You can create reinforcing or repair bands on the wooden legs by gluing a strip of thick paper around the leg with a lentil 'rivet' over the loose end. Paint these silver.

We're particularly looking forward to seeing more from Gary in the future. In the meantime, if there's anyone out there who thinks that they're as good a modeller as Gary, then why not send us a few snaps and a bit of waffle to go with it?

THE OUTLAW TRADING POST



I watch Buffy for the aesthetics – honest...

B'Ufi the Vampire Slayer

By Gav Thorpe

Steve gives the Games Development team a copy of the articles destined for the Journal, Firepower, Gang War, et al, to have a look at and make any comments on before they go to print. As I was glancing through the pages of this Gang War, I noticed Mike Brooks's Ultraviole(n)t article, all about vampires. Well, I thought, if other people are going to 'borrow' stuff from TV then I can too (not that I needed any justification really). If you can't guess where my inspiration came from I suggest you watch more early evening BBC2... Anyway, on with the spurious background text. *(Mmm, cute little Buffy, cute little pigtails, mmm – Ed.)*

The Slayer Cometh...

It appears that bloodsucking abominations are not confined to Necromunda alone. Several months ago a young female offworlder known as B'ufi was first seen in the Underhive. On many occasions since, she has been seen tracking down the two-legged leeches in the darkest depths of the Hive Bottom. Rumour has it that she is the descendant of great Vampyre slayers of old. It is not unheard of for this mystery character to come to the aid of a gang who are set upon by the forces of the Nosferatu, and she seems very capable of handling herself in a fight, despite her seemingly frail physique.

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	5	2	10

WEAPONS: Handbow and Stakes (see below).

ARMOUR: None.

SKILLS: *Catfall, Dodge, Sprint* (Agility Skills), *Step Aside* (Combat Skill), *Nerves of Steel* (Ferocity skill), *Hip Shooting* (Shooting Skill) and *Evade* (Stealth Skill).

WARGEAR: Concealed Blade, Weapon reload (handbow).

PSYCHOLOGY: B'Ufi is immune to *Fear* and *Terror.*

ALLEGIANCE: B'Ufi only fights as a Mentor alongside a gang fighting a Vampyre cult. She will not fight alongside Scavvies (who 'smell too much and don't have any dress sense') or Redemptionists (who need to 'chill out a bit'). As soon as the battle is over she will leave the gang (she can't be hired permanently).

B'Ufi
The Vampyre Slayer
By Gav Thorpe
(and more from Gary James)

RATING: B'Ufi increases the gang's rating by +390 points.

PAYMENT: If B'Ufi helps out a gang, the gang leader will feel an irresistible urge to buy her a Ratburger out of gratitude (cost 1 cred).

BOUNTY: There is no bounty on B'Ufi.

SPECIAL RULES

Handbow: B'Ufi's handbow is treated like an ordinary handbow (see Outlanders) with the exception that she may move and fire in the same turn. Injuries inflicted by B'Ufi's handbow may not be regenerated by Vampyres.

Stakes: B'Ufi carries special wooden stakes for despatching Vampyres. Against Vampyres, she counts as having a hand weapon except that if any of her combat rolls comes up as a '6' then B'ufi automatically wins the combat and the Vampyre is immediately taken out of action. Roll twice for Serious Injuries inflicted on a Vampyre by B'Ufi's stakes and apply both results (these injuries cannot be *Regenerated*). Against any other opponent the stake simply counts as a hand weapon.

Conversion: B'ufi was dead simple to make. Take the Escher Juve, chop off her autopistol and replace it with a plastic crossbow with the stock cut short. Cut down the maul she is carrying so that it looks like a sharpened stake. B'Ufi's extra hair comes from the crest of one of the High Elf Everqueen's Maiden Guard with some green stuff wrapped around it. I chopped up and sharpened part of the Maiden Guard's spear haft into the stake on the handbow. Another Escher Juve could be used instead, if you'd prefer a different pose. *And remember, if I can do it, then anyone can...*

DA BITZ

Escher Juve	059901312
Alternative Escher Juve	059900405
High Elf Maiden Guard	021005401
Plastic Crossbow Sprue	101809

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Gary's Goliaths

By Gary Morley









IN ISSUE ONE of Gang War, we showcased Andy Chambers's Dog Soldiers, the never-seen-before playtest mock-up models for Necromunda. Well, here we have Gary Morley's original mock-up miniatures and constant opponents of the Dog Soldiers, the Goliaths (they were the first playtest models for Goliaths). Gary constructed these mainly from converted Catachan Jungle Fighters, with holsters and pouches added that were sculpted from green stuff to really give them that Underhive feel. If you're an old hobbyist, you will even notice a couple of old Blood Bowl players sneaking into the ranks and these make perfect Goliath-style gangers. Although not quite so renowned as the feared Dog Soldiers, the Goliaths still managed to cause a bit of a storm in the studio campaign.

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