

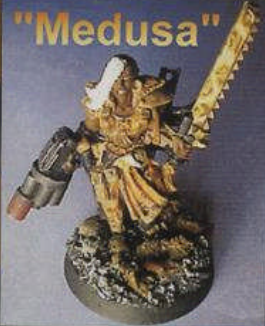
ANOTHER BARREL OF CARNAGE FOR YOUR GAMES OF NECROMUNDA

GANG WAR



**GAMES
WORKSHOP**
Issue 4
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NECROMUNDA

"Medusa"



The Furies

By Sherman Bishop
(If you're online check out his
website: www.40k.org/wyrmlair)

"Crematia"



"Hardcase"



"Confetti"



"Pigeon"



"Bodycount"



"Snipe"



Welcome to GANG WAR 4

by Steve Hambrook

Is it issue four already? – Blimey! It just goes to prove that Gang War is still going strong and steaming ahead with more cool scenarios, new gangs, rules and a multitude of equipment tables and so on to keep even the most power-crazed gang leader happy.

As with all Frantic Press products none of this could be possible without you lot! We've had such a favourable response from your feedback forms that it really seems we're heading in the right direction and that Necromunda will still be around for many years to come.

That said, we should not

Steve

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NECROMUNDA

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Finally, in the third part of The Motherode, Kai and Scabbs find a centuries-old stash of artefacts, but not before sinister gang leader Ludd finds them. More Underhive mayhem from Gordon Bennett and Karl Kopinski. All this plus feature articles, interviews and much more.

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NECROMUNDA

Hi-Ho!

NECROMUNDA

Squat Miner Gangs

By Phil Tortorici



What interesting graffiti they have around here...

I am 44 years old, and run a furniture refinishing antique restoring business in South Florida. Surprisingly, with my hobby as it is, I have been married for almost twenty years. We have a son who is twelve (who really likes Blood Bowl, and has kids - the girl) and a five year old daughter. My first real gaming experience was with AD&D in 1978 and I still play now.

My first game of 40K was at a convention in 1987, where I killed the rider of an Eldar jet bike with a shot from a militia man. I have played 40K regularly since, and own a Squat army (Space Dwarfs with really big guns and on bikes) - I had to have these) and am struggling to learn how to play a Sisters of Battle force (guns with guns? - I had to have these). As I work with cabinets and restoration materials daily, I have adapted the large scale work that I do, to my miniatures. Over the years, I have built quite a lot of red desert scenery, and I paint my scenery and miniatures to look like they've seen a lot of action. Our gaming group now plays at my shop, on Tuesday nights and we have four to five games going at one time. (I gotta write up something on this for you. You have to see this) *(You said it Phil! - I'm writing - L)*

I own a fair amount of Man O' War ships, play Eschers and Squats in Necromunda and Bloodbowl Dwarfs. I have Cragged gangers from back in the Judge Dredd days. When I get the time, I go back to my first love, (sadly neglected now) which is collecting progressive rock and psych from the late sixties, early seventies, and from the neo-prog revival.

SQUAT MINER GANGS
IN NECROMUNDA

The words of the Imperium are home to a bizarre and varied degree of mutations. A distinct minority have bred true, such as the diminutive Ratlings and the large brutish Ogryns and are tolerated to a certain degree, as genuine abhuman races. Another of these abhuman races that is considerably less well known are the Squats - a short, stocky, muscular and had tempered people. Exposure to high-gravity mining planets over the millennia have mutated the original colonists into their present form and years of isolation have made these mutations permanent.

This background is known by everybody who has been playing 40K for a long time, like me. The question for me, a dedicated Squat player, is how to get them into the Necromunda universe, and make it plausible.

Allowing for the fact that the Squat concept is changing, and that the miniature line is in rework, the Squat player could come up short in the miniature department unless he turns to the Warhammer range. Looking at the line range of Cragged miniatures for Dwarf armies, I find that the most useful are the Dwarf Miners and Adventurers, and Squat Bikers and Adventurers from

the old 40K range, for adapting to the Necromunda universe. (Dwarf Slayers are pretty cool, as well, but shall be the subject of another article.) Certain modifications may prove difficult, the more lightly armoured Squats can be armed with technological weapons. I stress, 'lightly armoured'. I would stay away from the using the miniatures in armour heavier than chain mail, for the most part. It is easy enough to come up with all the tech weapons you'll need - just steal 'em from your opponents' spares, when they're not looking. Just kidding. OK heavy weapons are appropriate here to give that patchwork look. Tash together a few techno-bits for mining gear, and you are set. Don't forget dwarf war machine components, as well.

By using the figures currently available, I have created my very own Squat Miner Gang.

BACKGROUND

In the wastelands, the slag heaps, and zones, ruins and the like, freelance miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some Miners come to the hazy world Outlands voluntarily whilst some come to hide from the unforgiving eyes of the Imperium. In this circumstance I visualise as 'The Seven Dwarfs' meet the Bogart movie 'The Treasure of the Sierra Madre'.

Aliens are not tolerated in the Imperium let alone in the hives cities but the authorities are not too concerned about the politics of the near inhospitable Ash Wastes, provided it doesn't become a nuisance.

PROSPECTOR

120 Credits

The Prospector is a freelancer by choice and the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader, a Prospector is out on his own, for his own gain. He is looking for the 'big strike' the claim which will cover him in the riches he craves, if he can avoid the many hazards of the Ash Wastes in the meantime. A Prospector must be as quick with his guns as he is with his wits, or others will find his pick axe, and his bleached bones in the toxic desert...

M	WS	BS	S	T	W	I	A	LD
3	4	3	3	4	1	3	1	10

Initial Experience Points:

60+D6

Weapons: A Prospector is equipped with a miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the Miner lists.

SPECIAL RULES

Leadership: A Prospector's crew are loyal to their leader and toughened by his presence. This means that any Miners within 6' of the Prospector may use his Leadership when they take Leadership tests. A Prospector can always attempt to recover from being pinned even if he has no Miners within 2' of him.

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Prospector is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Garbage armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

The main tool/weapon for these small elusive bands of Miners is the pick axe or mattock and a masy one it is. Muskets, crossbows and various types of pistols, round out the basic arsenal. Though a few highly technological pieces of equipment and

OUTLANDERS.

Squat Miners are considered to be Outlanders, and all of the Outlaw rules apply to them with the exceptions noted

MINERS

80 Credits

Squat Miners are the crew a Prospector needs to work the claim stake as efficiently as possible. It also helps to have a few extra guns about. Squat Miners come from all walks of Squat society and most are reluctant to talk about it. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a pick axe!

M WS BS S T W I A LD

Initial Experience Points:

20+D6

Weapons: A Miner is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat, Ranged and Special Weapons lists, plus the Grenades and Shotgun Shells section of the special Miner lists.

SPECIAL RULES

Resilient: Miners are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Miner is used to moving great loads, and working with cumbersome drilling equipment. To represent this, all Miners are considered to have the abilities of a Heavy and therefore use heavy weapons. In addition, the Miner does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon and he can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.

below. As Outlaw Miners do not have a gold price and may never pay off their outlaw status.

TERRITORY

Miners start with one piece of territory, generated on the Miner Territory Table. This becomes the Miner's camp in the wastes and normally they cannot hold more than one territory at a time, unless it's a Mine Workings. The Miners can decide to move their camp after any game, crossing the old territory off of their roster at the end of the post battle.

D66	MINER TERRITORY TABLE
21-26	Ruin
31-36	Raid Zone*
41-46	Slag Heap
51-56	Workshop
61	Water Hole
62-66	Mine Workings**
	Income
	10
	0,3D6
	20
	DAx10
	10
	2Dx10

be hideously scarred from radiation poisoning and causes fear from now on: no income is collected. Miners are better at mining than regular gangers. The Miner's *Resilient* ability also applies to radiation poisoning.

**In a secret location, your gang has staked its claim. The excavations yield carnotite ores or some other valuable 2dx10 credits because of your prospecting expertise. The rules regarding captured mines are the same.

CAPTURED TERRITORIES

Miners will only keep and work the following territories: Slag Heap, Mine Workings, Guider Contract, Workshop, and Archeotech Hord. If a gang owns a Mine Workings loses a territory to a Miner gang, it will automatically lose one of its Mine Workings without recourse to a random dice roll.

MINE WORKINGS

A Mine Workings captured by miners - they may work more than one - will be protected by sentries and traps, or may just be cleverly disguised as to avoid notice. Miners fighting to defend their claim stake will not bottle for any reason.

INCOME

Miners collect income from their territory(s). Like any other Outlaw gang.

TRADING

Miners roll on the Outlaw Trading Chart, provided in this article.

HIRED GUNS

Miners will only hire Bounty Hunters, and especially Pit Fighters, if they can afford it. Pit Slaves with Rock Drills are especially desirable and a Miner gang will pay 15 credits for a suitably equipped Hired Gun. Income generated from a Mine Workings using a Pit Slave will be 4Dx10.

The gang's rating will increase by 75, instead of 50 for hiring this type of Pit Slave.

STARVATION

Miners suffer the effects of starvation just like everybody else.

BOUNTY

Miners are often claim jumpers; roll a dice after you have formed your gang. On the result of a 1- on a D6, the Prospector has been reported to the Guilders. They then become worth a bounty equal to their cost, just like any other Outlaw.

CAPTURE

Any captured Miner will add a +4 to your D6 roll for income from Mine Workings.

SCENARIOS

Miners may choose from the following scenarios: The Hit, Loot and Pillage (defender only), The Hunters Caravan (defender only), Scavengers, Hit and Run (defender only).

40 Credits

SLAGGERS

Slaggers are the Miner equivalent of Joves. Squat Miners must be trained, and a Squat being hired by a Miners' Gang is in for some back-breaking work.

Slaggers are generally young Squats and do all of the scummy jobs - loading and pushing ore carts, cleaning mining equipment, and the gunk out of the bottom of the shafts. Strangely, there never seems to be a shortage of off-world Squats, willing to do this work.

M WS BS S T W I A LD

Initial Experience Points:

0

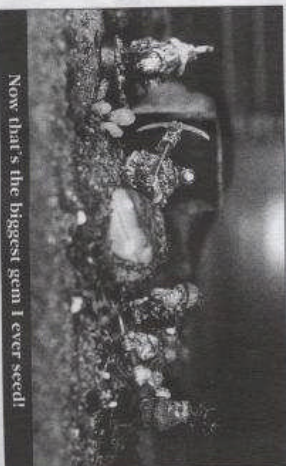
Weapons: A Slagger is equipped with a Miner's pick. He may also be given equipment chosen from the Close Combat section of the special Miner lists.

SPECIAL RULES

Resilient: Slaggers are remarkably resilient to poisons because of the harsh conditions in which they work. If a Miner goes out of action due to poison, roll twice on the Serious Injuries Table and choose which result to apply.

Encumbrance: The Slagger is used to moving great loads, and working with cumbersome drilling equipment. The Slagger does not have a penalty for fighting in hand-to-hand combat whilst carrying a heavy weapon. When a Slagger becomes a Miner, he automatically gains the abilities of a Heavy and may use heavy weapons. A Miner Gang may still only contain two heavy weapons. In addition, the Miner can wear Carapace armour without the Initiative penalty.

Nerves of Steel: All Squat Miners have the *Nerves of Steel* Ferocity skill.



Now that's the biggest gem I ever seed!

SQUAT MINER WEAPONS LIST

BASIC WEAPONS	COST
Autogun	20
Shotgun (solid shot/scatter shells)	20
Largun	25
Blunderbuss	8
Crossbow	8
Musket	7
PISTOL WEAPONS	
Stub Gun	10
Autopistol	15
Laspistol	15
Boltpistol	20
Plasma Pistol	25
CLOSE COMBAT WEAPONS	
Chains	5
Clubs, Mauls and Bludgeons	5
Knife	free/5
Massive Axe or Hammer	15
Mattock, Pick or Shovel	free
EXPLOSIVES, & SHELLS	
Man-Stopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Dum Dum bullets for Stub Gun	5
Demolition Charges	40
SPECIAL WEAPONS & EQUIPMENT	
Flamer	40
Media Gun	85
Lascutter (R)	95
Rock Drill (R)	55
Sonic Cleanser (R)	50

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Id
3	7	6	4	5	3	5	3	10

GAINING EXPERIENCE

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

1. Starting level for Slaggers
2. Starting level for Miners
3. Starting level for Prospectors

SPECIAL EQUIPMENT LIST

Mining Demolition Charges: Sometimes the explosives used in prospecting find their way into the hives as improvised weapons. A stick of and throw accurately, but can be used as a booby trap at a pinch. In prospecting, the Miner sets a charge to loosen a

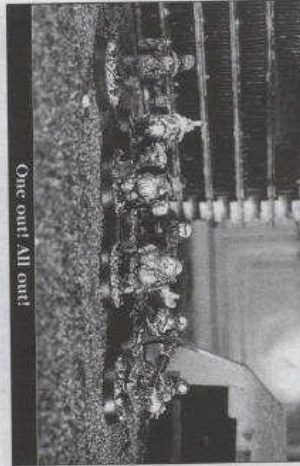
SQUAT ADVANCE TABLE

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

One day son, all of these wastes will be yours



One out! All out!



SQUAT MINER SKILL LIST

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slagger	-	-	Y	-	-	-	Y
Miner	-	-	Y	Y	-	-	Y
Prospector	-	Y	Y	Y	Y	-	Y

player's turn after this, the Miner player rolls a dice. If the result is equal to or greater than the number on the back of the bomb counter, the bomb does not go off. Substitute the next lowest number counter for the one in play. Repeat this procedure until the bomb explodes. A roll of '1' always means that the bomb explodes.

Note that your opponent will be aware of the trap. He just has to see if it is worth the risk.

Chainjack: Miners, working with explosives, sometimes get caught in the back blast of a misjudged detonation. For their protection, they will wear a chain mesh overjacket.



There's nought here but gold-diggin' Squats

similar to channal worn by medieval warriors (Handy when you are converting from Warhammer Dwarf Sappers). It is not as sophisticated as mesh armour, but in the case of blunts, it is much better than the alternative. Chainjack also offers some protection in close combat against low-tech hand-to-hand weapons, which is always a good thing.

Chainjack gives a 4+ save against blast template weapons and a 4+ save against low-tech hand-to-hand weapons (swords, clubs including Pit Slave shears, etc.) but offers no save against any other weapons. This is a fairly common item for Miners and is available to Prospectors and Miners only. Sluggers just have to be more careful. Chainjack costs 25 credits per suit.

MINING DEMOLITION CHARGES

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
1	2	5	D4	-2	6+	

MATTOCK, SHOVEL AND PICK

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
1	2	5	D4	-2	6+	

LAS CUTTER

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
1	2	5	D4	-2	6+	

SONIC CLEANSER

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
1	2	5	D4	-2	6+	

Mattock: The Miner's mattock or pick axe is a useful tool and a fearsome weapon. The mattock must be used with two hands, so it cannot be used in conjunction with other close combat weapons.

Picks: Due to the ponderous lurching swing required to wield this weapon, any combat which ends in a draw will always be won by your opponent, regardless of Weapon Skill or Initiative level. Your opponent catches you on the upswing.

Shovel: The Miner's shovel can also be used as a weapon. It also must be used with two hands. However, a Miner, trained in the art of Shovel, is able to Parry attacks, as if not a good weapon however, so a Miner attacks at -1 strength.

Lascutter: This is the industrial variant of the lascannon. A lascutter can be used as a ranged weapon, in a pinch. It has almost no range, and is bulky to wield, but if it must have industrial tool in any mining colony or on any merchant ship. These occasionally find their way into the Outlands where they are quickly snapped up by Miners of all sorts. More than one life has been lost over this piece of equipment.

Rock Drill: This is a two handed version of the Pit Slave weapon, and cannot be used in conjunction with any other weapons except for pistols. Fortunately for Miners, this type of Rock Drill is not surgically attached. Use the weapon's profile listed in the Pit Slave Weapon section for this weapon.

SONIC CLEANSER: Nobody is quite sure of the origin of the Sonic Cleanser. It may have been part of the trappings of office of the rollers of an ancient time, or simply have fallen out of the toolbox of an errant spacer. The tool's instruction manual has been lost as well, so no one really knows it's true functions! The Sonic Cleanser can detect faults in minerals, split them along the detected fault, unjam jammed machinery (or jam it) or realign that troublesome crystalline power source. In a Miner's hands, it's mostly used for cleaning and splitting gems. However, by manipulating the settings, it can deliver a sonic pulse that can knock an opponent off his feet.

In game terms, the Sonic Cleanser is a close combat weapon and can be used in conjunction with any close combat or pistol weapon. A successful hit will knock the model back 2" and the model must make an I check or fall down. If the affected model is within 1" of a building edge, make the same I check with a +1 modifier. A knock-down will end hand-to-hand combat though any remaining hit in the current combat can be resolved as normal.

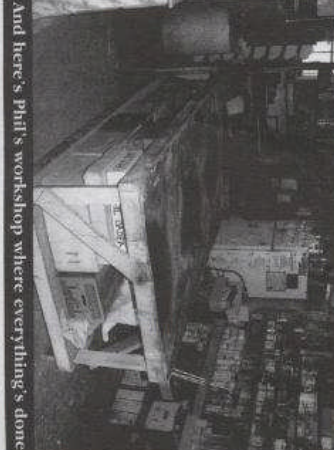
A downed model must have its WS, rounded up, if attacked in further rounds of hand-to-hand. The model may stand up normally during its next recovery phase.

Technically the Sonic Cleanser is not a weapon, and it cannot maintain the output needed to stun opponents. For every hit it makes, it requires an ammo roll of 4+. If it fails the roll, the device must be recharged and

MINER'S MAP TABLE

1D6 Result

- 1 - Fake:** You show this map to another Prospector and he identifies it as a fake, and tells you the story behind it. You are out your money and a good bit of pride.
- 2 - Worn and Incomplete:** You find the mine but it has been completely worked through. You get nothing for all of your toil.
- 3 - Vague and Inaccurate:** You didn't realise it when you bought it, but you have worked this mine before. It does point out a section that you originally missed so you can scrape out another D6's credits for your trouble.
- 4 - Ancient and Faded:** Barely legible though it is, the map is a genuine Miner's Map. You can work out D6's credits before it is exhausted, and it reveals the location of ancient tunnels nearby. You can swap a territory for Turners if you wish but this must be done now.
- 5 - Equipment Stash:** While you find no ores or gems in this mine, you find a small stash of mining equipment instead. Roll a D6:
1-2 - Mattocks and Shovels
3 - a rusty but serviceable suit of Chainjack
4 - Explosives, enough for one Miner
5 - Rockdrill, it will take d6's credits to get it working.
6 - Sonic Cleanser. It looks like someone just dropped it out of his tool box! The instruction manual is no where to be found.
- 6 - Recent and Accurate:** The Prospector may add a Mine Workings to his territory.



And here's Phil's workshop where everything's done.

OUTLAW TRADE CHART

D66 Roll	Item
11	Gamble and Lose (Special)
12-13	Robbed (Special)
14-15	Cheated (Special)
16	Gamble and win (Special)
21-22	Armour: Roll a D6
	1-4 - Chainjack
	5 - Garapace Armour
	6 - Mesh Armour
23	Explosives: Roll a d6
	1-3 - Enough for 1 Miner
	4-5 - Enough for 2 Miners
	6 - Enough for 3 Miners
24	Grenades: Roll a d6
	1 - Meta Bomb
	2-3 - Photon Flash Grenades
	4-6 - Smoke Bombs
25	Gun Sight: Roll a d6
	1-2 - Red Dot Laser Sight
	3 - Mono Sight
	4 - Telescopic Sight
	5-6 - Infrared Sight
26	Architect's Hoard
31	Bionics: Choose one of: Bionic Arm, Bionic Eye, or Bionic Leg
32	Blind-Scanner
33	Blindsnake Pouch
34	Bottle of Wild Snake
35	Leotonic Slime
36	Infra-Goggles
41	Las-Cutter
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	Sonic Cleanser
52	Singer Mould Patch
53	Stunners
54	Weapons Reload
55-56	Inside Information (Special)
61-62	Miner's Map (see chart)
63-64	Runover (Special)
65-66	Tip-off (Special)

cannot be used until the next battle.

Miner's Map: You have found an old Prospector's Map for sale in a secluded corner of any Outlander bazaar. This could be the ticket to get off of this hell hole planet if it pans out. There have always been rumours of secret mines hidden in the wastes that have tapped into rich veins of ores and gems, and in your experience, they have always been just that - rumours, until now.

Every ounce of wealth that you assay in town has been ditched in your and your gang's sweat and the Big Strike always seems out of reach. Well, the map seems cheap enough...

If you decide to buy the map, roll to see how accurate it is before you play your next game. If the map is accurate, it will enable you to earn (or lose) some extra credits before the next game. The map is only good for one use.

OUTLAW TRADE TABLE

This table is to be used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts and are indicated by an (R).

Well, that's about it. If you have any comments do drop me a message on:

my-war-arc@mag.net

GANG WAR vol 4 FEED BACK

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NECROMUNDA

Even Deeper Underground The second instalment to Gang War 3's campaign

By Tom Newton

For those of you who were fortunate and insightful enough to purchase issue three of Gang War this is a continuation of the Deeper Underground campaign. Many of you may well have started to develop the campaign along your own lines to suit your own style of play, which is great. Some of you may have missed last issue's introduction and this may serve well as a couple of stand apart scenarios. But, for those of you who are eager to see the events in the Hindsk hive unfold and wish to tap the mysteries of the Keeper and the Brotherhood of Odo, look no further...

NEW TERRITORIES

In the nightmare hive of Hindsk, it is vital that each Gang Leader is responsible for finding food and shelter for his gang. I've compiled a new table of territories along with some old ones from the Outlanders rules. You may find that there are territories which have similar names or rules to existing ones, don't worry, because you'll only have to use them for this campaign.

Territories are determined by first halting (rounding up) the number of fighters in your gang. This represents how many territories you may occupy at once. You may abandon a territory if it is not very good (i.e. if you roll up Air Ducts three times, you may want to do this), but you can only abandon one territory at a time, and then if you end up with another bad place, you must spend at least one turn in that area. Otherwise, this would just result in people rolling, and re-rolling, until they get four Spaceports, or something like that. Hindsk is vast, so it is possible to occupy the same territory twice. Many of these territories (names and

rules alike) have appeared before in either Necromunda or Outlanders. The idea of me introducing special new rules and names for territories is to give the player an idea of the danger and alien environment of the lost hive.

GNAB'S UP

In addition to the amount of credits generated from each of the territories, there are also Food Points. In the more 'civilised' hives of Necromunda food may be expensive but is usually readily available. Hindsk is an old abandoned hive, the vast majority of its population destroyed by a catastrophe, so all available food has either been scavenged by the few survivors or rotting away. Returning to Hive Primus is out of the question as each of the gangs taking part are wanted by a far more intimidating force than the Guilders - the adeptus abhites. Each gang now has to forage for food such as edible fungal growths and leal animals. After each battle roll 1D6 for each model in your gang. This is similar to foraging, except that every gang member has to

do this if they want to survive. You must roll equal to or lower than the gang's Initiative. This represents each model finding enough food to nourish themselves for one day. If this is failed then the gangster has failed to find sufficient food to sustain himself. This is where the Food Points come into play. Add up all of the Food Points of all of your territories, and this gives you the sum of subsistence that you may spend on your gang.

Determine how much a gangster can spend on your gang. Determine how much a gangster can spend on your gang.

STARVATION TABLE

D6 Result

- 1 The fighter is at -1 WS until he passes his next food test.
- 2 The fighter is at -1 BS until he passes his next food test.
- 3 The fighter is at -1 S until he passes his next food test.
- 4 The fighter is at -1 T until he passes his next food test.
- 5 The fighter is at -1 I until he passes his next food test.
- 6 The fighter is at -1 LD until he passes his next food test.

HINDSK TERRITORIES TABLE

D66	Territory	Food/Credits	Description
11	Air Ducts	D6/D6	In addition to the stated income of the mine a gangster may be sent to the lower levels to investigate. Roll 1D6:
12-13	Sewer Outlet	10/D3	1 - The gangster does not return, perhaps he was eaten by something!
14	Mine Shaft	10/2D6	2 - The gangster returns empty handed.
			3 - The gangster finds D6 food points.
			4 - The gangster finds D6 credits.
			5-6 - You may roll on the Arcane weapons table
15-16	Wastes	10/10	
21-22	Collapsed Infrastructure	10+D6/D6	
23-25	Pizza	10/D6	
26	Warehouse	5+D6/D6	
31	Extraction Plant	D6/10	
32	Poison-Pool*	5/2D6	*The inlet pipe to this feed pool spews a stream of effluent into the pool. By using steel rope nets you can dredge the pool for useful items. Roll 1D6:
			1-3 - You get a load of sludge and nothing else!
			4 - You find scrap worth D6 credits.
			5 - You find scrap worth 10 credits.
			6 - You may roll on the Arcane weapons table
33-35	Tunnels	5/5	
36	Open Gutter	10+D6/10+D6	
41-42	Cooling Unit	D6/10	
43	Abandoned**	2D6/15	**This area has fluctuating levels of radiation which can become dangerous. After each battle roll 1D6:
	Reactor Core		1-3 - The levels are too low to cause a problem
			4-5 - Every member of the gang takes a Strength 3 hit with no saves - roll for any injuries immediately.
			6 - Every member takes a Strength 4 hit with no saves and must make a successful Toughness test or permanently lose 1 point of Toughness!
			**See Abandoned Reactor Core.
44	Poison plant**	2D6/2D6	
45	Factory Shack	5+D6/5+D6	
46	Ruined Dome	2D6/10	
51	Relieve River*	4D6/0	*See Poison Pool above.
52	Sewer Channel*	20/0	*See Poison Pool above.
53	Ancient Cradle	D3+5/D6	
54	Comm-Link	15/15	
55-56	Computer Core	10+D6/D6	
61-62	Power-Plant**	5/3D6	
63	Cooling Towers		
64-65	Spaceport***	D6/4D6	
66	Crashed craft***	D6/2D6	

**See Abandoned Reactor Core.

***This territory is rich in Archaictech but is highly unstable. If when rolling for Credits you roll any doubles the area collapses and becomes wastes from then on.

***See Spaceport.

falls his forgoing test by and this is the amount that must be deducted from the total amount of Food Points that you have in your stash (NOTE: unlike credits in Necromunda, Food points diminish in each territory until there is none left. The credit system, however, still functions as it did in Necromunda).

Alternatively, you could send another member of the gang who passed the initial food test last time to try and find enough for his comrade. In doing this the generous gang member must deduct -1 from his next food test.

In the event that a gang member has not fulfilled the obligations of the food test you must roll on the Starvation Table and apply the result.

GARG FLINCHED under the heavy fire spewing from the arcane weapon wielded by the mysterious assailant. Garg's mind raced. Some sort of bounty hunter? Here? In a desert, Zombes ridden blue? Who was left alive to hire such a killer? Surely it couldn't be an Arbites agent, that had followed them? They had snatched the tubercular after use and travelled to far from Blue Prisms that they were connected to defend their home. Anyway, shoot first, ask questions later – the second most important rule of Underhive survival (the first rule is to be somewhere else when the shooting starts).

He primed the energy cells of his plasma pistol, comforted by the reassuring humming of power building up inside. His gang were taking cover in a gutter, crouching in the foul smelling effluvia, as the shells whined past. Some of his comrades, however exercised the better part of their valour, and returned fire, following the trajectory of the incoming fire. Garg guessed that their attacker must be positioned somewhere high up. He spotted a shadowy movement on the distant spire of an

before embarking upon the next scenarios in the campaign. It may be a good idea for the players to play out a few of the standard scenarios from the rulebook just to get themselves a bit of experience as the going is about to get tough...

Scenario 3:

A Shot in the Dark...

During the night, your gang was assaulted by a mysterious assailant bearing an exotic heavy weapon, firing high velocity shells. The figure was clad in arcane armour and wore a distinctive badge unmistakably an agent of the Imperium.

Fortunately, no one was killed, and the attacker disappeared as mysteriously as he had appeared. He has driven you

down into a bottle, needing to pick off your gang later. The street ends at the entrance to an underground passage and having no other option you lead your gang down into the unknown...

TERRAIN

You will need to have access to the card floor plans from Space Hulk or Warhammer Quest. The tabletop needed to lay these out should be 12 by 36 and an exit point should be marked in the centre of the board edge from where the gang(s) start.

NEW ROOMS

This scenario requires you to navigate through an unknown maze of corridors and tunnels to the exit that was detected by your leader's doppleganger magnetic scanner (note that

Imperial shrine. Steadily, rising up from his hiding place, Garg scouted along the length of the hallway, during the sounds of explosion that his adversary's powerful cannon churned up, taking careful aim, he allowed a split-second for his biotic eye-filters to adjust before setting the trigger of his plasma pistol and escape from his firearm. The white-hot burst of plasma melted a statue of the Emperor, and struck the attacker in the face. There was a bright flash. Standing triumphantly, Garg surveyed the spire, waiting for the smoke to clear.

A figure clad in steaming, arcane jade armour adorned with what appeared to be some kind of Imperial seal and wearing a distinctive ivory, demonic skull-mask rose to his feet, at maximum power. The figure raised its huge burlwood weapon and scanned the scene for possible targets. Gritting his teeth and gesturing to his comrades, Garg scurried off down the gutter, leaving ripples of filthy water in his wake...

ROOM TABLE

D6	Result
1	Straight Corridor
2	Left Turn
3	Right Turn
4	Cross Roads
5	T-junction
6	Long straight (2 x Straight sections)

RANDOM EVENTS TABLE

D6	Result
1-2	Nothing happens
3-4	Rat Attack! The gang is attacked by D3 Giant Rats.
5	Spider Attack! The gang is attacked by D3 Wolf Spiders.
6	Zombie Attack! The gang is attacked by D3 Zombies.

was a stroke of luck he had

out on him – Ed). Using the

same principle of room

changing as in Warhammer

Quest and the first scenario,

(Doppel Ruid from issue three

of Gang War). The squares on

the floorplans are used to

indicate movement – one

square is one point of move.

Each gang leader holds the

flashlight for this scenario, and

each model may run, only if all

models are present in the same

room at that time. This rule

shows the leader stopping

every now and then to see if

everyone is alright. Models

may be held up, if they were

busy fighting a creature or if

another model has a faster

movement.

At the end of each turn the

players should each make a roll

on the Random Events Table to see what, if any, beasts are encountered.

GANGS

It would be far easier to run this scenario individually for each of the gangs involved with the arbitrator taking control of the random encounters. That said though, and provided you have access to enough card

plans, you could run this scenario for as many gangs as you desire all at once (they have all been chased by the Inquisition to this specific area of the Hive). That would allow the race out of this sector to become very competitive and allow the gangs to hamper each other on the way.

If running this scenario for multiple gangs you will need a separate entrance point for each of them. Each gang involved should roll a dice at the start and the highest scoring gang may start first working in descending order.

ENDING THE GAME

The game ends as soon as the gang(s) reaches the exit point

on the tabletop. There is no loot or treasure to find, your leader is only concerned about getting away from a certain skull-faced psychopath...

The objective is to reach the exit on the board within six turns.

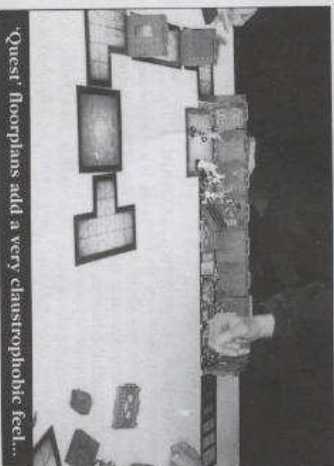
EXPERIENCE

Experience is earned as stated below:

+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.

+D6 Killing a Beastie. If a gang fighter kills a random encounter beastie he receives D6 points.

+10 Winning Gang Leader. The first Gang Leader to reach the exit point (or if there is only one gang running, if they do so within six turns) earns an extra 10 points.



Quest! floorplans add a very claustrophobic feel...

GRIG STARED IN awe. The end of the tunnel became a corridor leading to the sanctum of a beautiful shrine. Each wall was dominated by a window made from pieces of exquisitely painted stained glass, amber, topaz and rubies, very rare stones and minerals - Grig had seen them before but only in books and on data slides but never for real, calling out to his inner sense of greed as they were. As beams of light filtered in from Necromunda's dirty atmosphere and hit the prism-like windows they played a cacophony of colours onto Grig's face. They could no longer be in the Underhive, not if there were windows, this must be part of the Hivespire, Grig thought. The nature of the warm spectrum gave the place a hedonistic, byzantine appearance, in stark contrast to the gothic arches and... that immense, bizarre construction directly ahead of them.

There was a huge conical shaped structure which appeared to be some sort of engine or machine constructed on the altar of the shrine. A multitude of hoses, pipes and cables snaked along the floor, rising up from cracks in the ground to join onto this colossal machine. The blue, once known as Hivespire, was a wreck. Now only this skeletal substructure, and some of the lower habitation levels remained intact. Grig wondered how a place as delicate and as beautiful as this could survive what ever apocalyptic disaster had befallen the Hive.

The sound of sharpened metal scraping against cold ferrocrete brought him to his senses and in one lightning fast fluid movement he whipped out his pistols and pointed them in the direction of this disturbance. The cybernetic implant in his eye increased the sharpness of his vision, and he made out two people standing before the machine. The first was a

the female figure grasping two short swords. The second was clad in an ash waste camouflage smock building a long staff. Primitive weapons, but appearances can be deceiving. He raised his pistols.

'Don't move,' Grig said. 'Inside, be startled at how his voice echoed around the ancient building's walls.'

'Drop your weapons and back away.'

The figures started to move cautiously towards him. Deliberately intending to miss, he fired a long-powered shot off at the woman, that halted her progress.

'I missed on purpose. Now don't force me to correct my aim. Grig said dryly.'

'No, no,' said a cold voice. 'I think it will be you who will be laying down your weapons.'

Grig whirled round and was confronted by a pale, checked man standing directly behind him. Grig narrowed his eyes as he gazed at the glowing portland around the mysterious man's neck. Suddenly a flash of recognition hit him. He remembered the bridge and the borders of zombies. In a blur he levelled both pistols and fired bolts of plasma and laser. The checked man's body seemed to glow a bright orange hue. Grig looked on with a mixture of shock and awe.

The man grinned almost maniacally and began to chant in what sounded a most ancient and evil tongue, as the chanting rose in pitch Grig's mind was assaulted by the foulest of visions. He dropped his pistols and held his ears tightly, but the horrific images increased in their intensity forcing him to scream in agony. Then everything went black...

Scenario 4:

Pit Master

After managing to lose your mysterious assailant in the maze of tunnels you discover an ancient chapel to rest in. Unfortunately the chapel is already occupied by some vicious looking Pit Slaves and Scum. Under overwhelming odds, your gang has been quickly subdued and your

leader dragged off to who knows what fate.

TERRAIN

As this is a one-on-one pit fight the only terrain that you will need will just be the fighting Pit card room from Warhammer Quest. Failing that any room or chamber will suffice as movement is unnecessary. The

PIT FIGHTING

Each gang leader has to participate in a Pit Fight called the Pit Master. Tournament although, fortunately for them, only the final bout against the Keeper's champion is actually to the death (no-one's brave enough to tell Headgrinder when to stop). The terms for the tournament are that there are the group stages consisting of two combats. The

GRIG'S HEAD HURT, tears coated his single organic eye, whilst static, or some dissonant field, interfered with the other. Slowly he became aware of his surroundings - he was in some kind of cell. The last thing he remembered was the shadow figure of the Wyrd. He considered his situation - captured by an insane Wyrd with powers over the dead whilst on the run from Imperial agents who appeared to have one of their top operatives after him. Things were not looking good. Not looking good at all.

By blinking out the remaining lacrymal fluids, he managed to get a clearer view of his surroundings. The cell was a small cube of mesh barely large enough to hold his struggling form. He saw that his cell was joined by many others, all in rows which stretched upwards to the ceiling. The room was also cube-shaped with a ratty double-door in the far left corner adjacent to which was a window powered lift. The other cages were subdivided by other figures, some quietly gazing at themselves whilst others were trying to fix small water-droplets from the wires for nourishment. Amongst the others, Grig recognised some of his gang members sitting cramped, quietly collecting their thoughts, or being prodded and poked by their mind cultivators. He started counting to see if anyone was missing. He could make out the two janes, Alpinist, and Pinkeye, they were a couple of calmans above him. He could just see the faint outline of Naxos in the far corner and Chimeroe the heavy who was probably going to burst a blood vessel any moment. Grig felt sorry for him, he was being provoked by a quibbling idiot next to him, and already the cage was too cramped for his considerable bulk. Next to him Grig could hear Chestnut's gruff voice bickering with a small, heavily muscled, bearded man. He was more or less positive that all of his gang were there.

He was considering their predicament, when a stubby finger jabbed at his shoulder through a gap in the mesh. Grig turned and sneered. The man next to him was dressed most theatrically, he sported a caladrius with goggles and his bearded form was covered in a dirty brown cloak, which resembled an old solar sail once used on ancient spacecraft. The man spoke to Grig no louder than a whisper.

'You're new here, huh?' Grig nodded.

'Then you won't know what I'm store for you. Anything's better than this. Grig mumbled.

The man laughed loudly but when he stopped his tone became deadly serious.

'No, I don't. Have you seen the Keeper yet? The Keeper... Dark cloak and big nose?'

'You could say that we've been acquainted,' said Grig dryly.

'We all have here, pal,' said his erstwhile companion winking his hand to encompass all of the cells.

'I hope that you're good in a fight, up close I mean, because the Keeper doesn't appreciate the use of firearms in the arena. It ruins the show,' said the bearded man, grinning and displaying a row of broken yellow teeth.

'Great, now I'm fighting for my life, and for this sick pleasure,' said Grig with resignation.

And the entertainment of hundreds of others. Nearly all the people left in this rat's ass of a ruined Hive support the Keeper, and make up part of his private army. Those that speak out against him are ordered to fight each other to the death in the arena, the small, dishevelled old man leaned a little closer...

'Then there's people like me. People who are part of the revolution. Grig was intrigued.

'And who are your people?'

'We are the Brotherhood of Odo, all that remains of a mining company sent here from the Squad. Homegrown centuries ago. There's been an on going war between us and the Keeper more or less since the great catastrophe. But, there is also another more mysterious player in this game...

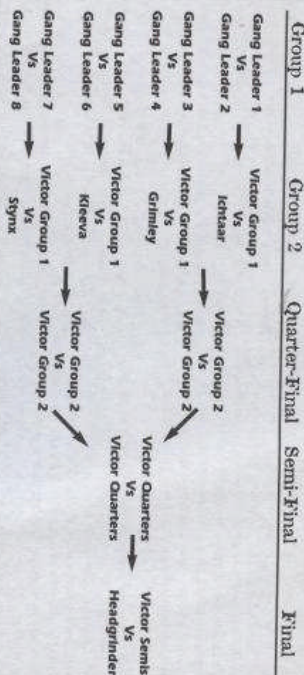
The double doors swung open, grinding against the concrete floor and echoing throughout the large, dingy room.

'What am I supposed to do? Implored Grig of his newly found confidant.

'Try to stay alive and we'll talk later,' laughed the old Squat. At that point, a tall man dressed in ash waste camouflage smocks entered the room. His face was covered by a black mask. Grig recognised him immediately. He arose over to Grig's cage and worked at the rusty padlock. Grig gave a sarcastic smile to the Squat next to him as his captor unceremoniously cut off the cell with surprising strength.

'Ver to the first bout,' he said with a sneer. He pointed at the Squat. 'Ver, fightin' him.'

PTT MASTER TOURNAMENT



Ichtaar 'The Animal'

Ichtaar is actually an undercover agent for the Inquisition and has managed, thus far, to infiltrate the Keeper's coven and fight for him in the pits as one of the renowned prize fighters. The Inquisition needs to discover a lot more about the Keeper's plans before they can charge in guns blazing and are on the look out for suitable 'expendable' recruits to help them to these ends.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	5	4	2	7	2	10

WEAPONS: Armoured Gauntlets

SKILLS: Dodge (Agility Skill), Parry (Combat Skill)

PSYCHOLOGY: Immune to all Psychology

SAVE: Mesh armour 5+



The Keeper watches the pit fight with evil glee...

winners of each group go on to fight each other in each successive round stage until the final stage when the winner must fight the keeper's champion.

In the group stage, comprising of every gang taking part in the campaign, each gang leader randomly draws an opponent from amongst the other leaders. They then fight a continuous round of close-combat using any armour and weapons that they possess. There is no Bottle test or anything and the bout ends immediately when one of the combatants is taken down. The winner of each bout will then proceed to the next one.

The remaining gang leaders will be drawn against each other until there is four left in the tournament and then they are drawn against the Pit Master's prize fighters.

After each stage each leader is healed to his maximum quota of wounds.

Any gang leaders who fail to make it past the group stage

will be enslaved and must fight as part of the Keeper's army. In doing this, they still take part in the campaign, but are under direct orders from the Keeper. If you win the first round, you get the choice of either allying with the Keeper, or for the Inquisition who will make themselves known later.

If you manage to come up trumps in the winner's bracket the Keeper will unleash Headgrinder 'The Master', who is the reigning Pit Fighter champion.

EXPERIENCE

Experience is earned as stated below:

+D6 Losses. If a gang leader loses a stage of the tournament but survives he earns D6 points.

+10 Winning Group 1. Each Gang Leader who gets through group 1 of the tournament earns 10 points.

+10 Winning a round. Each Gang Leader who gets through a round earns 10 points.

+10 Winning Quarters. Each Gang Leader who gets through the quarter finals of the tournament earns 10 points.

+D6 +10 Winning Semis. Each Gang Leader who gets through the semi finals of the tournament earns D6+10 points.

+206 Winning the Final. If a Gang Leader manages to beat Headgrinder and wins the Pit Master's Tournament he earns 206+25 points!

Drong Grimley 'The Beefcake'
Grimley is a Squat warrior from the Brotherhood of Odo. Needless to say, his people have suffered much at the hands of the Keeper and his bloodthirsty minions and would show an opponent that managed to better him in the pits considerable respect.

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

WEAPONS: Massive Axe.

SKILLS: Berserk Charge (Ferocity Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Plate armour 4+.

Kleevea

Kleevea is a Scaly armed with a gigantic axe with which he rends his opponents apart at close ranges. Kleevea hates the Keeper and his minions with a vengeance and is biding his time for the most opportune moment to strike.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	6	5	2	3	2	9

WEAPONS: Massive Axe.

SKILLS: Body Slam (Muscle Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Scales 5+.

Stryx 'The Raneid'

An heir of mystery surrounds the man known as Stryx. Obviously not indigenous to the Hindsk hive no-one can be assured of his true motives.

M	WS	BS	S	T	W	I	A	Ld
4	5	2	4	4	2	6	2	9

WEAPONS: Double-handed staff.

SKILLS: Dodge (Agility Skill), Disarm (Combat Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Mesh armour 5+.

FINAL OUTCOME

There are four possible outcomes at this stage in the campaign. They are the following:

- Lose group stage: Ally with the Keeper.
- Win group stage: Ally with the Inquisition.

Headgrinder 'The Masher'

Headgrinder is a huge Big Slave, completely insane who gets a perverse and sensual thrill when ever he kills an opponent. Headgrinder has six mechanical arms, each ending in a particularly nasty death-dealing contraption.

M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	3	5	6	10

WEAPONS: Buzz Saw, Claw, Hammer2, Chainswords2.

SKILLS: *Stop Aside, Counter Attack* (Combat Skill)
Killer Rep (Percecy Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Armour Plating 3+ Save.

SPECIAL RULES:
Many Arms: Because he has many arms, Headgrinder may use all of his close-combat weapons at once.

- Win Winner's bracket: Ally with the Squats.
- Bear Headgrinder: You may choose your allies.

I have arranged this part of the campaign in such a way, that newer players will probably either be working for the Inquisition, or the Keeper, both of which will provide essential items and skills, which you will need to finish off this campaign. More experienced players will be rewarded with being able to ally with Kruifoot and the Brotherhood of Odo and perhaps glean some of the Squat's technology secrets. The battles that will follow when you are allied to the Squats will also be substantially harder. After each battle you may send your gangers to the Outlaw Trading Post and may trade for common items as normal except that following are never available: Metallurg, Plasma weapons, any Grenades or

BOLAS

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
12	36	0	2	Special		6+

DARTGUN

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo
18	24	+2	+2	4	+1	5+

CLIMY BOMB

Short Range	Long Range	To Hit	Sir	Dam	Save	Ammo

As Grenade

ARCANE WEAPONS TABLE

2D6	Result
2	Reload
3	Shogun Shells (any type)
4	Bolas
5	Bolas Launcher
6	Dartgun
7	Dart Ammo
8	Climy Bomb
9	Mk1 Plasma Gun
10	Plasma Battery
11	Mk1 Plasma Pistol
12	Garrot Wire

Grenade launchers, Missile launchers, Rakatin Maps and anything else the arbitrator considers would not be available in Hindsk Hive.

Ammo clips, Shogun Shells, and Laser cells will enable any model using weapons which fit these items to add +2 to their ammo rolls for one battle only.

ARCANE WEAPONS

The Hindsk Hive is very old and has been left in a state of near abandonment and disrepair for centuries (and you thought the Underhive was bad). For this reason most of the sophisticated equipment has long since broken down or been snatched up by the Keeper and his minions. There are, however, many arcane weapons still in use and these are sometimes available for trade or can be found in the dark recesses of the Hive.

Bolas: (or should that be Bolids?) These consist of two heavy metal spheres linked by a long, elastic cord or chain, which when thrown or

launched from a Bolas Launcher, will wrap itself around the limbs of an opponent, rendering him out of action for a turn. These were used by the P.D.E. for crowd control, rather like a very primitive version of a blue gun. The P.D.E. versions used four correctweights, linked to a net to trap as many people as possible. Bolas shot from a launcher use these kind of nets, and have a 2" template.

When hit by a Bolas Template, the enemy model(s) will be ensnared on a 4+, and will have to spend an entire turn unharmed themselves. They may do nothing else during that time. Hand-thrown Bolas can only target single models. When throwing, the thrower suffers a -1 penalty to hit, because of the inaccuracy of throwing such a weighty and cumbersome object. Like grenades, the range depends upon the user's strength.

Dartgun: This is an extremely old weapon, once used by Guild assassins for silent kills. It is, however, remarkably accurate, and there is no need to fit a silencer to one of these weapons. Darts have little effect on personal armour though, and in that respect are not suited to gang warfare at close ranges. Dart rounds, like Ammo clips give the user the same bonus when taking ammo tests.

Darts are near useless against armour and so all models wearing any form of armour receive an additional +1 to their saving throw.

Climy Bomb: This is a crude version of the incendiary fragmentation grenade, known as a frag. It is little more than a bottle filled with petroleum or any other flammable spirit lit by a rag fuse. The bomb can still cause havoc amongst lightly armoured individuals, as the flying shards of glass are very similar to the shrapnel produced by frags.

Mark 1 Plasma Gun: This is a very old and unpredictable version of the more modern weapon. The rules for this weapon have been detailed in previous 40K publications, such as *Codex Chaos*, and the *Legion of the Damned*. But for those of you who don't know the rules they behave much in the same way as a normal Plasma Gun, but the weapon's cells are far more erratic, and may cause the gun to malfunction. When you roll the Sustained Fire dice consult the table below.

On a roll of a 1, 2, or a 3 on the Sustained Fire dice, the weapon is destroyed and can also no longer be used.

Like Ammo Clips, Plasma Batteries are essential for powering Mk1 Plasma weapons. Unlike Ammo Clips

MARK 1 PLASMA GUN MISFIRE TABLE

Sustained Fire Roll	Result
1	Overheats and cannot be used next turn.
2	Leaks plasma on a 4+, the user takes D5 S5 hits.
3	Explodes causing a S6 hit on the user.
JAM	Explodes killing the user.

however, they do not give the same bonuses on ammo rolls, you simply cannot fire a Plasma weapon without a Battery fitted.

Garrot Wire: This is a very cheap and simple weapon. It is sharp and flexible, used by Spider Hunters for snares and traps. It is so sharp, that it can cut through flesh and bone, if the pressure exerted on the target is great enough. Assassins still often use a Garrot Wire thrower, a small mechanism that can fit into the palm of the hand. When fired, the wire wraps itself around the victims' limbs or throat, and with a brisk tug, the user can cause horrific wounds. This is a simpler version of the far more deadly Hardegut's Kiss used by the alien Eldar.

In Close-Combat, if the result is a tie, a model equipped with a Garrot Wire will win, regardless of Initiative. If both models have a wire, then the result will be down to Initiative.

WHERE NEXT?

This is a fairly important stage to the campaign as it determines the eventual allegiance and direction each of the participating gangs will take. Each of the three paths that the gangs will embark upon at this stage will eventually divide into other paths, and then even more sub-paths. I have planned the campaign structure in a way that there are five possible endings, some good, some not so good, some triumphant and others... well, you know! Until next time, may you avoid the Keeper and retain your eternal soul...

NECROMUNDA

Lachlan is another chap from 'Down-under' and built from a peculiar Yarralumla Act (the Aussie sounding place names). He is another Necromunda obsessive, a game which seems incredibly popular in Oz. Maybe it's living in such a vast and beautiful land that makes them feel the need for claustrophobic settings!

Lachlan is presently working up a few new Hired Guns, one of which is the Crazy Doc, although he is having trouble trying to fix a head-injury to his model conversion.

But what we want to know is, who exactly is this Hive Ken greaser and is there a 'Hive Barbie'?

Hive Ken Skills represent gangsters who develop professions in the Underhive. If any ganger rolls the select any skills table, result on the advance table he may select to

Hive Ken Skill Table

2D6	Result
2	Wildsnake Hunter
3	Gigantic Spider
4	Singer Mould
5	Orb Spider Handler
6	Rumour Monger
7	Scavenger
8	Explorer
9	Giant Rat Handler
10	Cartoon Rat Handler
12-11	Player's choice

Hive Ken Skills

New skills and professions in the Underhive

By Lachlan Abrahams

roll on any one of these tables. Models learning skills from these tables must miss the next fight whilst they are finding a tutor to teach them the skill. Redemptorists and Snyres may not select these skills. To use any Hive Ken skills the model may not forage, collect income from territories or search for rare items during the turn that they elect to use their skill.

The Wildsnake Hunter

A ganger with this skill can hunt Wildsnake after each game. If the Wildsnake Hunter successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Wildsnake hunting table to see how many snakes he has found (see end of article). If the Wildsnake Hunter is successful he may sell any Bottles of Wildsnake he brews for 10 credits each and sell Wildsnake skins for 5 credits each. The ganger may

The Wildsnake hunter is given a Wildsnake Catchpole when he gets this skill and is his badge of acceptance amongst the Wildsnake hunting parties.

Spider Hunter

A model with this skill can try and hunt for Gigantic Spiders after each game. If he successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Gigantic Spider hunting table (see end of article).

A Gigantic Spider Hunter must buy a Gigantic Spider Harpoon Gun when he gets this skill, the Harpoon gun costs 50 credits and is his badge of acceptance amongst the Gigantic Spider hunting parties. If a model rolls this skill and his gang is not willing to pay for his Harpoon

Wildsnake Catchpole

Type	Strength	Damage	Save Modifier
Close Combat	User + 1	1	-1

Special Rules: Requires two hands to use.

If the model using the weapon hits an opponent in hand-to-hand combat, re-roll any dice which roll 6's to wound. If the second roll is also a 6 the victim's neck is snapped, unless they can make an Armour Saving Throw, or Dodge.

Any models that suffer this fate are automatically dead and don't roll on the Serious Injuries Table.

Note, that a model with a broken neck can't be revived with medical skills, medipacks etc.

Guns, the model must reroll his advancement on another table of his choice, however he may not re-roll on the Hive Ken Table.

Orb Spiders are sometimes reared from hatchlings and raised within settlements to gather their web silk and venom. Sometimes an Orb Spider will prepare a nest for

Gigantic Spider Harpoon Gun

Range	To Hit	Strength	Damage	Save	Ammo
0-12	12-24	-1	6	D3	-3

Special Rules: As Scaly Spear Gun (see page 54 of Outlanders). Counts as a Heavy Weapon.

The Gigantic Spider Hunter is able to use this weapon, which unlike the Scaly Spear Gun he would not be able to use unless his Strength was 5 or more, as the Harpoon Gun has a motor which to help the model load the massive harpoons. The Harpoon Gun may not be used by any other model unless they also have the Rat Spider Hunter Skill.

Singer Mould Harvester

A model with this skill can search for patches of Singer Mould after each game. If the Singer Mould Harvester successfully passes a leadership test on 2D6 his hunt has been successful and he may roll on the Singer Mould Patch table to see how many patches he has found (see end of article). If the model is successful he may either sell patches of Singer Mould for 15 credits for each patch or give them to his gang instead.

Orb Spider Handler

The model with this skill can milk venom and weave silk thread from a domesticated Orb Spider. He may even try to harvest the raw silk web used to make cables of incredible strength. If the Orb Spider Handler successfully passes a leadership test on 2D6 he may roll on the Orb Spider Harvesting Table. (Tup, you guessed it! See end).

structure on the board. If the

Orb Spider is killed the handler must spend the next turn seeking a new one. He cannot collect income or roll on the Orb Spider Harvesting Table. The turn after the handler may start harvesting from his new Spider.

Web Grenades

Web Grenades are usually used to attract young Orb Spiders for capture and farming, as such they may only be used by the Orb Spider Handler in combat. When he first creates a supply of Web Grenades the Orb Spider Handler will have to take an Ammo test every time he rolls a 4+ (and then his supply for the game will run out) every further time he manages to make Web Grenades he may -1 from his roll to make an Ammo check. i.e. The Handler has managed to create Web Grenades twice, therefore he must make an ammo check whenever he rolls a 5+. Once the Handler has reduced his ammo check to 6 then every time he rolls a 6 on the Orb Spider Harvesting table count the result as a 5 instead.

Rumour Monger

The Rumour Monger is an expert at finding out or fabricating information or evidence. This may lead to some calling them a spy. They are also usually adept at forgery and mimicry. After each game if the Rumour Monger successfully passes a

Orb Spider

M	WS	BS	S	T	W	I	A	LD
3	3	0	3	3	1	1	1	5

Special Rules: As a normal Orb Spider.

Web Grenade

Strength	Damage	Save Modifier	Area effect
Special	Special	Special	2"

Special Rules: Once a Web Grenade has hit its target the victim is automatically entangled – there is no roll for wounds or injuries and no saving roll is allowed for armour. A webbed target may do nothing other than attempt to struggle free – roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself from the web and may continue normally. If the total is less than 9 then the victim suffers 1 wound immediately, though an armour save may be attempted if the victim has armour.

Freeing webbed models: Surprisingly enough, Blade Venom discharges Web Grenades, any model with Blade Venom may automatically free a webbed model at the start of the turn if he is within 1".

However, a model can never free itself from a web using Blade Venom, as the strands are far too tight to allow the fighter to reach his ever-needed weapon.

leadership test on 2D6 he may roll on the Runmour Monger Table.

Instead of rolling on the above table the Runmour Monger may alternatively apply his knowledge and information (or mis-information) to draw up a Rashin Map (you don't honestly believe they're all drawn by Rashins) which he may sell for 1D3 x 5 Credits. In order to draw the map he must sell successfully pass a leadership test on 2D6 to make it look believable. Note: The Runmour Monger's gang can't use his maps to give them greater insight into the hive – they just don't trust him

Scavenger

The Scavenger is adept at exploring the Hive's Body Dumps, the piles of corpses which either fuel the Hive's furnaces or are reconstituted into food by the Long Pig processing plants. A model with this skill may choose to search for any loot or

If the Explorer's gang takes a piece of territory from another gang, they may choose which territory they capture, instead of deciding it randomly, as the Explorer leads them to the usurped gang's prime sites.

Giant Rat Herder

The model has been trained to catch and herd Giant Rats. A gang who has a member with this skill can lower their upkeep as they have a herd of rats to keep them fed. Non Credits gang may add two credits per ganger to their stab after working out their upkeep. Outlaw gang members only cost 1 credit each to feed per turn.

When the Giant Rat Herder's gang is fighting in their own territory they may position a Giant Rat Pen anywhere on the board. The pen contains D6+2 captured Giant Rats, the pen has a Toughness of 4 and has 1 wound. If released Giant Rats will head towards the closest table edge or attack the closest model within double their initiative range. Rats may be released by either destroying the pen or if a model opens it by spending a full turn doing nothing else.

If the Giant Rats are released, the gang which benefited from them, loses their food bonus after the game, the Giant Rat Herder has to go and round up some more Giant Rats to replenish his herd. Next turn, his gang regains the bonus. Giant Rat Herders will never be

attacked by Giant Rats, they will ignore him instead.

Carton Bat Handler

The model has managed to catch, tame and train Carton Bats. Domesticated Carton Bats are useful for delivering messages between the gang's territories and assisting their Handler in combat.

The model with the Carton Bat handling skill can be accompanied by three Carton Bats. Even if some are killed in a game, it is assumed that next game he will have caught and trained some more. These bats have been domesticated and are under the command of the Carton Bat Handler. He maintains control over them with strange clicks and whistles.

The Bats must remain within 10' of him at all times. But, as long as they remain within 5' of him they can use his

Leadership characteristic for any Leadership roll they have to take. If they ever end a movement phase more than 10' from their controlling model or the model goes out of action, they are removed from play, as it is assumed they have fluttered off into a nearby nook or cranny. Carton Bat Handlers will never be attacked by Carton Bats, they will ignore him instead.

A gang who has a member with this skill may add +2 to any dice rolls which determine how many gang members they are allowed to field in a fight. This represents the Carton Bat Handler sending messages to gangers via 'courier bat'.

(*counter bat? Whatever next? Bat Zombies? - Ed*)
At the end of each game: Roll 1D6 to see whether the Carton Bat Handler receives from his bats have any effect on him.

Carton Bat Handlers keep their bats clean and feed them clean food, thus their bats have a lesser chance of giving the Zombie Plague to models they bite (1-2 on 1D6). Carton Bats belonging to a Scabbe Carton Bat Handler are not as cared for, as in other gangs, so they have the same chance of giving a model the Zombie Plague as Wild Carton Bats (1-3 on 1D6).

Carton Bat

M	WS	BS	S	T	W	I	A	LD
8	3	0	2	2	1	3	3	4

Special Rules: Fly (as normal Carton Bat). Plague (as normal Carton Bat).

Carton Bat Plague Table

Result

- 1D6
- 1 Test the Carton Bat Handler for the Zombie Plague. (The model applies 2 to the dice roll due to him only having received a scratch).
 - 2-5 Nothing happens.
 - 6 The Carton Bat Handler is now immune to the Zombie Plague and never needs to roll on this table or the Zombie Plague table again.

Wildsnake Hunting Table

Result

- 1D6
- 1 The Wildsnake Hunter finds a huge snake and is wounded in the savage battle. The model must miss the next fight. No income may be generated by the model.
 - 2-4 The Wildsnake Hunter kills one snake. The snake yields 1 Bottle of Wildsnake and its hide is worth 5 credits.
 - 5 The Wildsnake Hunter kills D3 snakes. Each snake yields 1 Bottle of Wildsnake and 1 scabbe hide.
 - 6 The Wildsnake Hunter finds a huge snake, the struggle is long and vicious but eventually the hunter wins the battle. The snake yields 3 Bottles of Wildsnake and its hide is worth 5 + 1D6 credits.

Giant Rat

M	WS	BS	S	T	W	I	A	LD
6	4	0	3	2	1	1	3	4

Special Rules: Dodge as normal Giant Rat.

Spider Hunting Table

1D6

Result

- 1 The Hunter takes on more than he can handle. Roll on the serious wounds table - *Captured and Survives Against The Odds* counts as *Full Recovery*, whilst *Head Injury* and *Multiple Wounds* count as *Death*. If he lives, he gains 1D6 experience points from the ordeal.
- 2 The Hunter is wounded in a savage battle. The model must miss the next fight while he recovers.
- 3 The Hunter suffers a *Flesh Wound* in a savage battle. He suffers -1 to his *Weapon Skill* and *Ballistic Skill* in the next battle only.
- 4 The Hunter brings down a *Gigantic Spider*. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
- 5 The hunt takes place near the swamp lake. Roll a further D6:
1-3 The Hunter brings down a *Gigantic Spider*. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
4-6 The Hunter brings down a *Gigantic Rat Spider*. He may pluck out several eyes before the body sinks below the surface of the swamp and sell them for 1D6 x 3 credits each. Roll another D6:
1 The Hunter managed to get one eye but loses his knife (he must immediately buy a new knife for 5 credits).
2 The Hunter managed to get 2 eyes.
3 The Hunter managed to get 3 eyes.
4 The Hunter managed to get 4 eyes.
5 The Hunter managed to get 5 eyes.
6 The Hunter managed to get all 8 eyes.
- 6 The Hunter brings down a rare type of *Gigantic Spider*. Roll a further D6:
1 The Hunter has killed a rare *Tank Spider*. As well as collecting income for the spider's meat and venom he may also make armour out of the spider's hide. Chitin Armour has a Save of 5. Chitin armour may be worn by the hunter, given to any other member of his gang or sold for 10 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
2 The Hunter has killed a rare *Chameleon Spider*. The model may be able to make a *Chameleon* cloak out of the spider's hide. Anyone shooting at a model wearing the *Chameleon* cloak suffers a -1 to hit. A *Chameleon* cloak may be worn by the hunter, given to any other member of his gang or sold for 15 credits. He can sell 1D6 x 10 credits worth of the spider's meat and venom.
3 The Hunter has killed a rare *Silento Spider*. It does not have enough meat on it to collect, but its venom sacs, whilst small, contain incredibly potent venom. Two fangs may be collected and made into daggers. These *Venom* daggers act as normal daggers but have the addition of an extra -1 Save and inflict 1D3 wounds. A *Venom* dagger may be wielded by the Hunter, given to any other member of his gang or sold for 10 credits each. He can sell 1D6 x 10 credits worth of the spider's venom.
4 The Hunter brings down a very old *Gigantic Spider* whose flesh and venom are hardly worth anything but, sitting open its abdomen reveals several pieces of equipment. The model may roll 1D6 random pieces of equipment from the trading list (Roll a further D6 for each item -1-3 roll on the normal Trading List -4-6 roll on the Outlaw Trading List).

(Cont over the page)

Spider Hunting Table (cont)

1D6

Result

- 5 The Hunter fights against the largest *Gigantic Spider* he has ever come across and barely makes it out alive. Due to the horror he was exposed to the Hunter is now immune to all *Fear* and *Terror*. He manages to tear out one of the spider's eyes which he may sell for 1D6 x10 credits. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of *Gigantic Spider* table - he doesn't believe in tempting fate twice.
- 6 The Hunter kills a *Giant Albino Rat Spider* mate. The *Rat Spider*'s eyes are worth 8D6 x 10. The fame that this kill brings the Hunter makes other gangsters *Fear* him. He gains 10 experience points and now causes *Fear* in his opponents. If the Hunter has already had this result on a prior hunt, he must roll again on the rare type of *Gigantic Spider* table - he doesn't believe in tempting fate twice.

Rumour Table

1D6

Result

- 1 The Rumour Monger's information was completely and unconsciously fabricated. The opponent of the Rumour Monger's gang chooses the next scenario. The Rumour Monger's enemy will always be the attacker in this instance.
- 2 Next time the Rumour Monger's gang rolls on the scenario table they may apply +1 or -1 to the dice roll.
- 3 Next time the Rumour Monger's gang rolls on the scenario table they may re-roll the dice if you wish.
- 4 The Rumour Monger's gang may choose the next scenario they fight in from any list. They will always be the attackers in this instance.
- 5 A carefully placed word of spite reaches important ears. One gang of your choice is subject to *Guild Sanctions*, they may not buy anything from the Trading Post this turn. You may select the gang that the disadvantage is placed upon.
- 6 A carefully placed word of spite reaches important ears and culminates in an investigation by the *Adeptus Arbites*. The gang in question must have their income gained this turn. You select the gang that the disadvantage is placed upon.

Orb Spider Harvesting Table

1D6

Result

- 1 The Handler receives a small blue from the Orb spider which turns sepia. The model must miss the next fight. Nothing is produced this turn.
- 2 The Handler weaves a skein of *Silk Thread* which he may sell for 5 Credits.
- 3 The Handler weaves 1D3 skeins of *Silk Thread* which he may sell for 5 Credits each.
- 4 The Handler milks a dose of *Blade Venom* from the Orb spider which he may sell for 10 Credits.
- 5 The Handler milks 1D3 doses of *Blade Venom* from the Orb spider which he may sell for 10 Credits each.
- 6 The Handler may produce a batch of *Steel Web* this turn. He may not produce any *Blade Venom* or skeins of *Silk Thread* as the special *Steel Web*, used to make *Web Grenades*, is hard to work with and harder to get away from the Orb Spider.

Explorer Table

ID6	Result
1	The Explorer is attacked in the dark. Roll on the Serious Injuries table. If the result is <i>Captured</i> randomly roll the gang that captured him.
2	The Explorer is attacked in the dark. He manages to crawl back to the gang's base, but must miss the next fight while he recovers.
3	The Explorer gets hopelessly lost and gets into several scrapes before he returns to his gang's base. He gains ID6 experience points for the fact that he won't go down that tunnel again. If the Explorer fights in the next game he starts with one flesh wound.
4	The Explorer finds an interesting piece of junk which he may sell for ID3x5 credits.
5	The Explorer finds something of interest. Roll a further D6: 1-2 The Explorer finds a piece of archeotech which he may either test or give to one of his gang to test or sell for ID6x5 credits without finding out what it does. 3-4 The Explorer finds some loot which he may sell for ID6x5 credits. 5-6 The Explorer finds a stash of ID3 pieces of equipment. Randomly generate these the Outlaw Trading list.
6	The Explorer finds something of interest. Roll a further D6: 1 The Explorer is exposed to a terrible horror in his search and is not telling anyone what he saw. The Explorer is now immune to <i>fear</i> (and therefore <i>fear</i> as well) if the Explorer has already had this result on a prior search hunt he must roll again, nothing going to scare him any more. 2 The Explorer rescues a Juvie (or Juvie equivalent) which joins the Explorer's gang for free out of gratitude. The Explorer's gang must still pay for the Juvie's equipment. 3 The Explorer rescues a Hired Gun who in gratitude will fight for the Explorer's for free for the next fight only. Roll a D6: 1 The Explorer rescues a Bounty Hunter (Explorers who belong to outlaws who get this result will sell the Bounty Hunter as a slave and keep clear. He was probably out hunting for them anyway). 2-3 The Explorer rescues a Scum. 4-5 The Explorer rescues a Pit Slave. 6 The Explorer rescues a Wyrd (randomly select).
4	The Explorer finds a TERRITORY which may be added to the gang's list of Territories. Roll ID6: 1 Water Skill. 2-3 Old Ruins. 4-5 Slag. 6 Spore Cave.
5	The Explorer finds an Archwreath Hoard. Add it to his gang's list of Territories.
6	The Explorer finds a group of Green Scalers which he point in the direction of his gang. Add a Territory of your choice to the Explorer's gang's list of Territories.

Scavenger Table

ID6	Result
1	The Scavenger finds a Herd of Zombies feasting on the dead. They attack him but he manages to escape with only a flesh wound. Test for Zombie Plague. If he survives he must miss the next battle as he recovers. He does, however, receive ID6 x 10 food company as a spoor's (sferencing) fee.
2	The Scavenger finds a Dead Outlaw on a heap who's bounty hasn't been collected. (ID6x1 credits) On a roll of a one, the Body Scavenger's rise has been discovered, however he may still keep the 10 credits. The gang opposing the scavenger's gang next turn may take a free bounty hunter (he's the one that should have gotten the bounty and now wants to get even).
3	The Scavenger finds some good spare body parts which he can sell for ID3x5.
4	The Scavenger finds a corpse with lots of loot on it which he may sell for D6x5 credits.
5	The Scavenger finds one random piece of equipment from the Outlaw trading list.
6	The Scavenger finds a bionic part on a corpse. Note: If the Scavenger gives the part to his gang it cannot be fixed this turn as it has to be cleaned off and recalibrated for its new owner. Roll a further D6: 1-2 The Scavenger finds a Bionic Arm, which he may sell for 40 credits. 3-4 The Scavenger finds a Bionic Leg, which he may sell for 40 credits. 5-6 The Scavenger finds a Bionic Eye, which he may sell for 25 credits.

Stinger Mould Harvest Table

ID6	Result
1	The Stinger Mould Harvester finds a patch just as it goes to spore and is covered with a terrible rash. He must miss the next fight whilst he recovers. No patches of Stinger Mould are gathered this turn.
2-5	Stinger Mould Harvester gathers 1 patch of <i>Stinger Mould</i> which he may sell or give to his gang.
6	Stinger Mould Harvester gathers ID3 patches of <i>Stinger Mould</i> which he may sell or give to his gang.

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TWO HEADS ARE BETTER THAN ONE...

Scavvy Gang Tactics

By Phil Day of the Dead Rosstler



Hi I'm Phil and I'm thirty years old from Portsmouth. My main choice of Games Workshop games used to be Warhammer, in which I have a Wood Elf host and Warhammer 40,000 in which I play Imperial Guard. Nowadays I mainly coach my Wood Elf team to varying degrees of success and of course, my

Scavvy gang in Necromunda. My inspiration for this article was Andy Stickland's excellent 'Playing with Fire' Redemptionists tactics article from Journal 25. So here it is for all those three-headed mutants out there...

WHAT GANG TO CHOOSE?

Once I had decided that Necromunda was the game for me the only problem was which gang to pick. I knew that I wanted Outlanders but Scavvies, Redemptionists, Barkins and Spyrers were all interesting and it was hard to choose between them. For a while the Barkins were favourite as the rich background and striking mechanics. Why not have a gang made up entirely of mutants? I also like

the look of the Scavvies and in particular the idea of a winged mutant which would of course require a conversion. The Scavvy models are nice and characterful but they weren't quite what I was after. Then I had an idea which finally decided things.

In the Scavvy section of the Outlanders rulebook it mentions that many Scavvies have cosmetic mutations which don't affect the game mechanics. Why not have a gang made up entirely of mutants? I delved into the back

catalogues to find some suitably warped figures and my gang the Abhumans were born. The tricky bit was going to be converting my flying mutant.

This was achieved by taking a pair of wings from my his box and pinning them onto an old Wood Elf dog, keeper

Breastmaster figure, then strengthening the joint with Milliput. A hole was drilled through his hand to take a sword. Other figures I dug up included a suitably fierce-looking Breastman with a big axe and a heavily disguised skaven figure with a nice mustel.

Most of the Abhuman's battles so far have been fought against a Cawdor gang with good firepower, though lately they've become more flexible, beating up and capturing my toughest mutant in the last encounter. I've picked up some useful equipment, like a flak jacket for my leader and various combat drugs. My gang, rating was around 1500 but is back down to 1300 now. This is partly due



Ain't no scribs live etc...

to a 'small gang, polky but mainly because my mad ascan was shot dead in the last game! This was against a rookie Orlock gang (the shame!) and was a crushing defeat for me. The aforementioned mutant was sorely missed but at least the game taught me to respect missile launchers. I'm already planning a horrible revenge, so my opponent can stop reading Now!

HOW TO PROSPER WITH A SCAVY GANG

Scumuckin' Muties

They're snivelling cowards, they can't shoot to save their lives (literally) and they are probably the poorest gang in the game. Why would anyone want to play a Scavvy Gang? Stick around and I'll show you how you can not only have fun playing a shiny bunch of creeps but that you can play a winning gang too!

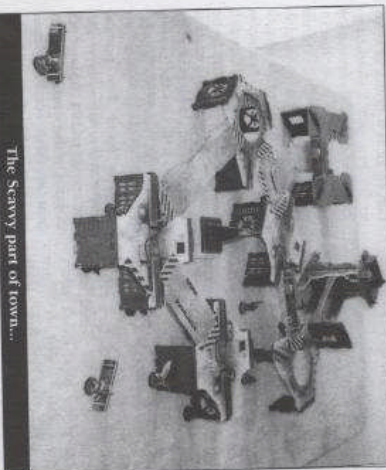
Hard Men

The first thing to consider when recruiting your Scavvies is how you are going to use your leader. Given his 8s of 4, it might seem sensible to tool him up for close combat with a sword and pistol. I think this is a mistake as his most important attribute is his 8s of 3. In a starting gang, only your Scales can match this and it's essential to get some kind of long-range ability to back up your hand-to-hand fighters. I recommend taking a shotgun with Man-stopper shells, as only your boss can use these. A Stub-gun with Dum-Dums makes a good backup to cope with the inevitable ammo failure.

The general cheapness of Scavvies means that you can easily afford two Scales when starting up. These are rock hard, and in addition to causing *Fear* in the opposing gang will probably cause it in your opponent! In a recent game my Scavvy was on home sentry duty. He soaked up three turns of fire and was still standing with a Flesh Wound when the cavalry arrived. Unless you have a particularly cunning plan it's probably a good idea to take two Scales at the start.

range it gives. Having a couple of musketeers in good firing positions can be very useful. Okay, so you haven't a cat in hell's chance of hitting anyone in cover but at least you're encouraging them to stay there. If they wander around in the open you do have a chance of hitting, so you win either way. When the ammo roll fails, grab your (free!) club and proceed as described below.

The flip-side of the coin is that the Scavvies are just as good in close combat as standard Gangers but progress almost as



The Scavvy part of town...

Lowest of the Low

It has to be said that your basic Scavvy is an undiluting specimen. His 8s of 2, combined with having double the normal chance of an ammo failure makes for incredibly woeful shooting. Despite this you will need some long-range fighters, so arming a couple of guys with shotguns is a good idea. Personally, I prefer the humble musket and the extra

fast as Junes. Not only that, they cost the same as Junes and come with a free club! All this makes a Scavvy gang mean and deadly in melee. Accordingly you should be looking to close in as soon as possible. Your shooters can provide covering fire but it is a good idea to make any assault party at least three strong. That way if one goes down you still have two to finish the job. Needless to say,

Two Heads are Better Than One...



The Abhimans dishing out a kickin'.

you should sneak from cover to cover and pick on any isolated enemies in true Scawy fashion. Never ever forget to use that follow-up move! If you are lucky a couple of your guys will pick up the *Impetuous* skill. This doubles the follow-up and usually leaves your opponent with nothing to shoot at.

When recruiting your Scawies, remember to take the free club wherever useful. It makes a good back-up weapon for a shooter and paired with a stub gun gives you an excellent hand to hand fighter who can shoot at a pinch. Massive axes are cheap for Scawies and having a model armed with one yields good shock value. Conversely, swords are expensive, so I'd advise saving these for your best fighters. Autoguns and Autopistols don't really fit with my idea of a Scawy gang so I don't use them.

Wings of Desire

To my mind mutants are the best part of a Scawy gang. They give you possibilities unavailable to enemy gangs and are still quite affordable. The *Two Heads* mutation increases the fighter's visual arc to 180 degrees which can

follows. Zombies seem quite cheap and useful, probably excellent as cannon fodder. They are cheap and you lose them after the game anyway, so using them to draw fire away from your Scawies is eminently sensible. They'll keep going too, due to their *No Pain* rule and it will be a rare foe who risks his gang getting infected from hand-to-hand combat.

When it comes to special characters, Scawies are spoils for choice but poverty may restrict you to rolling for a mentor King Redwar is a good option as his *Iron Will* and high Leadership will keep you in the fight for longer. Beware his ('The Arbitrator's') royal command though. Karloff Valois fits in well and his Wyrd powers give you fresh options. Lastly, you can take Bull Grog. He is a monster in close combat and very hard to take down. Don't use him against a pit slave gang!

Strange But True...

We now come to the Scawy special rules. Perhaps the most important of these is the one which means you have to make ammo rolls on a 1 or 6 to hit. This will have you cursing those muskets even more, as their ammo roll is 6+! To some extent this is a Scawy problem too, although their weapons have to test only on a 6 to hit. The *Speak Gun* still has a 6+ ammo roll. Happily, this ammo problem is not crippling. You didn't really expect much from the muskets at 5 credits each and a Scawy should carry a back-up weapon anyway. At the end of the day, Scawies are not a shooting gang, they have to get close to put the boot in!

Be Very Afraid

We turn now to Plague Zombies and the special characters. My thinking is as

Hard cash is another thing you will have a problem with. Scawies don't have the advantages of Redemptionists, and can easily struggle to feed a large gang. I dealt with this problem by deliberately taking a small gang and keeping a hefty stash to deal with contingencies. Okay, so you will lose most of your games at first but that underlying bonus will give you fast experience increases. You won't lose many fighters because while you will be taking foes out in melee, and causing serious injuries, your opponents will most likely take yours down with shooting, which is not such a problem.

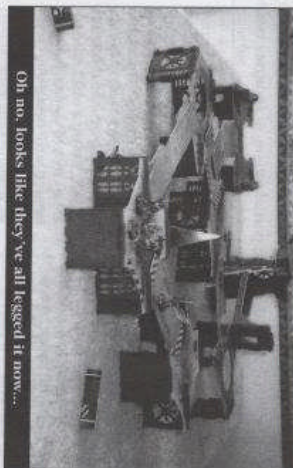
One way to deal with the cash problem is to eat your prisoners, wherever possible! This will save you spending the three credits per fighter on food. Of course you will often gain more from a ransom but this may not always be the best option. Being so poor means that Hired Guns will often be beyond your means but they can be useful, particularly to boost your shaky firepower (I use a ptyo).

A Cunning Plan

In a straight gang fight you will be at a slight disadvantage because you have lots of ground to cross before you can get stuck in. Your low Leadership will also be a problem, maybe even causing you to Bolt-Out before you do any damage at all! Sometimes this can be a good thing as your Scawies may realise you are beaten before you do! On the whole though the best answer to this is to hug the cover and roll your Leader's skills on the Feroicity

table until you come up with the skill *Iron Will*. If you have a winged mutant he can be sent up and around your opponents position in a flanking move. Always have some shooters handy in covering positions to indirectly protect your hand-to-hand fighters. When you do attack, do so in force and don't worry too much if one or two fighters go down. Once your Mutants and children make contact they are very hard to stop!

One scenario to avoid like the plague is Ambush. The only time I played this one, both my Muskets and my Spear-Gun jammed. I closed in with a four-strong posse of close combat fighters and took out an isolated ranger but then lost the lot to fire from the enemy fighters clustered in the middle of the board in prime firing positions! I think defending this one could also be tricky: your best shot is probably to break out at once, led by your toughest fighters.



Oh no, looks like they've all legged it now...

If you get to choose the scenario, Scawies and Caravan are both good to boost your shaky finances. Don't worry about Bortling. Out in the Scawies scenario as long as you've grabbed the lion's share of the loot, be bold and go for those counters, a man down is not the end of the world whereas missing out on D6x5 credits is! Happily you don't have to worry about being permanently outlived in the Caravan scenario as you are already beyond the pale, so go ahead and nail those Guiders.

This is the End...

To sum up, a Scawy gang has many disadvantages compared to other gangs but I think these are outweighed by the plus points. Your Leadership, slash and shooting are all poor but your weird and wonderful fighters give you excellent chances. Remember to keep going forward and shrug off those shooting hits till you get what you've come for. Be it loot, a prisoner or whatever. Mission accomplished you can then sound your awe-inspiring battle cry: 'Run away! Run away!'

Striking a Deal...

Making deals, breaking deals and plain old double-crossing in the Underhive.

By Dalga Falk with fellow conspirator Nick Placaud

Dalga, from Southgate London, describes himself and his partner in crime, Nick, as both being fine and upstanding teenagers despite being a little nuts! They've been playing Necromunda since it came out all those years ago and are self-confessed addicts. They're both a little partial to making deals with one another is not unheard of, in fact, it's a way of life. One gang wants to wipe out its enemies and will often enlist the help of another gang to do it.

THE SET UP

In order to set up the deal the two Leaders must meet. These are often tense arrangements, with both trigger fingers and brass shows of bravado permeating the unfriendly silence. Set up a small skirmish area, 16x16" with a clear central area containing some significant terrain (creases or such like). Each gang should deploy on the edges (Verbs, etc. may not be used) and in their movement phase the Gang Leaders should converge on the central terrain to talk. The less weapons a Leader has the better show of good faith. Details must be disclosed when they meet (prior arrangements can be made stipulating this, it is entirely at the discretion of the players).

Only D6+2 members of each gang may taken as bodyguards. Heavies may not be taken because if things go sour, the gangs aren't going to want to risk losing a heavy weapon. By the time the two leaders meet, the players should have

GorkaMorka as well and practice their 'Vroom! Vroom!' sound effects until the early hours of the morning! Dalga loves westerns and gangster movies especially when they've got a central theme of conspiracy and double-cross. We, of course, would have never guessed...

In mind whether they want to make a deal or not. At any point during their move a player may attack the other gang if they wish to (but it will certainly get them a bad name to say the least). The leaders may also join in.

If combat commences, then go straight to the Double Cross scenario. If this isn't the case then follow these rules:

STRIKING A DEAL

The two leaders must be facing each other from across the crease. The players roll a D6 and apply the result immediately.

D6 Roll Result

1-2 The gang with the higher rating refuses to deal with the other gang because they consider them to be below them and therefore scum.

3-4 A one scenario deal has been made. At the beginning of the scenario, the player with the gang with the highest rating rolls a D6 and

writes it down hiding the result (in these circumstances it is always wise to have an impartial observer), on a 1-5 the deal sticks but on a 4-6 the deal is broken. The higher rated gang may attack or leave the gang it is supporting at any time during the scenario on a broken deal result. The deal is ended and may not be attempted again if this happens. However, if the deal goes down for the whole game another deal may be struck.

5-6 A long term deal has been made and the two gangs become friends. Roll a further D6 at the beginning of each game either gang takes part in. On a 1-4, the higher rated gang continues to honour the deal, on a 5-6, the higher rated gang leaves but on good terms. If this type of deal falls through, it can be attempted again but any results on subsequent rolls must be adhered to.

The following gangs may not make deals:

- Echer and Goliath
- Redemptionist, only with Cavalor
- Spyners and Kaskins with anybody.

YOU OWE ME...

The purpose of striking a deal with another gang is simple - you get extra manpower in your up-and-coming fights. Provided that the deal was successful, the next time a gang fights they may call upon D3+2 gangers as 'allies' from the gang that they are in business with (chosen by the gang 'hiring out'). These allied riflemen are controlled by the player whose gang-fight it is and not the player whose gang they are from (unless of

course, the Gang Leader himself decides to fight). For all intents and purposes (experience, *Battle Test*, etc.) these gangers are treated as part of the gang they are allied to.

Gangs are honour-bound to their allies and can only 'stab them in the back' if the deal was broken (see earlier). Striking a deal with another gang can be a very lucrative arrangement, albeit a risky one.

THE MEET

The two gangs in question are meeting, and you want this job to go off without a hitch. You adjust your sights and wait for them to get closer. Your leader has heard about this deal going down between the other two gangs and said it should be put to an end, so he gathered his boys and took you to the meeting place. Except, he's hidden you in the shadows above the ground and gave you a sigh for your rifle. Now, you just have to wait. The two leaders are getting closer and sweat is

starting to form on your brow. You take a bead on the more reputed leader and wait. He's getting closer, another step. Bing!

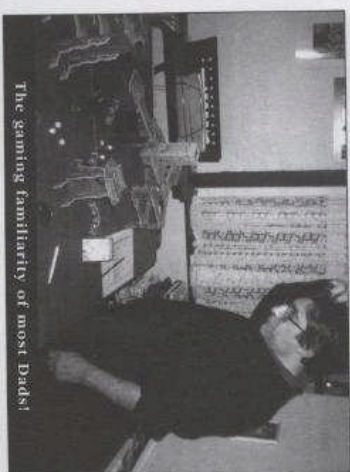
You squeeze the trigger...

Starting

The two gangs in this scenario must have agreed to Strike a Deal and may not fire at each other unless indicated later. They may have D6+2 gang members along with their leaders. In addition, a third gang has turned up at the site to stop the deal going down. They also turn up with their leader and D6+2 gangers; no Heavies may be taken. This gang, the *Amphibers*, may set up Hidden.

Terrain

The terrain must be set up with buildings on either side with at least two stories to them. There should be a channel down the centre where a pile of crates or something can be set up for the meeting to take place (as in the Set Up). Treacherous Conditions can be rolled, any conditions that



The gaming familiarity of most Dads!



Stop shooting and I'll tell you about the offer!

mean the table top cannot be used do not count (e.g. the *Pin of Despair* result should not be applied because the table top is needed for the game). It is a neutral place so territory cannot be lost.

Setup

The two gangs attempting to Strike a Deal set up on opposite sides of the table, four inches in from the table edge facing each other down the central valley. The third gang however, will be *Hidden* in the upper levels of the surrounding buildings or in the shadows of the gantries as soon as they fire, however they will break from being *Hidden*.

Special Rules

As the two Leaders approach within four inches of each other, the ambushing gang may fire upon the other Leader in their turn. The fire will of course cause the other two gangs to panic and so they must adhere to the *Panic Fire* rules below. The leaders, however, may not be so easily fooled, providing both are still on their feet by the end of the

making a deal with, suspecting foul play.

Not yet convinced?

It will eventually dawn on the gangs taking part in the deal that they have been duped and are being ambushed by mutual enemies. Each turn that a gang hasn't noticed the *Ambushers* and when a gang member of the friendly gang is hit, gets pinned or anything more severe, then roll a D6. On a roll of 1-4, the gang spots the Ambushing gang and may take action accordingly. On a 5-6 result, they still haven't realised and assume that their one time business partners are all scoundrels and should be shot!

Agreement under Fire?

If the two gangs are still trying to strike a deal whilst the bullets are flying, it's quite obvious that the two Leaders might be a little too busy firing off shots to close the deal. If there was a 5-6 result by either party to the *Panic Fire* roll then no deal can be struck. Otherwise they can still try to negotiate over the noise of the gunfire (all the best movie dialogue happens mid-scap). To see if they will talk roll a D6. On a 1-3 the leaders crouch behind some cover, laugh at the irony of it all and try to strike a deal - roll on the Deal table. On a 4-6 the two leaders are far too pre-occupied firing and avoiding being shot to pay attention. If a deal is not going to be struck, then the gangs decide to get the hell out of there.

Ending the Game

As soon as a deal (if any) is struck, one of the gangs attempting to strike a deal fails



A spot of bother when a deal goes wrong!

its *Battle Test* or the two gangs leave anyway. The game is over. If a deal is struck, the ambushing gang immediately runs, having failed their mission. If the two gangs began firing upon each other due to *Panic Fire* but recover composure and still negotiate a deal, there will be a -1 modifier on the results table. If they both fired upon the ambushing gang they get a false sense of camaraderie and there will be a +1 modifier on the results table.

Experience

+10 for each Gang Leader that fulfils their mission, e.g. made the deal or broke up the deal.
+5 per wounding hit caused.
+D6 each Gangster that survives.

-1 for firing at the other friendly gang.

THE DOUBLE-CROSS

As your leader approaches, you tighten your grip on your rifle and pray he makes it there. These suckers won't

believe what hit them. He's getting real close now and the suckers are buying it. You can't believe it. Then, in a blur of motion, your comrades whip their weapons into line. Your rifle snaps up to shoulder height and your breathing deepens. Then your leader flings his trenchcoat open and grabs the two Bolt Pistols hidden there. He starts blazing.

The Double Cross is a mixture of Gang Fight and my deal making rules. If you wish to, then this scenario can be fought instead of 'The Meet'.

Terrain

See *The Meet*.

Set up

Both gangs deploy as in 'The Meet' facing each other. The game commences in exactly the same manner as in 'The Meet'. The gang with the lower rating however, is about to double cross the other gang in an attempt to upset the power balance and steal a little for themselves.

Special Rules

The special rules from 'The Meet' apply. In addition up to half of the gang designated to double-cross may be set up *Hidden*.

Ichy Trigger Finger...

Being dirty double-crossers, the lower rated gang must take a test each turn. If a test is failed then that particular Gangster prematurely opens fire and gives the whole game away (note: this takes everyone by surprise, even his comrades, who are too shocked by his stupidity to fire until their next turn by which time of course it may be too late). If by the time the leaders meet in the middle, nobody has failed the test, then the lower rated gang may attack in their turn.

The higher rated gang may only open fire or attack in close combat in the turn after they have been attacked themselves. From then on, the two gangs act like a Gang Fight.

Obviously, under no circumstances may a deal be struck between the two gangs.

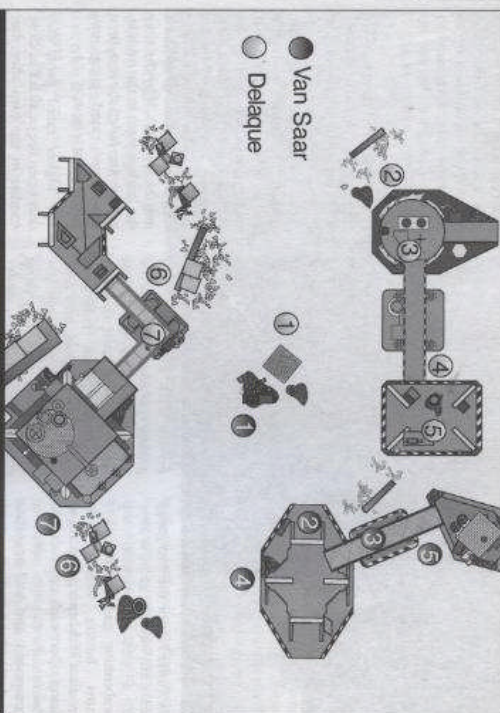
Experience

+10 for the winning Gang Leader
+5 per wounding hit caused.
+D6 for each Gangster that survives.

-1 for a Gangster that fires prematurely.

BATTLE REPORT

Here's a report on the game that Nick and I played when testing out these rules although you will have to forgive us for our choice of gang names!



Double Cross - Deployment

The Double Cross

Zeno, leader of the "Olympians" of House Delacour, had arranged a bush-bush meeting with his opposite number at Frontenroux: Wyatt Earp, Groam. Start the cheery western music—Erb leader of Van Saar's Immortals, of House Van Saar. Robb had been crying for power and literature trading rights to be had from the Guildlers. There had been several ineffectual skirmishes that had cost both gangs dear. It was time to put a stop to that. If they could work together, both gangs could make a healthy sum, cease the fighting and, perhaps even drive some of the other local gangs out of town.

If they could work together...

In this scenario the DeLaguerres are the *ambushers* following a long-held tradition of backstabbing, double-crossing, ripping-off, and selling faulty vacuum cleaners to vulnerable old ladies. All the special rules for "Double-Cross" apply.

The Terrain was set-up according to the Double-cross Scenario (see map) with a clear central area, apart from a cluster of crates in the very middle (the agreed meeting place). This was surrounded by plenty of cover, towers and walkways.

This gave the opportunity for both gangs to start in cover and watch the proceedings.

The Gangs:

Tarp's Immortals'; House Van Saar (*Dagger*) Wyatt Earp (*Revolver*), Dutch Cassidy (2

'The Olympiad', Housie
Delague (*Nick*) Zeus (1)
leader), Hermes (2, Zeus (1)
Hephaestus (3 Gangar), Borcaez
(4 Gangar), Hades (5 Gangar),
Eros (6 June) and Asclepius (7
(7 Gangar).

Turn 1: The Delague leader
approached his prospective
business partner walking
casually down the dank
corridor leading to the meeting
place. Zeus's coat billowed in
the artificial breeze provided
by the vent-hats high above.
Meanwhile, hiding from prying
eyes, the Delagues stared out
of sight on either side of the

cratches and takes notice. *Asclepius* sighed at the barrel of his Autogun bringing Wyatt Earp's head into focus. He curled his finger around the trigger.

Turn 3: As Wyatt Earp reached the crates he watched Zeus approaching slowly. The Deagle was hidden both of his hands were hidden beneath the folds of his trench-coat.

The Deagle man appeared through the smoky gloom and nodded to Wyatt Earp, a slight smile creasing his lips. Wyatt Earp must have known that something was wrong when the Deagle leader smiled, his suspicions were confirmed as when the bald man pulled a *batle grenade* from under his coat. In one fluid motion he hurled the already primed



The 'not so)

thick trail of crimson, behind him. Despite this low-down betrayal, and having three of their number down including their leader, the Van Saars stood their ground.

Turn 4: Moving to a better position, Doc *Hoddy,*



Turn 5: The Delaigue Juvets, *Hermes and Eros*, ran toward their burning leader throwing their long coats over him, trying the cloth to beat out the flames; the Juvets extinguished the flames as the fight raged around them.

A close-up photograph of a metal rod or handle. The rod is dark and has a series of small, evenly spaced holes along its length. The handle is visible on the left side, and the rod extends to the right.

Hades spotted the ganger responsible for his leader's humiliation, and fired a *Hotshot Shell* his way. The shell caught *Cassidy* in the side and exploded into flames, turning the unfortunate into a human torch! (Ouch... another one down! - Dalga)

Holiday knew he had no chance with his leader down, *Cassidy* on fire and most of the gang out of ammunition, he screamed for the Van Saar's to retreat.

Nick: 'The Delaques have done it again!'

Dalga: 'Yeah, yeah, just keep



Dalga - 'So I lost! I do look cool in my shades though...'

thinking that, buddy!

Nick: 'Okay, so how come I've won so many games then, eh, Eh?'

Dalga: 'I don't want to talk about it. Look, just shut up! Honestly, beginner's luck I say.'

Nick: 'Beginner's luck?! I've been playing for two years! Some people just blame it all on luck, while I know for sure that they have the tactical skills of a stuffed gerbil.'

Dalga: 'Enough small talk! Anyway, you're slacking. What you have just read is a display of poor nerve holding by the Van Saars and pure skill by the Delaques. This battle report proves just how short these scenarios can be and how the tension can really build up not knowing when you're gonna get it! Oh, and just how mad the two of us are!'

Da Roolz Boyz



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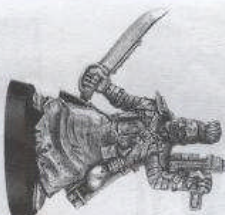
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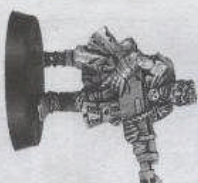
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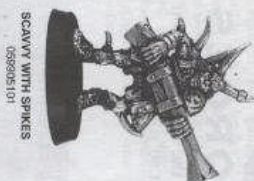
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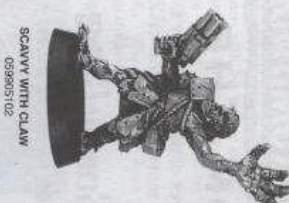
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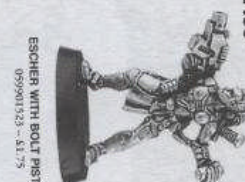
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THE OUTLAW TRADING POST

Underhive Raider...

By Christophe Marc

(check out the inside back cover)

Note: you've all seen Tomb Raider on the Playstation and we just know you've all fantasised about being a giddy like Lara Croft fighting for your gang in Necromunda (don't lie... we know you have). Well Marc Christophe, our French cousin from across the water has done just that for you. Mmm... thanks Chris.

My name is Christophe Marc. I am twenty seven and I live a couple of miles from Perpignan in the South of France. I have been playing GW games since 1987 with the release of the original Warhammer 40K. Rogue Trader. In between studying for my Doctorate in the History of Law and teaching at the University of Perpignan I manage to fit in a busy schedule of playing GW games, video and computer games (hence my inspiration) and explaining to my

girlfriend Sophie why I spend so much money on metal miniatures instead of her!

My ultimate dream is to find the fabled Book of the Astronomicon from 1991. I'd kill to get it! In the meantime I have pacified myself with making this little conversion and my friend Van Billand helped me out with the rules. You can check out his website (the best Necromunda site in France) at:

billand@caranall.com

LHORA CRAFT

Archeotechnologist
Lhora Craft was born into opulent wealth in one of the rich noble houses of the Spire, but whereas the daughters of the Necromundan nobility were supposed to look pretty and do little else from an early age, Lhora displayed an ability of disobeying her harsh father, Count Augustus Craft, at every given opportunity.

She spent many of her formative years locked away in her chambers, deep in study, drawn to the mysteries of technology and the strange spiritual religion surrounding it. As she came of age she grew tired of the lavish business of the Spire and longed for adventure to quench her thirst for archeotech knowledge. The one place that she knew would be

any real clues as to its true worth.

after scathingly escaping the mundane existence of the Spire Lhora now dwells in the Underhive and has built herself quite a reputation amongst the traders as a first class archeotechnologist and amongst the unwashed gangers as a very tough lady indeed. She has been careful to disguise her true identity so as not to draw too much attention to herself while she undertakes dangerous adventures in her search for rare archeotech.

PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	4	6	3	4	2	4	2	9

WEAPONS: Mastercrafted Bolt Pistol, Necron Pistol, Shotgun (with all ammo types), Frag grenades, Chainsword.

ARMOUR: None.

SKILLS: *Calful, Leap, Jump Back* (Agility Skills), *Gunslinger, Craft Shot, Hip Shooting* (Shooting Skill)

WARGEAR: Respirator, Infra-red Goggles.

PSYCHOLOGY: Lhora has seen a lot of strange things in her short time in the Underhive and so is immune to fear.

ALLEGANCE: Lhora is always on the lookout for new archeotech to sell, which is the way she makes her living in the harsh Underhive. Therefore, she will work for certain gangs in scenarios that involve Loot Counters or Archeotech of some sort. She will never agree to fight alongside Spyrers, Scavys, Redeemprisonists or Cawdor gangs.

RATING: Lhora increases the gang's rating by +355 points.
PAYMENT: Lhora is only interested in acquiring rare archeotech and does very well off of her shrewd sales and so only requires D6's in payment to cover her overheads.

BOUNTY: There is no bounty on Lhora.

SPECIAL RULES

Mastercrafted Weapons: These are considered valuable rerolls by most Underhivers. The Weapons are so perfectly made that the user may re-roll any misses once per turn.

DA BITZ

Elf Cheerleader	099903501
Escher Ganger	059901523
Bounty Hunter Backpack	059902602
Imperial Assassin Callidus Body 1	010800020
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Purity Seal and pistol holster (as above)	
Green Stuff	
Caliber!	

Necron pistol: Found deep amongst the ruins of the Hive Bottom, Lhora rapidly learned how to use this exotic weapon and finds it very useful against heavy opponents. The Necron pistol uses the standard pistol range hands and will always wound on 4+ regardless of the target's toughness. The pistol seems to have an inextinguishable power source and so doesn't have to take ammo rolls.

Exceptional leap: Lhora can jump 3" without taking any damage and may continue her move afterwards with the leap counting as 3" off of her movement.

Pockettaste: Lhora manages to carry far more equipment than her skinny costume would suggest and can get to it extremely quickly. She may always use any weapon she desires in any combat phase without penalty.

Archeotechnologist: Lhora is a very well educated archeotechnologist. Any gang with an Archeotech Hoard can roll an extra D6 during their foraging phase without risk. If Lhora accompanies a ganger

to the Trading Post, and a Mung Vase is offered, the real value of the Vase is determined before the Ganger buys it. In any case the Ganger is not obliged to buy it. Lhora can only perform one of these actions per post-battle sequence.

The Conversion:

First you take your Elf Cheerleader model and cut the legs off (gargh) just above the belt. Try to get a clear cut as the upper part of the Escher body will be glued on it (clean up the cut with a file). Cut the heels off of the boots because it's not easy to run in heels even for Lhora Craft.

At this stage drill a hole in the lower body and place a metal rod/pin inside to help secure the join with the upper body. Now cut the Escher body just below the stomach, and sandfile the lower part of the shirt so that it fits snugly onto the legs from the cheerleader. Also, file the back of the Escher's head carefully removing the pony tail. Cleanly cut the hand holding the grenade from the body.

Then you glue the upper body to the legs and model it to look as though she is glancing to her left. Bend the legs a little towards the base to accentuate the effect of her running.

Now comes the hardest phase (no coffee just yet, you've got this far you must persevere!). Take some green stuff and sculpt some shorts on the character's legs (yes YOU, yes Goodwin is not going to come around your house and do it for you!).

It's easier than it seems (even I managed to do it!). It is probably a good idea to fill the space between the torso and the legs. Avoid making the belt disappear under heaps of green stuff. The Escher model has got a shaven head, so you will want put a bit of growth back using thin strips of green stuff modelled to represent hair.

You may want to make the model more... ahem, feminine (Yes, we're all well aware of what you mean having played the game and seen the adverts! - Ed). You can re-model certain areas of the... er, torso with green stuff to create that voluptuous figure but before you get carried away do remember that Lhora is supposed to be very feminine and not a mutant. You can use this opportunity to erase the join between the

shirt and the stomach.

Now cut the pony tail off of the Calidus assassin and glue it to the back of her head where the original pony tail was located. Glue on the backpack but remember to ensure that you file down the surfaces for a decent contact.

Remove the Calidus's gun, cut and glue it onto the stump of the left hand. Then add some pouches to her belt and backpack, it's cool and hides a

lot of your butcher work.

Make the pistol holster a bit smaller, cut it down to size and then glue it onto the right side of her shorts.

Finally, glue the Purty Seal onto the Chainsword to give it more of an Imperial look.

And as they say on the Thunderhawk Gunship instructions: all you have to do now is paint it! Drink Coffee at will...



Christophe: Mad as a fish! Marc looking uncomfy like 'Cid' from Final Fantasy VII!

BABELICIOUS!

Lhora Craft – The Underhive Raider
By Chris Marc



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The Cowboys From Hell

By Sherman Bishop



Tycho Kaine

THE NAME OF THIS gang 'The Cowboys from Hell' was taken from an album by Pantera, which is always a good start! This inspired Sherman to sculpt cowboy hats for each of the gangers. He used miniatures from many different ranges to give them that totally diverse look.

As for their accomplices, the Man in Black (Groan!! - Ed) is an uncompromising fellow and would stop at nothing to play one gang off against another.

Brimstone and BarBQ are a right pair of miscreant scum and their names are seldom off the Most Wanted lists.

Sherman's since started a new campaign which includes some mutant invasion rules which he's going to send in when he gets a moment.



BarBQ



Brimstone



THE MAN

IN BLACK



BIG BESSI



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DOC HOLLY