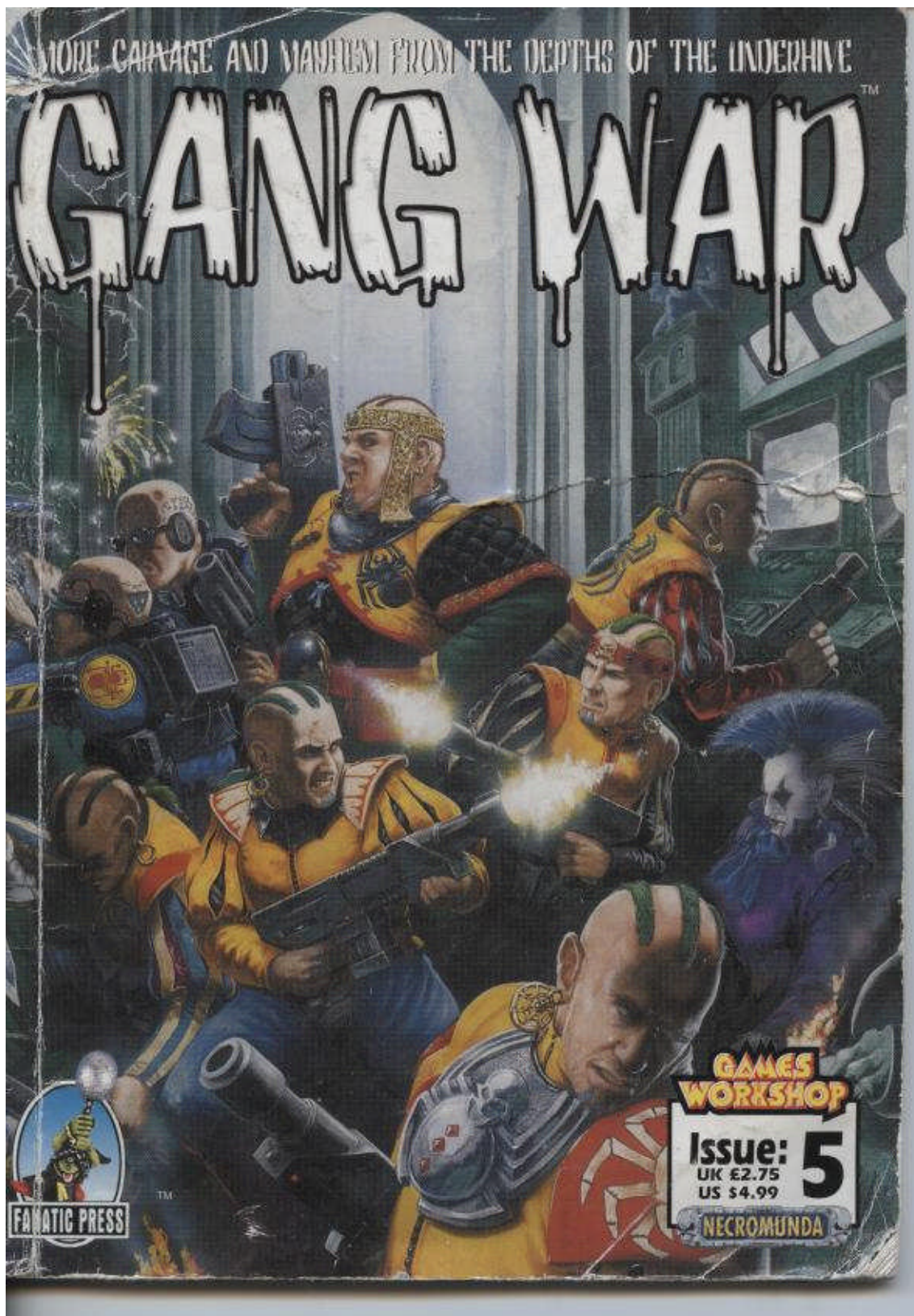






The second large bulkhead, interior and exterior.

# NECROMUNDA

## Welcome to GANG WAR 5

by Warwick Kinrade

Necromunda must be unique in the annals of Games Workshop games. Here at Fanatic Press it continues to amaze and delight us with the sheer enthusiasm gamers still have for a game which is now over five years old.

Despite there being no new miniatures or supplements for three years, people still play and enjoy this game.

I'd put this popularity down to two things. Firstly the size of the force required. Gangs of 10 or 12 warriors are not hard or expensive to collect and paint. For a newcomer they are not faced with the daunting task of painting an entire army of 80, 90, 100 or more miniatures. A

fast worker could probably finish a gang in an afternoon. With lots of gangs to choose from (including the many new ones published here), it's not a great step to take up playing 2 or 3 gangs for variation.

Secondly, since 3rd edition Warhammer 40,000 was released, Necromunda is now the only game offering players lots of detail and real characterisation, something which has been necessarily sacrificed as 40K became a larger battle game rather than a skirmish game.

Until next time, keep skirmishing.

Warwick

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Fanatic Press is the Black Library's on-going support for Game's Workshop's older game systems. Even though White Dwarf may not be covering it, we know you still play it so, in conjunction with the Black Library Presses will be bringing you regular magazines for all our game systems. Just like the journal, maybe written by gamers for gamers.

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# SETTLEMENT EVENTS

by Tom Merrigan

Tom from Sydney, Australia, is a regular contributor to Gang War, and this time he has a complete set of alternative settlement rules for fellow Necromunda players to try out. Due to space this is only the first part of Tom's Necromunda settlement rules, the second part will feature in the next issue of Gang War. It includes rules for visiting Gambling Dens, Pit Slave fights, the Mercenary Square and some rules for new equipment. (Tom does write a lot, not that we are complaining!).

Settlements (or towns) are bives of activity where anything can and does happen. A gang may visit a settlement after a game in order to purchase new weapons, hire new fighters and conduct other business. A gang may only visit a settlement if their leader survived the last battle and was not taken out of action. In addition, any gangers who did not work territories after the battle may accompany the gang leader. Juves and henchies never accompany the gang leader, as they are too busy performing other tasks.

Each settlement has a number of special locations such as the Trading Post, Drinking Holes and Gambling Dens, that the gang may visit. You may visit up to D3 locations each time your gang goes into town. Although this may seem limited, it reflects the fact that no gang leader wants to be away from his hideout for too long in case he is usurped by an ambitious gangster or the like. In addition, some settlements are particularly small and so may consist of only a few special locations. Each player may choose which special locations they wish to visit.

Before visiting any special

locations however you must roll on the Settlement Events Table below to see if a random encounter has befallen your fighters. Roll a D6 for the centre group of fighters from your gang that visit the Settlement and apply the results immediately for the purposes of this table the gang leader and any fighters who accompany him into the settlement are referred to as the player's gang.

## SETTLEMENT EVENTS TABLE Roll D6

### 11. THROWN OUT OF TOWN

Your gang's wild behaviour in the many saloons and markets of the settlement attract the attention of the watch and they throw your gang out of town. Your gang must head back to their hideout and prepare for the next battle.

### 12. UNEVENTFUL

### 13. PICKPOCKET

As your gang pushes through the busy streets, your leader suddenly gets a feeling that something is wrong. He reaches for his creds to find them gone, snatched by a lousy pickpocket. Count the loss of half your creds.

### 14. RATSIN SCOUT

Whilst travelling along a deserted street of the settlement you stumble across a Ratskin Scout being accosted by a gang of Scum. Roll a D6 and consult the table below:

1-3 There are too many scum, and besides, you don't like Ratskins anyway. You leave the wretch to his fate and continue on your way.

4-5 You decide to help the Ratskin, and manage to save him from his fate. As thanks the Ratskin slips your leader a piece of parchment before disappearing down the street. Upon inspection you discover the parchment is a Ratskin map, which you may add to your stash.

6 Your gang charges into the Scum and manages to beat them off, saving the Ratskin who keeps on muddling something about an honour debt to you. Roll up a Ratskin Scout from the hired guns section of the Necromunda Sourcebook and follow all the Scum, but only use the two models in question. If your fighter wins the shootout you gain D6 x 10 creds from the Scum's body. Should your fighter lose the shootout then his life comes to a premature

### 16. SLAYER

Slayers set upon your gang intent on turning you into a quick profit. Make an initiative test for each fighter in the gang. If the test is passed then that member has escaped the slayers. If the test is failed then they are captured by slayers and hauled off to the slave markets to be sold. If any of your gang members are captured then you can choose to visit the slave markets and buy them back (minus any weapons of course). Each gang member has a total cost in creds equal to their experience divided by ten. If you do not buy captured gang members back from the slayers then they are sold off into slavery and never seen again. Visiting the slave markets counts as visiting a special location.

### 21. SHOOTOUT

An Underhive Scum that has an old feud with one of your gang fighters (decide randomly which one) challenges them to a Quick Draw. The shootout is scheduled to take place at sundown (after your gang has visited any special locations). The fighter in question can either choose to leave town immediately (in which case the entire gang accompanies him before you have a chance to visiting any special locations) or accept the challenge. If you accept the challenge roll up a Scum from the hired guns section of the Necromunda Sourcebook and follow all the Scum, but only use the two models in question. If your fighter wins the shootout you gain D6 x 10 creds from the Scum's body. Should your fighter lose the shootout then his life comes to a premature

end, and you should cross him off your gang roster immediately.

### 22. UNEVENTFUL

### 23. A NICE LITTLE EARNER

A couple of shifty looking Scum approach your gang asking for help with their smuggling operation. If you decide to help roll 1D6 and consult the table below:

1-3 You are unable to offload the illegal contraband and make no extra creds.

4-6 You earn D6 x 10 creds by selling on the merchandise, add this amount to your stash.

### 24. CHEATED

A dishonest trader has fooled your leader. One item (decided randomly) that you purchase in this settlement is a fake and is useless. Discard the item in question.

### 25. UNEVENTFUL

### 26. CONSCRIPTION

One of the fighters in your gang is conscripted into the Imperial Guard and is due to be shipped off Necromunda in the next couple of days. Decide randomly who is conscripted and then roll a D6. On a 1 he fails to get out of his predicament and is never seen again. On a 2+ he manages to escape the barracks and goes AWOL. Your gang, however, must leave the settlement immediately otherwise the conscript risks getting recaptured.

### 31. AN HONEST DAYS WORK

Your gang is employed by a Guild to carry his wares around the settlement. Each gang fighter earns 206 creds as payment for their services.

### 32. UNEVENTFUL

### 33. RIOTOUS LIVING

Taken with the joys of hot food and a good too many bottles of Wild Snake your leader and his men over spend on such luxuries by half the creds in your stash.

### 34. FIGHT

In a rundown street you are set upon by a band of Underhive Scum, who demand half of your creds as tax for passing down the street. You have a choice: Pay the Scum the creds and be on your way, or fight it out with them. If you choose to fight there are D6 + 3 Scum to determine who wins the fight roll a D6 for each fighter in your gang and add the scores together. Your opponent in the last game does the same for the Scum. Whoever has the highest score wins the combat. If the scum win they steal all your creds and then disappear into the shadows. If you win, you manage to claim D6 x 5 creds from the Scum before they flee.

### 35. UNEVENTFUL

### 36. RIOT

A peaceful protest by Underhivers demanding reduced taxes boils over into a riot following clashes with the watch. Roll a D6 and consult the table below:

1 Whilst trying to avoid the conflict one of the gang fighters is injured (decide randomly which one). Make a serious injury roll for that fighter. Treat captured and bitter enmity as full recovery.

2-3 Feeling sympathetic for the plight of the protesters your leader orders his men into the fray. Unfortunately

the watch arrests them and the whole gang is thrown into the Stockade. By the time your gang is let go many hours have past and the gang leader decides it is unsafe to remain away from the gang's hideout for any longer period of time. Your fighters must leave the settlement immediately without the chance to visit any special locations.

**4-5** The Riot is a faint noise on the other side of town and does not effect your gang in any way.

**6** You manage to capture the ringleader of the protest as he flees from the watch. You duly turn him in and receive 1D6 x 5 credits as a reward.

**41. GAMBLING**

You leader visits a local drinking hole and gets involved in a rather dubious game of dice. Roll 1D6 and consult the table below:

**1** Your leader loses 3D6 credits and comes away a little wiser.

**2-5** Your leader manages to break-even.

**6** Your leader gambles away a fortune before lady luck smiles on him and he wins it all back with interest. Collect 3D6 credits in winnings.

**42. UNEVENTFUL**

The captain of the watch makes your gang as useful looking recruits for the watch. Your gang is deputised by the Guilders and given the chance to become watchmen. If you accept you gain an additional 25 credits per game you play against outlaws and can inflict a -1 modifier on other gangs

**43. JOIN THE WATCH**

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**44. JOIN THE WATCH**

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when reporting them to the Guilders.

**44. ILLNESS**

A terrible illness strikes one of the fighters in your gang (decide randomly which one). That fighter must miss the next game recovering from the illness after which they are free to continue fighting with no ill effect.

**45. UNEVENTFUL**

Whilst wandering the streets of town one of your gang fighters stumbles across a small sack lying on the ground. Upon opening the sack you find it stuffed with credits. Claim the moneybag and 2D6 x 5 credits.

**51. BEGGARS**

Beggars accost your leader and, overwhelmed by their sadness he gives each of the 2D6 + 2 pitiful wretches 2 credits. If your leader can not pay he is a beggar himself, and you must roll a D6 and consult the table below:

**1** Your leader is thrown out of town for begging (see Settlement Event roll of 11).

The rest of your gang must leave town immediately so as not to risk the wrath of the Guilders (or their leader for that matter).

**2-6** You leader gains 2D6 credits from begging on the streets.

**52. UNEVENTFUL**

Whilst wandering through the settlement your leader sees a poster warning that a well-known assassin is repaid to be in the area. Upon reading this, he realises that the

**53. REWARD**

Whilst wandering through the settlement your leader sees a poster warning that a well-known assassin is repaid to be in the area. Upon reading this, he realises that the

description given matches that of a stranger he bumped into earlier. He rushes back to the spot where he last saw the assassin and manages to apprehend him just as he drags a Guilder into a dark street. Roll a D6 and consult the table below:

**1** The assassin laughs, slits the Guilder's throat, throws the knife at your leader's feet and flees shouting "Help murder!" Your leader is soon surrounded by the watch and hauled off to the Stockade by the time he manages to protest his innocence many hours have past and he decides it is unsafe to remain away from the gang's hideout for any longer period of time.

Your gang must leave the settlement immediately without the chance to visit any special locations.

**2-5** Your leader saves the Guilder's life, for which he receives D6 x 5 credits, but the assassin slips away.

**6** Your leader saves the assassin, turning him over to the watch, for which he receives D6 x 5 credits. The Guilder is so thankful for your leader's help that he offers his services as a go-between for selling useful scrap or items that your gang has. Add a Guilder Contact to your territory list.

**54. DONATION**

Your leader is a sympathiser to the Redemption cause and makes a donation of half of the credits in the gang's stash. In one of the temples in the settlement, in addition, if a Redemption gang ever captures your leader then he will automatically repent and

join them without the need of a dice roll.

**55. UNEVENTFUL**

Unexpected shortages in this settlement cause all local traders to increase their prices. For the duration of your stay in this town all weapons and equipment costs double the normal number of credits.

**56. SHORAGES**

A bout of the dreaded zombie plague sweeps through the settlement. Randomly select a fighter in your gang and make a roll for them on the zombie plague table as if a plague zombie had taken them out of action. Whatever the result the entire gang must leave town immediately so as to avoid further infection.

**61. PLAGUE**

A bout of the dreaded zombie plague sweeps through the settlement. Randomly select a fighter in your gang and make a roll for them on the zombie plague table as if a plague zombie had taken them out of action. Whatever the result the entire gang must leave town immediately so as to avoid further infection.

half the number of credits in your stash as a consequence.

**65. UNEVENTFUL**

A rival gang who is in town accuses your gang of a number of illegal dealings. Roll a D6 and consult the table below:

**1-3** You're Clean Citizen. You protest your innocence and are cleared of any wrongdoing.

**4-5** Outlawed. Your gang is outlawed by the Guilders and must leave town immediately. Follow all the usual rules for becoming an outlawed gang.

**66. OUTLAWED**

A rival gang who is in town accuses your gang of a number of illegal dealings. Roll a D6 and consult the table below:

**1-3** You're Clean Citizen. You protest your innocence and are cleared of any wrongdoing.

**4-5** Outlawed. Your gang is outlawed by the Guilders and must leave town immediately. Follow all the usual rules for becoming an outlawed gang.

**62. UNEVENTFUL**

The watch arrest a randomly determined gang fighter for possessing illegal contraband. The fighter is thrown in the Stockade to await trial (short and unfair affairs by all accounts). Roll a D6 for the fighter. On a 5-6 he manages to escape from his cell and make it back to the gang's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the fighter from the gang roster.

**63. ILLEGAL CONTRABAND**

The watch arrest a randomly determined gang fighter for possessing illegal contraband. The fighter is thrown in the Stockade to await trial (short and unfair affairs by all accounts). Roll a D6 for the fighter. On a 5-6 he manages to escape from his cell and make it back to the gang's hideout in time for the next battle. On a 1-4 he is convicted of his crime and is executed at the block. Remove the fighter from the gang roster.

**64. COUNTERFEIT**

As your leader attempts to buy some equipment, the trader refuses to except his credits pointing out that they are counterfeit. Looking through his stash your leader finds that indeed some of his credits are counterfeit. You must discard

half the number of credits in your stash as a consequence.

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**THE TRADING POST**

Every settlement has at least one trading post where guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit, which can be spent in any trading post in the Underhive.

**SPENDING CASH.**

After every game a gang can collect income from its territories as described earlier. At the trading post cash can be spent on recruiting new fighters and on new equipment for the gang.

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle. Gangs can recruit whatever type of fighter the player wishes, but the usual

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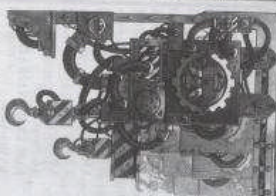
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# RARE TRADE CHARTS

The following chart is used to determine what rare items are offered for sale to the gang leader. 1D6 items are offered. Roll a D6 and consult the chart below. Each item is offered at a price of 1-1 for each additional power sent to watch them out. The prices are given on the price table later.

|       |                          |
|-------|--------------------------|
| 11-14 | POWER WEAPON Roll a D6   |
| 1     | Power Axe                |
| 2     | Power Fist               |
| 3     | Power Maul               |
| 4     | Power Sword              |
| 5     | POWER WEAPON Roll a D6   |
| 15    | 1-3 Web Gun              |
| 4-5   | Sniper Rifle             |
| 6     | Once in a Million Weapon |
| 16    | GRENADES Roll a D6       |
| 1     | Mini Bomb                |
| 2     | Flame Bomb               |
| 3     | Flame Bomb               |
| 4     | Flame Bomb               |
| 5     | Smoke Bomb               |
| 6     | GRENADES Roll a D6       |
| 21-23 | 1-2 Choke                |
| 3-4   | Scale                    |
| 5     | Halberd                  |
| 6     | Halberd                  |
| 24    | HOT SHOT POWER BACK AMMO |
| 1-4   | Ammer Peering            |
| 5-6   | Illusion Shields         |
| 25-26 | GLINGGHTS                |
| 1-2   | Red Dot Laser            |
| 3-4   | Memo                     |
| 5     | Mini Bomb                |
| 6     | GRENADES Roll a D6       |
| 31    | COMPOSITE ARROWS         |
| 1-2   | Balgun-Fencer            |
| 3-4   | Balgun-Fencer Gun        |
| 5-6   | Balgun-Meltdown          |
| 32-34 | AMMO                     |
| 1-4   | Fak                      |
| 5     | Camouflage               |
| 6     | Mash                     |
| 35    | CONCEALED BLADE          |
| 36    | ATTORBERBER              |
| 41    | BRO BOCSTER              |
| 42    | BRO SCANNER              |
| 43    | BROSSNAKE POUCH          |
| 44    | CAR SHOOT                |
| 45    | GABINEL                  |
| 46    | INRA-COAGLES             |
| 51    | INDOTROPIC FLIA MOWS     |
| 52-54 | MEDIA BACK               |
| 55    | MING VASH                |
| 56    | WATSKIN MAP              |
| 61    | SCRAMBLES                |
| 62    | SHELL CHAP               |
| 63    | SILENCER                 |
| 64    | SITAMERS                 |
| 65-66 | WEAPON BELOAD            |



restrictions apply regarding the number of leaders, heavies and so on.

If a player wants to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the recruitment charts.

#### TRADING.

Common items may be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want and can afford. The price for common items is fixed so players always pay the same for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up rare items as they are offered, especially the really hard to get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of the trading session to determine

what goods are offered to him. To determine how many rare items are offered roll a D3. This is the number of items offered to the gang leader as he scans the trading post. In addition, gangers that accompanied the leader to the settlement may also search for rare items. Each ganger that accompanied the leader adds one to the dice roll. So if a gang's leader and two gangers visited a trading post they would be offered D3+2 items.

Roll a D66 for each item, and consult the Rare Trade chart to determine what is on offer. The player may buy any of the items offered, but only one of each item unless the same item rolled more than once. Note that each player rolls separately for his trading - if gangs don't necessarily bid out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

#### SPECIAL WEAPONS

| ITEM                              | TYPE   | COST IN CREDITS |
|-----------------------------------|--------|-----------------|
| Flamer                            | Common | 40              |
| Grenade Launcher (grenades extra) | Common | 130             |
| Melagun                           | Common | 95              |
| Plasma Gun                        | Common | 70              |
| Sniper Rifle                      | Rare   | 230 + 4D6       |
| Web Gun                           | Rare   | 220 + 4D6       |
| Bolgun-Flamer                     | Rare   | 90 + 3D6        |
| Bolgun-Plasma Gun                 | Rare   | 140 + 3D6       |
| Bolgun-Melagun                    | Rare   | 190 + 3D6       |

#### HEAVY WEAPONS

| ITEM                              | TYPE   | COST IN CREDITS |
|-----------------------------------|--------|-----------------|
| Autocannon                        | Common | 300             |
| Heavy Shotgun                     | Common | 120             |
| Heavy Bolter                      | Common | 180             |
| Heavy Flamer                      | Common | 80              |
| Lascannon                         | Common | 400             |
| Plasma Cannon                     | Common | 285             |
| Missile Launcher (missiles extra) | Common | 185             |

#### GRENADES

| ITEM                     | TYPE   | COST IN CREDITS |
|--------------------------|--------|-----------------|
| Krak Grenade             | Common | 50              |
| Frag Grenade             | Common | 30              |
| Melta Bomb               | Rare   | 40 + 3D6        |
| Plasma                   | Rare   | 30 + 3D6        |
| Choke Gas Grenade        | Rare   | 15 + 3D6        |
| Halitocrogen Gas Grenade | Rare   | 40 + 4D6        |
| Photon Flash Flare       | Rare   | 20 + 2D6        |
| Smoke Bomb               | Rare   | 10 + 2D6        |
| Scare Gas Grenade        | Rare   | 20 + 2D6        |

#### MISSILES

| ITEM         | TYPE   | COST IN CREDITS |
|--------------|--------|-----------------|
| Krak Missile | Common | 115             |
| Frag Missile | Common | 35              |

#### AMMO

| ITEM                             | TYPE   | COST IN CREDITS     |
|----------------------------------|--------|---------------------|
| Man-Stopper Shotgun Shells       | Common | 5                   |
| Hot-Shot Shotgun Shells          | Common | 5                   |
| Hot-Shot Laser Power Pack        | Rare   | 15                  |
| Armour Piercing Ammo             | Rare   | Half cost of weapon |
| Hellfire Shells for Heavy Bolter | Rare   | 60 + 3D6            |

#### RARE TRADE CHART

The following chart is used to determine what rare 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 in the price charts.

#### SELLING

A player may wish to trade in old weapons at the same time as he buys new ones. The second hand value of equipment, however, is not high due to the considerable wear and tear inflicted on it by your fighters. Gangs can automatically sell old equipment at half its listed price (half of the fixed cost component of rare items). When working out the re-sell value of an item round any fractions up. Alternatively, a gang may wish to board unused weapons for future use.

#### PRICE CHART

The following charts indicate the costs of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of a weapon is variable, and includes a base cost plus a variable extra amount, for example 40 + 3D6 credits. In these instances the extra variable cost is the additional rarity value of the item - the premium which must be paid to own it.

| ITEM     | TYPE | COST IN CREDITS |
|----------|------|-----------------|
| ARMOUR   |      |                 |
| Blak     | Rare | 10 + 2D6        |
| Carapace | Rare | 70 + 3D6        |
| Mesh     | Rare | 25 + 3D6        |

| EQUIPMENT                 | TYPE   | COST IN CREDITS       |
|---------------------------|--------|-----------------------|
| Auto-Repairer             | Rare   | 80 + 4D6              |
| Bio-Booster               | Rare   | 50 + 4D6              |
| Bio-Scanner               | Rare   | 50 + 3D6              |
| Blindsnake Pouch          | Rare   | 30 + 2D6              |
| Clip Harness              | Common | 10                    |
| Concealed Blade           | Rare   | 10 + D6               |
| Filter Plugs              | Common | 10                    |
| Grav Clute                | Rare   | 40 + 4D6              |
| Grapnel                   | Rare   | 30 + 4D6              |
| Infra-Goggles             | Rare   | 30 + 3D6              |
| Isotropic Fuel Rod        | Rare   | 50 + 4D6              |
| Labo-Chip                 | Common | 20                    |
| Medi-Pack                 | Rare   | 80 + 4D6              |
| Mung Vase                 | Rare   | D6 x 10               |
| One in A Million Weapon   | Rare   | As Weapon x 2         |
| Photo-Contacts            | Common | 15                    |
| Photo-Visor               | Common | 10                    |
| Rashin Map                | Rare   | D6 x 10               |
| Respirator                | Common | 10                    |
| Screamers (one encounter) | Rare   | 10 + 3D6              |
| Silencer                  | Rare   | 10 + 2D6              |
| Skull Chip                | Rare   | 30 + 3D6              |
| Stunners (one encounter)  | Rare   | 10 + 3D6              |
| Weapon Reload             | Rare   | Half Weapon Base Cost |

## DRINKING HOLES

Every town has at least one drinking hole, and most have more. Drinking holes are places where fighters go to swap tall stories, pick-up information, have a good time, and spend a few hard-earned credits. If you decide to visit one of the settlements' local drinking holes roll 2D6 and look up the result below.

### 2. AS SICK AS A JIVE

The drinking hole is having a special "Drink the Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry making and wild snake. Morning comes around and everyone feels more than a little 'toasted'. For the duration of the next battle your leader and any gangers who accompanied him to the settlement must subtract one from their

### Initiative characteristic.

### 3. FESTIVE NIGHT

Caught up in the festive atmosphere drop that 11 mock the your leader spends a large sum of money for your fighter and your amount of credits on bottles of for your fighter and your wild snake and more exorbitant does the same for spirits. When he wakes up the next morning the gang is out except a running total for both pockets by D6 x 5 credits from the previous night. The first of the excessive consumption the night before.

### 4. REMOIR

Whilst drinking in a corner of the bar your fighter overhears the bar your leader overhears a group of off duty watchmen talking about what's going on out in the wastes and which gangs are going where, and what they're looking for. You don't hear much of the conversation, but what you do hear allows you to modify your next dice roll on the scenario table by +1 or -1; the modifier is applied after both dice are rolled.

### 5. FIGHT

Your leader gets into an argument with a rival gang leader over which gang is 'king of the heap'. Before long a fight breaks out and everyone in the drinking hole has joined in. Your leader and any gangers who accompanied him to the settlement must roll equal to or less than their toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a Count dead, captured and a fighter manages to roll under their toughness they gain an additional D3 experience points.

### 6. DRINKING CONTEST

A large, barrel-chested Ogryn challenges one of your fighters to a drinking contest. His chosen drink is the legendary 'black label' wild snake, a poison drop that'll mock the your leader spends a large sum of money for your fighter and your amount of credits on bottles of for your fighter and your wild snake and more exorbitant does the same for spirits. When he wakes up the next morning the gang is out except a running total for both pockets by D6 x 5 credits from the previous night. The first of the excessive consumption the night before.

### 9. ARM WRESTLING

One of your fighters (your choice) gets involved in an arm wrestling contest. Roll 1D6 and add the score to your fighters' Strength. Your opponent rolls 2D6 for the other contestant. Whoever has the highest score (re-roll any ties) wins a round of the contest. The contest is the best of three rounds. If your fighter wins the contest he claims D6 x 5 credits as his prize. If he loses he merely gains a reputation as an over sized weasling.

### 10. FIGHT

Your leader gets into an argument with a rival gang leader over which gang is 'king of the heap'. Before you know it a fight breaks out and everyone in the drinking hole has joined in. Your leader and any gangers who accompanied him to the settlement must roll equal to or less than their toughness on a D6 otherwise they are injured during the fight. Any fighter who is injured should make a Count dead, captured and a fighter manages to roll under their toughness they gain an additional D3 experience points.

### 11. INSIDE INFORMATION

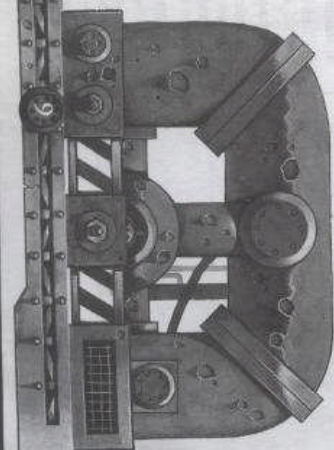
Whilst drinking at the bar one of your gang members gets into a conversation with a drunken Scum. The Scum offers to sell your fighter some valuable information for the cost of 2D6 credits (enough for at least one more bottle of wild snake). If you choose to pay the Scum his credits roll 1D6 and consult the table below.

1-3 The information was false. The next time you fight a battle your opponent may choose which scenario to play.

### 12. NICE LITTLE EARNER

As your leader buys a third round of drinks for the house he is approached by a couple of shifty looking Scum asking for help with their smuggling operation. If you decide to help roll 1D6 and consult below:

1 Your leader is unable to off-load the illegal contraband and makes no extra credits.  
2-6 Your leader earns 1D6x10 credits by selling you the merchandise which you may add to your stash.



# RATLING SNIPER

by Richard Irvine



Ratlings exist in small, close-knit communities in the Underhive, being rather small and puny they have to rely on their cunning and wits to survive. Ratlings would almost certainly be deemed if they could not defend themselves, being small they have no chance in close combat, so Ratlings have to hone their shooting skills, making them excellent marksmen. Some Ratlings in the Underhive are deserters from the Imperial Guard, and so they retain their favoured weapon, the Needle Sniper Rifle. Armed with this deadly weapon, the Ratling can remain submerged in the shadows to deliver swift, poison imbued death to their foes.

## RECRUITING A RATLING SNIPER

To have a Ratling Sniper costs 40 credits. Ratling Snipers are recruited as a member of your gang, NOT as a normal hired gun. Therefore you only have to make one initial payment of 40 credits to add him to your gang. Each gang may only recruit 1 sniper.

## RATLING SNIPER PROFILE

The basic characteristic profile of a sniper is given below, which is the base level of characteristic values.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 2  | 4  | 2 | 2 | 1 | 5 | 1 | 6  |

## EQUIPPING A RATLING SNIPER

Ratlings are equipped like normal gangers. They can be given weapons from the hand to hand, pistols or basic las. They may be equipped with a Needle rifle for an

extra 200 credits. This is the only special weapon Ratlings can use, and it is not transferable to other gang members. A Ratling would never give up his rifle.

## GAINING EXPERIENCE

Ratlings start the game with 20+D6 experience. They advance in the same way as a normal ganger, but may only reach a maximum profile of:

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 5 | 3  | 6  | 3 | 3 | 2 | 7 | 3 | 8  |

They can select skills from *Shooting* and *Stealth* skills as well as their own special *Sniper* skills.

## SNIPER SKILLS

If a Ratling Sniper gains a new skill then he must choose a *Sniper* skill. Roll a D6:

### 1: Shadowmaster.

The Ratling can blend well into the shadows. As long as he does not run in his turn he can blend into the shadows. If somebody attempts to shoot at him, they must first roll a 4+ on a D6. If they fail, they may attempt to shoot somebody else.

### 2: Camo.

The Ratling can make himself a very small target. As long as he does not run in his turn he may crouch. He counts as a small target with -1 to be hit.

### 3: Alchemist.

The Ratling can increase the strength of the weapon in his Needle rifle. Before a game roll a D6. On a roll of a 6, the needle counts as Strength for this game.

### 4: Master Sniper.

The Ratling may shoot on Overwatch without the -1 to hit penalty.

### 5: Technician.

The Ratling is well prepared before each battle. Before every battle select 1 gun (if he has a Needle rifle it must be this). Add +1 to the ammo rolls, but a 1 is still always a failure.

### 6: Shadow Sniper.

The Ratling can shoot with decreasing accuracy once he has aimed. If he does not move he can shoot with a +1 to hit.

# TRADING SKILLS

by Mark Gunton

Many Gangers pick up various skills in their lives in the Underhive, some that are useful in battle, some that are useful before or after. Many gangers value skilled Gangers in everyday life and Gangers that can help when he goes out looking for a bargain, doubly so. When he goes looking for a bargain, a Leader is assisted by the Trading Post, a more probable consequence being that he sees a money belt.

The Guilders swarm when they see a money belt, and the new, green Leader can easily be swayed into buying something that he may not need or on the long run cannot afford, but if he has an experienced ganger with him, one with knowledge of the ploys and deceptions that the Guilders use to entrap unwary gangers, then this is usually going to come off better in the long run as he continually picks at the cover stories that Guilders make up for the various items of Archaeotech they dig up in the Badlands.

Professional Gangers, who have experienced many trials in the Underhive, pick up skills that involve the Trading Post. These skills come under the generic title of *Trader Skills*. These skills are acquired in the same way as normal skills, as a ganger goes up a level in experience. These skills may be taken when the Ganger rolls a 2 or 2 on the Advances table. These skills are ONLY available to Gangers, as Heavies and Juvies are too busy at the gang's hideout and the Leader is far too busy dealing with the gang's finances and other important matters to go examining every single item at the Trading Post.

**TRADING SKILLS. Roll a D6:**

### 1: Barter.

The Ganger is blunt and has a very inquisitive manner. Every time the Guildler shows him an item, he always has questions about it and always studies the item in detail before he even thinks about putting up any money. When the Guildler makes a bid (after the Leader rolls the dice for a variable priced item), the Ganger's skill allows him to re-roll the dice and apply that result.

### 2: Shoplift.

The Ganger is very quick with his hands and is slightly crooked. Every time he goes to the Trading Post, he may attempt to steal an interesting milk-nak. Once the Rare Trades have been rolled, the Ganger can attempt to steal one of the items, if you wish. Roll a D6. On a roll of a 6, he is successful and slips the item in question under his coat, or dumps it out a window to pick up later, then legs it back to the gang hideout while the getting's good.

On a roll of a 1, however, the Ganger is spotted by one of the Guildler's staff and is arrested by the Watchmen. Surprisingly, the item stolen disappears and the Leader must pay the ganger's total cost plus weapons plus the cost of the item that was stolen. If the Leader cannot pay the bail, the Ganger must stay in prison until the bail is



### 3. Charmer

The Ganger has learnt the art of the "silver tongue". At the end of the game, before the gangster passes any Hired Guns (Bounty Hunters, Scum, etc.), he may attempt to sweet-talk them into accepting somewhat less than their normal fee. On a roll of 6, the hiring is drawn in by the Ganger's story and accepts half his (or her) normal hiring cost. On a roll of a 1, the Ganger says the wrong thing and insults the hired gun, who then demands double his fee, or else they shoot the gangster. If the fee isn't paid, the gangster is shot by the highest strength ranged weapon in the normal way, except that the shot hits automatically. If he is wounded, he makes injury rolls as normal. The hired gun then leaves and refuses to be hired by the gang again (delete the hired gun from your gang roster), except you can hire other hired guns of their type, except you can't hire the same type again. On a 2-5, the hired gun is not hired, but the normal fee is contracted and takes their normal fee.

#### 4. Outlaw Contacts

The Gager has a friend of a friend who knows a guy, who knows the whereabouts of an Outlaw Trading Post. The leader may choose to go to the Outlaw Post, rather than the local Guildler approved branch of ripp-offs Inc., and may do his business as normal. Roll a D6. On the roll of

a 6, the Leader is spotted by a kn Watchman's informant. It will cost the Le D6s Credits to secure the silence of informant. Failure to pay the fine will result in the little scrote telling all. Next time you have roll on the Watchman's table, add +3 to result as the Watchmen are distrustful of gang.

### 5. Keen Eyes

The Ganger has become extremely adept spotting interesting little devices and rare items among the massed piles of trash and debris that are heaped up outside the trading post. Ganger may add +2 to the rare trade dice roll.

## 6. Friendly Ear

The Ganger has a very approachable manner and can usually be found sitting outside the Trade Post, swapping tales with the aged crusties congregate there and generally listening to juicy gossip from around the dome. The Leg may add +1 to the Kere Trade table as usual, the Ganger rolls a D6. On a roll of a 6, Ganger finds a possible jewel in the stream drained. Roll on the table below:

- 1 - What seemed to be a break turns out to be the drunken mutterings of an ancient veteran. Nothing of any use is learned except the location of a cheap bar.
- 2 - The Ganger listens closely to some murmuring old blokes and learns the location of a new territory out in the Badlands. Roll on the Territory table and add the new territory to your gang roster.
- 3 - The constant whittering from the ancient fogies gives the Ganger new insight into movements and habits of rival gangs. The gang may choose the scenario in their next game.
- 4 - The Ganger hears of an area of catacombs that have been recently unearthed. After a short search, the Ganger finds a network of tunnels under the dome. Add the tunnels to your gang roster.
- 5 - As above, but for Vents.
- 6 - One of the old gits is so impressed with the Ganger's talks, he offers up his young brother to the gang, so he can be taught the ways of the Underhive. Add a new Ganger to your gang roster (he is armed with a knife).

[illegible]

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In California, we like to take it easy, man...

# Apocalypse

## A Necromundan campaign of cataclysmic proportion

By W. Jason Peck

*I'm twenty-seven, live in Fremont, California in the U.S. where it's always sunny (except when it rains), am married to a beautiful and incredibly tolerant woman and own eight exotic birds. (Any more of this and he'll start harping on about the merits of collecting Orcs and Goblins - I refer you to journal 29's foreword by Gordon Davidson - Ed.) I play almost every GW game, especially now that I'm getting the hang of Epic 40,000. I specially love Blood Bowl (the third incarnation of which confirmed Jerris Johnson's place amongst the Gods).*

*When not at home, I dwell in the Eye of Terror, from where I dispatch my teeming Chaos hordes (and I shamelessly admit my favoritism towards Chaos Cultists) to smash all*

**The End is Nigh...**  
Hive Secundus has fallen! A Genestealer cult has seized control of the Spire from within and hordes of Blood Brothers and Genestealers are invading Hive City. The carnage is terrible and no force can stop their advance downhive. The Imperial Guard forces protecting the city have been practically decimated due to half its number taking up arms with

the aliens. Only the private armies of the Hive City Houses remain to resist, but each is too wary of its neighbors to unite against the advancing foe. It is only a matter of time before the entire Hive falls to the aliens.

In the Underhive all is chaos, even more so than normal. Underhivers run this way and that desperately trying to escape. Many have gone uphive to join the defence forces

in the city, while still others have retreated to the far reaches of the Underhive and beyond in the search for somewhere to hide. Rumour is spreading like wildfire: 'Hive City is already lost'.

**Campaign Rules**  
The campaign is an extended Arbitrator campaign, consisting of about one week (game time), with one battle a week. It is

that lie in my path - notably my brother's endless Ork legions. On occasion (usually when the medicine wears off), I stop, change hats and lead my Implacable Warhammer Gobby army in its quest for victory (Orcs themselves are only good for distracting the enemies from my mighty Goblin Wolf Boyz and for screening my Night Goblin archers). Yet all these pursuits are only secondary when compared to my devotion to the awe-inspiring 'Shadonmoon Swampbats' (my Gobby Blood Bowl team). I would go on, mentioning my Necromunda gangs especially the Chaos-infused Cauldron. The Changers, but I'm afraid that you might report me to the authorities!

joined the approaching forces, in the Underhive no-one knows the truth. Hundreds of Down Town on bleak shores of the swamp have experienced a boom in population like never before. Thieves, rival gangs, strikers, rival gangs, and even any hummers and even ants all crowded the town. These newcomers have not come in search of the wealth found at Hive Bottom, but have come in search of peace. But there is no escape, the further reaches of the city and there is no one else to go... or is there?

being whispered that there is a chance of escape. A chance, but a chance nonetheless. In ancient times, when the Hives were constructed, the closest to the surface to link the vast, city and highways carried power, and supplies to the Hives without having to suffer the last storms of the atmosphere. These conduits long forgotten, buried with the other countless secrets of the Hive Bottom, now the way to one of these

assumed that this is the time required to make the journey to the next Hive. If the Arbitrator wishes, he can increase or decrease this time period.

For each week of their journey, after choosing an opponent, every gang will roll on the Apocalypse Scenario Table to see what kind of fight the gang has to face during that week of travel. At the Arbitrator's discretion, the gangs will forgo this roll and instead participate in a special scenario prepared by the Arbitrator. These scenarios represent special locations or obstacles that must be overcome in order to continue the journey. These scenarios can be of any nature the Arbitrator wishes, but here's some suggestions: a special Outlaw Trading Post housing the most malformed and grotesque of mutants, a dark temple dedicated to Chaos featuring with Beasts and perhaps even a few Daemons, a forgotten tomb or warehouse packed with artefacts, a nest of Genestealers in suspended animation which is disturbed by all the commotion, etc. The possibilities are only limited by the Arbitrator's imagination.

**Beginning the Campaign**  
Each player must build a new gang from scratch in the normal way. Due to the nature of this campaign the Arbitrator may decide that spyer gangs are inappropriate. Given the nature of the campaign, the players should strongly consider using every credit to purchase extra equipment or members instead of saving spare credits in the stash.

The campaign begins in Down Town and each of the players may play a standard scenario from the rulebook. This represents the final preparations of the gang, before it breaks contact in the Hive to seek escape through the Conduit. This also allows the players one last chance to do a bit of shopping and get some equipment that will become very scarce in the battles to come. Due to the invasion, all gangs may visit Down Town after their first battle, even Outlaw gangs.

After week one, every gang becomes an Outlaw gang and follows the rules for Outlaws with the following exceptions and alterations:

- **Territory:** All gangs lose their territories and must roll on the 'Conduit Territory Chart' after each scenario to see where they have set up their next base camp.
- **Collecting Income:** Each gang collects whatever income they can from their current territory before they move on to the next. The Territories from the Conduit Territory Chart are treated as Outlaw territories for the purposes of collecting income. In this campaign, income is considered to be food collected or foraged (see below) that equals the amount collected in credits.
- **Foraging:** This is treated in exactly the same way as in the Outlaws rulebook except that the income collected is actually food that equates to the number of credits rolled.
- **Gaining Additional Territory:** A gang that gains a new piece of territory follows the same rules as in the

# Apocalypse Scenario Table (2D6)

1. The player with the higher *Gang Rating* may choose which scenario is played. This scenario is fought in an old mine which is prone to cave-ins. If either side uses a heavy weapon or grenade during the game the roof caves in on a 16 roll of 4+. Each side has one such a weapon is used. If the roof caves in, then the game ends immediately in a draw and all models must roll under their Initiative to escape. Any gangers who fall this test sustain a S4 hit with a -1 armour save modifier.
2. The player with the higher *Gang Rating* may choose which scenario is played.
3. Play the *Gang Fight* scenario.
4. Play the *Gang Fight* scenario.
5. Play the *Scavengers* scenario.
- 6-11. The player with the lower *Gang Rating* may choose which scenario is played.
12. The player with the higher *Gang Rating* may choose which scenario is played. The game is fought in a dangerously polluted area of the Conduit roll a D6 for each model that moves on the tabletop, as opposed to on miniature or buildings. On a 1 the model suffers a S3 hit from the deadly toxic waste even buildings are at risk from the poisons.

Outlanders rulebook, but must remember that they roll for a new territory after their next battle. In addition, a gang cannot loot a territory because the territories in the Conduit are so poor it is assumed that this has already been done.

- **Bounty:** Due to the nature of this campaign, these rules from the Outlanders book do not apply.
- **Outlaw Trading Post:** Since all the gangs are journeying into the wild unknown of the

Conduit, there are no Trading Posts to visit. Indeed, the

other gangs are the only other signs of civilisation. A player may send one (or more) of his gang members to visit another gang to attempt to trade equipment or food (credits). A gang member may trade with only one other gang at a time, so if a player wishes to deal with more than one gang, they must assign a separate gang member to visit each gang. The chosen gang must then be willing to assign one of its own gang members to meet and trade or the deal is off. Gang members who trade with other gangs may not work the gang's territory or *forage*. These inner-gang trade agreements are very informal negotiations with no set rules, so individual gangs can trade any equipment they want (with the Arbitrator's approval) as long as both parties agree.

- **New Recruits:** All of the gangs are on their own in the Conduit, they may not have new recruits or *Hired Guns* (unless the Arbitrator prepares a special scenario that includes some way of doing so).

## Scenarios

After rolling on the Apocalypse Scenario Table, players may choose from the scenarios listed below. Since all of the gangs are considered Outlaws in this campaign, then they can all choose from these scenarios. Each of these scenarios is played following the normal rules except for the following modifications:

- 1. **Scavengers:** The loot collected at the end of this scenario is considered ancient equipment. The player may

use the total loot scavenged to buy any equipment he chooses from the Outlaw Trading Post equipment charts. The player may not pool any credits from his to this total and any left over credits are lost. Due to the ancient condition, any weapons bought in this manner are treated with the *Scary Weapons* rule (game rolls on a 1 or 6).

- 2. **Hit and Run:**
  - **Blitz:** If the *Water Still* scenario is destroyed, then the defending gang must have its income for foraging after this scenario (this week).
- **Stick Up:** If the attacking gang in this scenario escapes with the loot, the defending gang must forfeit half its income for foraging to the attacking gang.

- 3. **Ambush:** If the gang that wins this scenario is entitled to take a territory from its opponent, then they may exchange territories with it (opponent if they choose at the territories have been generated following the scenario).

- 4. **Rescue Mission:** Lip to of these scenarios may be played after each of the scheduled weekly scenario. If a gang member is captured during this scenario then they may not be rescued. Captured gang members may not be sold to the Guilders (the gang let civilisation behind), but it may be used by the capturing gang as a beast of burden. When used in this manner, gang receives an extra 1D6 credits when tallying up the

## Conduit Territory Chart

| Territory         | Income | Notes |
|-------------------|--------|-------|
| 15 Wastes         | 0      |       |
| 15 Collapsed      | 0      |       |
| 22 Tunnels        | 0      |       |
| 24 Swamp Spillage | 5      |       |
| 26 Vents          | 0      |       |
| 35 Wastes         | 0      |       |
| 35 Fungus Groto   | 0      |       |
| 46 Sludge Sea     | 0      |       |
| 52 Clean Water    |        |       |
| 56 Wastes         | 0      |       |
| 61 Spore Cave     | 0      |       |

One gang member may try to *Bone* scavenge in the area, and will earn 2D6 credits. On a roll of 4+ the area collapses and the gangster make a successful Initiative test or die!

Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the Conduit's floor. When the gang fights its next scenario (if the scenario allows), then it can use these ducts to position up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models.

The ground here is just fertile enough to support fungal vegetation. (See *Tunnels*)

The gang may choose to eat fungus growing in this cave to avoid starvation and, thus, put all its scavenging in its snail. However, on a De roll of 1 a randomly selected gang member dies from food poisoning.

A gang member may dive here to see if he can drag up any valuable artifacts that have sunk to the bottom. Roll a D6:

1. The gangster dies, either eaten by some horrible mutated monster or killed off by swimming into a highly toxic area.
- 2-4. The gangster finds nothing of value, but survives.
5. The gangster discovers something worth up to 10 credits. The player may buy one piece of equipment from the Outlaw Trading Post equipment chart, and any left over credits are lost. Due to their ancient condition, weapons bought in this way count the *Scary Weapons* rule (game rolls on a 1 or 6).
6. The gangster discovers something worth up to a Dex10 credits (see 5 above for details).
7. The gang works this site to replace their more contaminated water *Hide* supplies, thus saving 5 credits worth of food.

Your gang has discovered a hidden cave where many kinds of rare fungi grow. A gangster can harvest the cave. Roll a D6:

- 1-2. The gangster finds 1-3 doses of *Singer Mould*.
- 3-4. The gangster finds 1-3 doses of *Blade Venom*.
5. The gangster finds 1 dose of *Terrotic Slime*.
6. The gangster finds 1 dose of *Spore*.

After the gangster has harvested the cave, he must make a Toughness test or he contracts *Spore Sickness*. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. *Spore Sickness* is not lethal and recovery is automatic, but the gangster will not be able to take part in any future fights until he rolls a 4+ at the start of a game.

# Conduit Territory Chart

D66 Territory Income

62 Snake Pit 0

63 Archwelder 0

64 Mental Camp 0

65 Plague Infestation

66 Spirit Site

Notes

The gang has discovered a pit that serves as the lair of a Wild Snake. A gangster may attempt to catch this snake, but on a D6 roll of a 1-3, the snake is killed. If the gangster is killed, the snake is captured, then the gang may distil one bottle of Wild Snake for every 2 credits spent, up to a maximum of five.

The gang stumbles upon a cache of hidden equipment. The gang chooses from the Outlaw Trading Post equipment price charts. Any equipment left over credits are lost. Due to the ancient condition of this hoard, any weapons bought in this way are treated with the Scary Weapons rule (ammo rolls on a 1 or 6).

The gang befriends a strange hermit who dwells alone out in the wastes. He invites the gang to share his camp. He is a Weyd and Outlanders rulebook to determine the powers and equipment. Outlanders rulebook to determine the powers and equipment. Outlanders rulebook to determine the powers and equipment.

The gang has unwittingly chosen a site steeped in the powers of Underhanded spirits. As a result, the gang is possessed and made to determine the spirits for a short time. Instead of rolling normal specific scenario and opponent. The exact nature of these details the Scavengers scenario in some way and reflect the whims of the Underhanded spirits. The week that the gang occupies this territory, the gang does not collect income, participate in any activities, attempt any research and does not consume any food (thus the stash remains untouched).

6. The Hive: This scenario is treated as normal except that the rules for putting the opposing leader out of action are ignored (nobody has any established territory to take advantage of).

7. Loot and Plague: This scenario is treated the same as normal except that each loot counter is only worth 1D6 credits (due to the poorer nature of the territories). In addition, if there is not even enough money in the gang's

will probably be

the gang, but this is the point of this campaign. It is the challenge and the gang's struggle with each other and the

of the Conduit in a desperate fight to choose from the Outlaw Trading Post equipment price charts. Any equipment left over credits are lost. Due to the ancient condition of this hoard, any weapons bought in this way are treated with the Scary Weapons rule (ammo rolls on a 1 or 6).

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this ammo roll fails, then the weapon is permanently destroyed in the explosion.

## Scenario I The Bottleneck

This scenario is ideal for three to four gangs, but by making the setup larger can accommodate as many as six (although that would certainly be a tight fit). Ideally, the arbiter should have the gangs split themselves into teams of three to four gangs and then run the scenario for each of them in succession. This means that the arbiter should be running the scenario 1-3 times (or even more for larger campaigns). Since a gang must have its members pass through the bottleneck on the opposite side of the table in this scenario to continue in the campaign, gangs who are forced to withdraw may have to make the attempt again, perhaps joining the next wave of gangs attempting the run.

**Setting Up**  
The Bottleneck is played on a full-size table which needs to be at least 6' by 4'. The table should be filled with as much terrain as possible. The arbiter should select four 'booby' chits or some other suitable marker to represent rat warrens and place them across the board at ground

level. In addition, a section measuring 2' should be

AT FIRST, the rats were a blessing, they made for good hunting, but after a week the numerous vermin went from food source to menace. Finally, by the week's end, all the gangs had discovered the bottleneck where the rats came from. The Conduit in this region consisted of little but ruins and collapsed tunnels. Only one small section of the Conduit, barely a hundred yards wide, was large enough to allow further passage. Unfortunately, this section of the Conduit was teeming with the rodent vermin.

The first few gangs who attempted to pass were driven back by giant rats. The mass exodus halted and rumours began to pass through the various groups. Some said that the rats were led by a crazed half-rat half-man mutant. Others spoke of traps, swarming rats and strange sounds. Soon, however, the various gang leaders decided to hold a truce-talk. At first nothing was accomplished, but once the initial posturing and insulting had passed, the talk became constructive. Too much time had already been wasted and, for all they knew, the Tyrant borders could even now be closing in behind them. Therefore, it was decided. The gangs would unite to brave the gauntlet and smash their way through the bottleneck. Once through, however, then things would be different...

**Giant Rats**  
M WS BS S T W I A Ld  
6 4 0 3 2 1 3 1 4

**Special Rules**  
Edge: +4 unmodified save which counts against all attacks from foes that don't allow any armour saving throw.

income for the week (this represents the work saved by using this forced labour), but must also expend 2 credits to feed their slave. In this case, the gang member's original gang may attempt a rescue (but remember, only one Rescue Mission may be attempted per week of game time) until successful. The ransom for exchanging a prisoner's equipment remain unchanged.

6. The Hive: This scenario is treated as normal except that the rules for putting the opposing leader out of action are ignored (nobody has any established territory to take advantage of).

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My entire gang's been eaten by rats and it's still funny!



clearly marked in the middle of one side of the longer table edges. This is the 'bottleneck' and is the only place a model may leave the table on this side. All participating gang members must set up within 6" of the opposite table edge, in any manner mutually agreeable to the participating players.

### The Objective

The objective of this scenario is for a gang to have more than half of its members leave the opposite table edge via the Bottleneck. Gangs are not supposed to compete against one another in this scenario and should not purposefully attack rival gang members for it will be hard enough as it is (although firing dangerously close to 'allies' or unfortunately catching these allies in the radius of area-effect weapons is allowed and even encouraged). Gangs needn't make Bontic Teas although they may Bontic by choice (unless half of their members have already made it through the Bottleneck). Gangs that choose to Bontic must make an attempt to pass through the Bottleneck again until they

succeed in order to continue the campaign. The gangs move first, beginning with the gang with the highest Gang Rating and then continuing in descending order (this will remain the turn sequence) followed by the arbitrator.

### Treacherous Condition

This ruled section of the Condition is very dangerous and the following Treacherous Conditions are in effect across the table: *Slingshot Surface* (12) and *Kiss* (5).

In addition, the arbitrator controls six Necromundus Giant Rats for each gang participating in this scenario. These rats should be broken up into groups of three and placed in hiding anywhere on the board the arbitrator chooses, but at least 18" from the nearest gang member. Note: If the gangs are exceptionally weak in your campaign by this point, you may wish to limit the rats to 3 or 4 per gang. Naturally, these rats are hostile, and the arbitrator uses them to attempt to destroy the gangs and prevent them from

passing through the Bottleneck (see below).

### Reinforcements

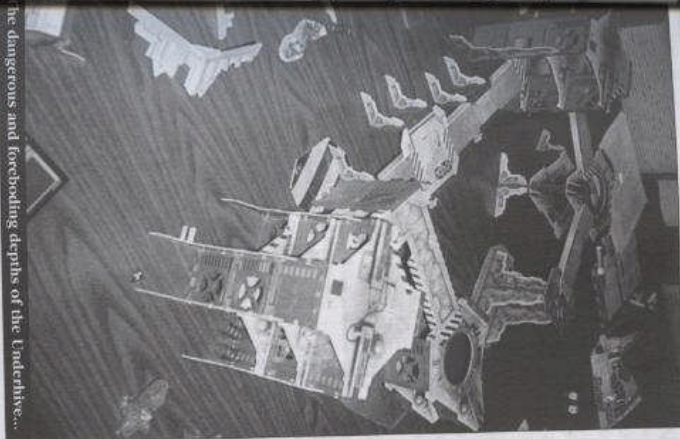
This section of the Condition allows the gangs to reinforce with rats and therefore, each time three more rats are put out of action, the arbitrator is entitled to roll a D6 at the start of his turn. On a roll of 4, three more giant rats appear from one of the warrens (the arbitrator chooses which), but they not move this turn. Simply destroying the rats is not enough, the gangs must actively move towards the Bottleneck or lose to attract reinforcements.

### Carrying Fallen Comrades

Due to the nature of this scenario, a gang member find himself in a situation where he wishes to keep moving forward, but he doesn't want to leave a wounded comrade behind. The following rules cover a situation:

A ganger can carry one *downed* comrade (or even *downed* ally) slung over his shoulder by ending his turn in base-to-base contact with them. On the ganger's following turn, he may pick up the fallen ganger and move normally, except for the following penalties:

1. He may not run or charge further than his base movement rate.
2. He may not shoot with anything other than a pistol.
3. All ballistic attacks are at -1 to his while carrying another ganger.
4. When participating in base-to-hand combat, the ganger



the dangerous and foreboding depths of the Underhive...

may not use more than one simple handed weapon unless he has more than two arms in his arm must be used to carry the extra burden).

Those with only one good arm carrying a ganger may not participate in hand-to-hand combat or fire a weapon at all. A lighter may choose to pick up his burden at any time simply tossing him onto the ground, out must spend the next turn as normal to pick him up again.

### Ending the Game

The game ends once all of the gangs have either Bottled out or have passed through the Bottleneck. Gangs who had at least half of their members pass through the Bottleneck are considered successful in their attempt to continue and all wounded members who survive or are captured (treated as 'Full Recovery') are allowed through as well. Gangs who fail in their attempt to pass through the Bottleneck must continue to make attempts

until successful or retire from the campaign.

### Experience

- +206 Survive battle (even if wounded).
- +5 For taking one of the arbitrator's models down and out.
- +5 For carrying a fallen ganger off of the table edge and through the Bottleneck.
- +10 To the Gang Leader whose gang first succeeds in getting half its members through the Bottleneck.

### Suggestions

This scenario can be very challenging for the players, but the harrowing nature is sure to keep the players thrilled. Desperate gangs battling their way through swarms of Giant Rats, never taking their eyes off of their so called 'allies' - this is the stuff of legend. The arbitrator should encourage the players to develop a strategy and work together (at least initially) in their attempts to run this gauntlet, after all, it will make for an even richer storyline once they are beyond the Bottleneck and at one another's throats again. Imagine a ganger who encounters an opponent prone in a future battle who once carried him past a swarm of ravenous rats to freedom, will be able to bring himself to take advantage of the man while he's down? Or will he sink off into the shadows, pretending that the encounter never happened? *However you do it, enjoy it!*

# NEW SCENARIOS

by Liam Nunn

After a year and a half of banting my way through Gang Fights, Raids, Shocktroops and all the other games of Necromunda had lost their zing. Hit and run had lost its appeal. Scavengers was getting a bit stale. What I needed was some new scenarios, in which I could smash my enemies. No one else would do it, so I did it. Three new scenarios, each capturing the feel of Necromunda, whilst still interchangeable with the rulebook scenarios.

The one problem is this: how do I let everyone else out there know how to spice up a campaign? One day a rare occurrence, I had an idea! Here is my idea - the Citadel Journal. So here they are, for use. Simply add two gangs, shake well and serve for an evening of fun and laughter (after drinks.)

## SCENARIO ONE: ESCAPE ROUTE

This scenario represents a failed ambush attempt, where the defending gang spot the ambush before the map is set. In such a situation the defending gang is likely to beg it before they become trapped. Obviously, the attackers don't what this and will try to box the enemy gang in before they can escape. The defenders won't go down without a fight though.

### TERRAIN

All terrain is set up in the usual manner, on a gaming area of preferably 4x4 or larger. The one restriction is that a band at least 6 wide must be left from one side to the other. Within this strip, only rubble and barricades, not buildings or similar structures, may be placed. See the map in the deployment section.

### GANGS

Before the game begins, the attacking gang is split into two groups. Each group must consist of at least two fighters. The attacker cannot use Vents or Hinnoks, but infiltrators may be used as normal.

The entire defending gang is present in this scenario. Fighters who roll a 1 for Old Battle wounds do take part in the battle, but suffer a -1 penalty to both strength and toughness for the duration of the game. This represents the Old Battle Wounds causing fighters constant pain, reducing his effectiveness in the battle.

### DEPLOYMENT

The defending gang sets up first, in the area shown on the map. The attacking gang is set up as follows. The attackers have two deployments, A and B. One of the attacking groups is placed in zone A, and the other in

zone B. They may not set up in the same zone.



### STARTING THE GAME

Both players roll a dice. The attacker may add +1 to roll to represent his surprise attack. The player with highest score gets the first turn.

### ENDING THE GAME

The game ends if one gang bottles out, or if one battles Out voluntarily, with the victory going to the other player.

The game also ends if half the defending gang leave the table at its exit point, as shown on the map. If happens the defending gang automatically wins.

### EXPERIENCE

- +10 Survives.
- +5 For wounding hit.
- +10 Winning gang leader.
- +5 Escapes.

## SCENARIO TWO: THE WOUNDED MAN

In scenario I wanted to capture the feel of a gang, really searching for a downed comrade. Lying wounded somewhere in the Badzone. Of course, this wouldn't be much of a game - unless an attacking gang turned up.

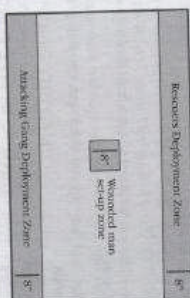
Scenario is really good at pulling Van Snares out of deployment zones, as gangers who might usually be forced to their enemies from a distance, are forced to search for the fallen colleague. But beware, wounded gangers attack scavengers, and in the Underhive this is trouble!

### TERRAIN

Set up the terrain in the usual manner. Place the pinned fighter (see below) somewhere in the area shown on the map. Next take models or counters to represent the scavengers. Place ten anywhere on the map, leaving scavengers to see which way it is facing. The number of scavengers is given below.

### GANGS

The attacking gang with the lower gang rating is the one attacking for the wounded fighter. Randomly



### STARTING THE GAME

The rescuing gang takes first turn.

### SCAVENGERS

The rules for scavengers represent Underhive vermin gathering around dead or wounded creatures, human

determine which fighter they are searching for and place him face down on the table in the area described above. The rest of their gang is deployed within 8" of any table edge. The play may choose which edge. The entire enemy gang is set up within 8" of the opposite table edge.



or otherwise. Giant Bats, Ripper Jacks, Giant Bats, all come to feed on the carrion.

As already described, scavengers are placed anywhere on the table. They should be well spaced. Place the following:

- D6 Giant Bats
- D3 Millisaur
- D3 Ripper Jacks
- D6 Giant Bats
- D6 additional creatures (chosen from the Outlands Bestiary)

During each players turn the scavengers move their full distance in the direction they are facing, then roll a scatter die to see which way they are facing at the end of their movement. This happens after the gangs have moved but before any shooting is resolved. Any creatures that leave the board leave the game.

If a scavenger comes into contact with another model it will fight close combat, with it counting as if



changing. Creatures may attack gang fighters. The wounded fighter cannot move or shoot. The wounded model or other scavengers.

The wounded fighter cannot move or shoot. If engaged in hand to hand combat, a fighter finds the wounded, the same edge. Another gang member must stay with the fighter. This fighter is supporting the wounded and his backguard. If the wounded fighter is engaged in combat his backguard will fight for him. The backguard can only fight one attacker, so a third attacker can engage the wounded as normal.

#### ENDING THE GAME

The game ends if the attacking gang voluntarily retreats, or if either gang fails a Battle roll. In the voluntarily Battle Out (their fellow gangers' sake).

The game also ends if the survivor goes out of the table with the attacker winning the game. If the winner leaves the table by its own table edge then the rescuing gang wins.

#### EXPERIENCE

- +D6 Survives
- +5 Each wounding hit
- +10 Winning gang leader
- +10 Escort (see below)
- +2D6 Being the wounded (see below)

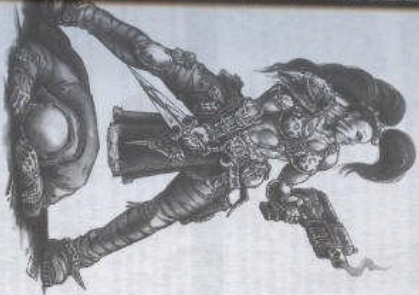
If the wounded fighter leaves the table the rescuing gang gets 10 experience points.

If the wounded fighter survives the battle he gains experience points instead of the normal D6.

#### SPECIAL

If the wounded gang survives the fight there is no need to roll on the Serious Injuries table - even if the fighter was Down at the end of the game. The fighter is assumed to have rallied full recovery, but he cannot work territory or visit trade posts after the game. If the wounded fighter went out of action then dead, the new wound deals the final blow to the weakened body.

## SCENARIO THREE: THE DUEL



#### STARTING THE GAME

The fighter who set up first now takes the first turn. This is now a normal fight. There are however two special rules.

Fighters may not change a fighter who is either pinned or down.

Close combat lasts one turn. In the event of a draw both fighters must disengage for one turn before being able to charge again.

These rules will hopefully help to make the game as long and tense as possible.

#### ENDING THE GAME

Neither fighter may battle Out. No Battle rolls are taken. The game ends when one fighter goes out of action. The remaining fighter wins the game.

#### EXPERIENCE

- +D6 survives
- +5 per wounding hit
- +10 hitting fighter
- +10 hitting fighter

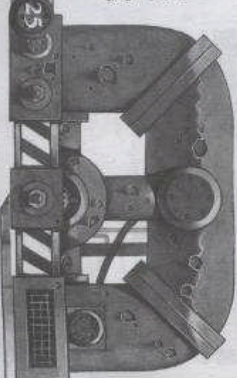
#### SPECIAL RULES

The gang from which the losing fighter came must roll D6. On a roll of 1-3 the gang may only collect half its usual income in the after battle sequence. On a 4+ nobody cares that they lost the duel.

This roll represents contacts losing faith in the gang. After the next game the gang may collect its income as normal.

The winner of a duel, however, will find themselves rewarded for their success. The winning fighter gains one random item from the rare trade table, and the gang may add D6x5 credits to their stash to represent gifts from their supporters.

Each player picks a Gangster or Juve to take part in the duel. Both players roll a die. The highest score across a table edge and sets up his fighter within 8" of the table edge. The other fighter is then set up within 8" of the opposite table edge. The fighters could not be able to see each other.





# GANG WAR vol 5

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BY GAVIN THORPE

of the most enjoyable aspects of Necromunda, and the one that makes the game stand out from the rest, is the variety of tactics detailed in the Sourcebook. Whether you're playing one-off games or are involved in a full campaign, it is the variation of the tactics which ensure that no battle is quite the same. Although there are some basic tactical principles that apply to every Necromunda game you play, each scenario offers different plans and the variety will test your tactical flexibility to the utmost.

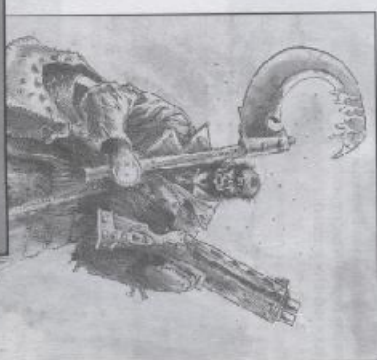
are seven scenarios in the Necromunda Sourcebook ranging from the straightforward *Right to the Move* involved *Scout Out* and *Run*. However, the tactics for a *Gang Fight* are a little more involved (which will be explained in a later issue) while the *Raid* and *Scout* scenarios are basically the same game slightly differing flavours. Also, the *Shoot it Out* does not leave much to the players, since in gangs simply walk towards each other and start firing – great fun but not the most imaginative exercise in Underhive tactics! So, are left with four types of fight: *Scavengers*, *T and Run*, *Assault*, and the *Raid/Rescue* seen. Each of these must be approached differently depending on your gang, your opponent, and whether you are attacking or defending. Let's start at the top, with *Scavengers*.

### SCAVENGERS

*Scavengers* is basically a normal scrap with the addition of loot counters and horrible creatures. In the *Scavenger* game, these are simple to use. You make a *Scavenger* die totally different from a

Conflict constantly erupts in the Underhive as rival gangs vied each other and spring ambushes on their unsuspecting foes. Remember, only death is certain in Necromunda...

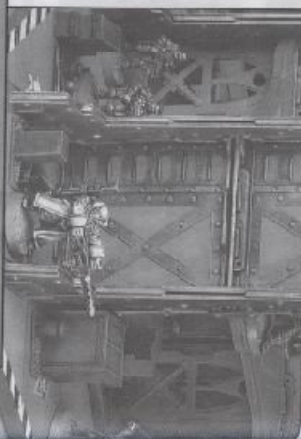
normal fight. *Scavengers* is one of the best scenarios for any gang, since hard cash is always a valuable commodity whether you are just starting out or have played unpeopled games and are top dogs of the Underhive. You must ask yourself how far you are willing to go to get those loot counters, just how much do the ends justify the means? Is it really worth sending in your leader to stand in the open, for Doss's credits? Not a green juve on the other hand...



Many things draw people to the Underhive. Some wish to escape the law, others seek a more settled life than is offered uphive. Most come scavenging for the abandoned treasures of long-dead generations, hoping to make their fortune.

I can't answer for everyone, but for me, these valuable Loot counters represent new guns, prized rare items and fresh fighters – casualties that any gang needs if it is going to stand half a chance in the cut-throat world of the Underhive. The first thing to sort out is where to place the Loot counters. If you have a hand-to-hand combat orientated gang, place the Loot in tight nooks and crannies where the terrain is dense and your close combat expertise will come into play. If, on the other hand, you have Van Stans or another shooting orientated team, placing Loot in the open allows you to provide better covering fire for the fighters you send after it.

Fighters who give covering fire to the rest of your gang are best positioned to concentrate on one area of the battlefield. Use terrain or other gang members to shield them from the rest of the table.

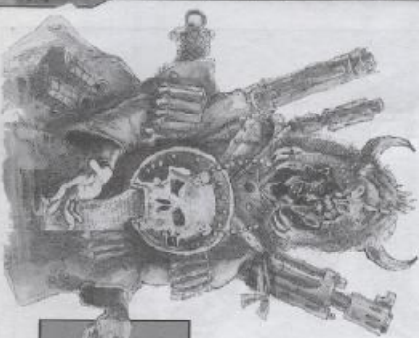


5 p 1

When you're playing *Scavengers*, you must remember that the Loot counters are the reason you're there – don't get distracted by trying to shoot up the enemy! Fighters with skills like

*Infirmitation, Leap, Trip Shooting*, and *Drive* are very useful in *Scavengers*, using their abilities to get close to the Loot as quickly and as possible. Close combat specialists are also to this role, as you will be heading toward enemy, and it's quite likely that you will be fighting it out in hand-to-hand combat to secure the spoils. You can use these gang members to move towards the Loot while the rest of the gang covers their advance. However,

careful about sending fighters out on their own, as you can never tell when that Monster is going to come up as a six. For this reason, organising your gang into groups of three will help, ensuring that nobody is an obvious target for the hating creatures of the Underhive. Of course, if you're particularly cruel, you can use your workers as bait – simply leave him as far away



Merely hunted by the Gaudlers, renegade gun-runners supply weapons to anybody including outlaws, Scavengers and Rabble war parties. However, the risks are not without their rewards as arms and ammunition fetch a high price in the lawless Underhive.

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Untrained pickers, known as Wydds, often sell their services to desperate gangs and less legitimate settlement leaders. They are all outlaws, and they are often the target of purges by the Acropolis Abhives and Imperial Inquisitors.

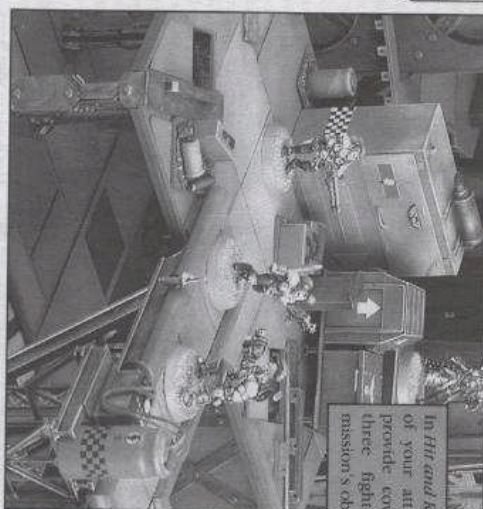


the first thing to do is to organise your fastest and most agile fighters and a 'scavenging party'. As they run forward, the rest of your gang provides covering fire to make sure that your scavenging party reaches the Loot with minimal damage. This means you'll have to set up your guns where they can draw lines of fire to the Loot counters and the area around them. If the

the closing enemy scavengers. Later on, the combined attack from your scavenging party and covering fighters should drive off any survivors.

There is one other way to do well as *Scavengers*, but it's very hard to pull off successfully. As the winning gang automatically gets any unclaimed Loot (since they end up in possession of the battlefield), it's sometimes worth ignoring the Loot and simply concentrating on making the other gang kottle out first! Although this really contradicts what I was saying earlier about concentrating on the Loot, it can work if you try hard enough. However, it can be very risky and if the opposing gang manages to evade the attentions of your fighters they may be able to slip away quietly with everything!

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Whatever you decide to do, go for it wholeheartedly. Don't hang about swinging between going for the loot and attacking the other gang – positive action brings positive results!

## HIT AND RUN

It's difficult to be specific about *Hit and Run* tactics as there are five possible missions to choose from. Nonetheless, there are a few general points to keep in mind whether attacking or defending. Things are slightly easier for the defender in a *Hit and Run* since their job is pretty much the same regardless of what the attacker is trying to achieve. Always willing to take the easy option, I'll deal with the defenders first.

## DEFENDERS

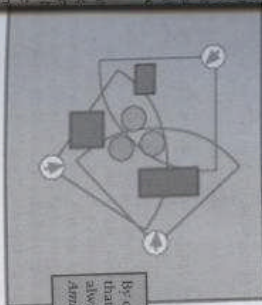
The defender in *Hu and Kun* has one objective in mind – to drive off the attacking gang before they achieve their mission. For this reason, throughout the battle, keep in mind just what the attacker is aiming to do. He will try to distract you, force you to turn your attention

In *Hit and Run* or *Scavengers* of your attackers as a screen provide covering fire, while three fighters concentrate mission's objective.

Secondly, you must decide who to bring reinforcements. As you don't know what reinforcements are going to turn up, it's best to bring on the guys with the longest ranged and special weapons – heavies can't move fast, and usually take too long to get in

## ATTACKERS

er firing position (unless of course they're *Budging Bigs* skill). This means that the reinforcements come on at the wrong time; it shouldn't be too long before you get stuck in. If they come on right next to an attacker (and survive the experience), they probably get bonuses to hit for firing at range.

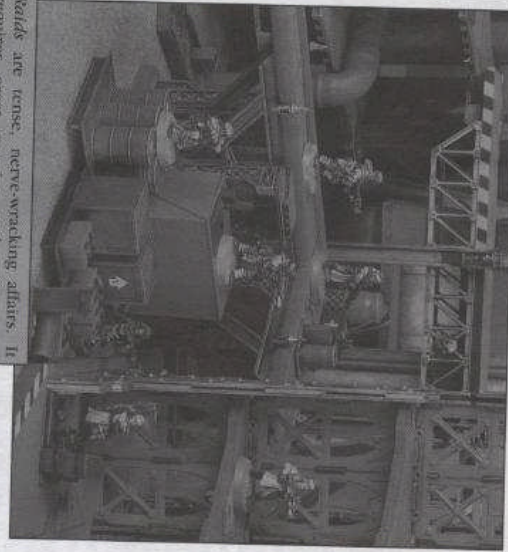


defender's reinforcements from having any great impact. The most efficient way to do this is to set up a screen – your troops on suppression duty physically place themselves between the defenders and the group making the hit. This will force the attacker to shoot at your screen as they will be the closest targets. Time is of the essence – the longer you hang around, the more reinforcements will pour onto the cable. Your screen should be able to hold up anybody moving on for at least a turn or two. This time (probably bought with blood!) must be used wisely. Each turn your hit squad isn't doing something to achieve the mission is a turn wasted!

## AMIBUSH

*Ambush* is perhaps my favourite scenario (at least, when I'm attacking...), but maybe that's because I'm a sneaky, backstabbing Delaguel! However, when things go wrong, it's usually disastrous. Let's deal with attacking first this time. The important thing about an *Ambush* is the size of the gang you are attacking. The larger the gang, the more chance of some of their fighters breaking out and turning the tables on you! Only *Ambush* small gangs that's my advice! To minimise the risk to your gang always be pessimistic. When you set up, do so in such a way that if your opponent gets behind you *and* gets the first turn, you'll still be relatively safe. If things go well, it doesn't matter that you have to move a little bit to get into the perfect position (apart from your beasts who'll have to take their chances!).

There's a nice phrase that sums up the attackers' tactics in an *Ambush* – "Converging fields of fire." This means that everybody (yes, everybody!) is firing at the same targets. When you open fire, pick on one enemy, and keep firing until he is gunned down. Then pick another target, and make sure you nail him, and



*Raiders* are tense, nerve-wracking affairs. It requires great cunning and patience to eliminate the sentries before the alarm is raised.

so on. The diagram below shows how converging fields of fire work, so keep them in mind when you are setting up. As well as maximising your attack, keep a weather eye for the counter-ambush. Try to position your fighters so that a single turn on the spot will allow them to target attackers sneaking behind their comrades, so if you are outflanked you can deal with it straight away.

### BEING AMBUSHED

Being the defender in an *ambush* is a very harrowing experience. It's down to the luck of the dice whether you are all lined up like plaster ducks at the shooting range, or whether your gang has managed to scrape together some kind of organised defence. Again, it's best to be totally downbeat and expect the worst, since anything which swings your way becomes an added bonus. The motto of the defenders

should be those captured by the raiders.

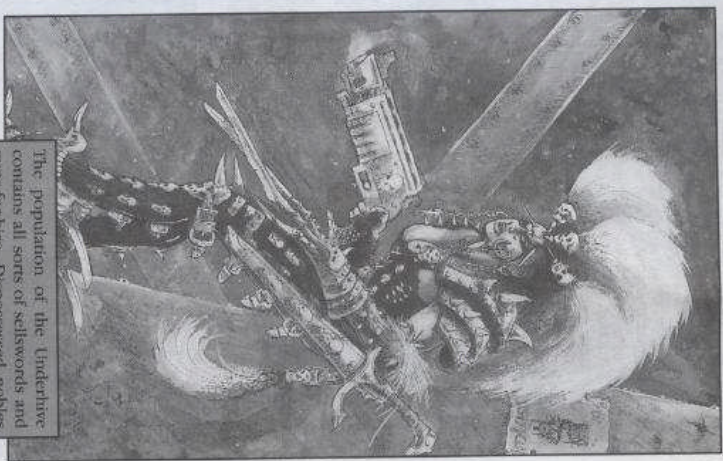
### RAIDERS/RESCUEES

Don't have two ways to go about raiders and rescuees. The first is the direction, the sentries and canny and move on to your objective, going to the second is to make for your going to the first, trying to avoid or behind the sentries as you go bringing the first found that with a attacker it's best to eliminate the firefight first, since your possibility of actually damage the you'll practice are likely to raise the find yourself - the less enemies much on the table when the p o s i t i o n is raised, the better. With surrounded, however, freeing the sides are silent with no chance fighters using the alarm. This means down mean with a bit of cunning, you causing the sentries to break and break and break (though you'll break and break like to crack off a shot it. The alarm once you're racing for is to try and win).

of the ambushing gang with all of bringing strength of numbers concentration of fire into one very part of the battlefield. When you can then either run for it, or move onto a portion of the ambushers, taking out each group in turn. If you are lucky enough in some fighters setting up freely (or those you a six for) you can place them behind attacking group you are going to break thus taking them on from both sides.

### RAID/RESCUE

*Raiders* are a great way of croaking a gang getting too big for its boots. Those Goliaths been taunting you for too long? Well, raid and teach 'em a bit of respect. *Rescuees* are similar to *Raiders* except you're attempting to captured gangsters. Don't waste time in rescue, jives, but if a heavy or expert gangster gets caught, it's usually a good idea have a go at getting them back.



The population of the Underhive contains all sorts of self-willed nobles from the Spire find that their exquisitely-crafted weapons and armour can earn them hard cash and a harder reputation in the cut-throat settlements which are their new home.

to work your attackers into a position where you can remove as many of the sentries as possible in a single turn. Take them all out in one fell swoop if you can! Oh, and watch out for those screams, they'll get you every time!

# SENTRY DUTY

Defending against a *Raid* can seem pretty hopeless at first, since you have little or no control over where your sentries move and look. However, you can make things difficult for the attacker by picking the toughest and most stubborn fighters in your gang to be sentries.

Fighters with a toughness increase, multiple wounds and skills like *Iron Jaw*, *True Grit* and combat skills all help to make them annoyingly hard for your opponent to dispose of. Having good close combat sentries is essential – if your opponent opts not to shoot your sentries (a wise choice on his part) he'll find it very tricky to take out your sentries in one round of combat without making lots of noise and raising the alarm anyway.

Equipment such as bio-scanners, infra-goggles and screamers can be a really nasty surprise for the attacker. Gangers with a high initiative are also useful since they have a better chance of spotting enemies really close to them. While you are moving your sentries around, try to keep in mind why the enemy are there – to rescue a captive or attack your tunnel entrance. When

possible make your sentries act like real sentries and assign them an area to patrol. Don't just move towards the attacking gang as quickly as possible because this actually makes it easier for them to slip past should your sentry end up facing a wall. Also, try to pick open spaces for your sentries, so they have the longest and easiest lines of sight, whichever direction the end up facing. Your sentries are a net, and by further they can see they more likely the attackers are to get caught in it.

When (if?) the alarm is raised, it's important to react properly. Try to cut off the attacker from his objective or, if it's too late, from getting off the table. Your sentries are in the best position to do this, so don't just rush them towards the nearest enemy. Try to catch the raiders between your gangers already on the table and the reinforcements rushing on to help. Remember – keep your eyes peeled!

Well, that's it for now. I'm sure there are lots more things to say, but only you know the best tactics for your gang. Well don't just sit there pondering about it – get out there and can yourself a reputation!

## ARCHIVING SERVICE

Those helpful Mail Order Trolls have compiled a complete listing for all the articles that have been published in previous Journals. Where a certain Journal is no longer available, you can order photocopies

which are sent to you in a dust-proof plastic wallet by first class post. So, if you're bickering yourself for missing the rules for the Undead Plague cart or the Norse Army list for Warhammer, or even if you want to know if there have ever been rules written for Dwarf Acrobats! All you have to do is give the Lads at Mail Order a call on 0115-91 40000 (phone lines are open from 7.00 am til midnight) and they'll tell you which articles appeared in which Journals, availability and prices of them.



## RATSKIN SAVAGE

By Gerrid Robb (from the Gary James webpage)

Here's a dangerous, whooping savage mupb to bolster your Ratskin gangs when fighting the oppression of the Underbivers...

### RATSKIN SAVAGE

Cost to Recruit: 60 Credits

Savages are Ratskin renegade warriors who have taken their war against the Hivers to an extreme. Continuously in a blood-thirsty state of rage, Savages don't try to drive the Hivers out of their land, they try to slaughter them altogether as brutally and viciously as possible. When in battle Savages can be seen dishing madly about, wielding gore-spattered blades in each fist. Fortunately for most Underbivers Ratskin Savages are a very rare breed!

#### PROFILE

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 2  | 3 | 3 | 1 | 3 | 1 | 7  |

**WEAPONS:** Savages may only be armed with the following weapons:

Club, Maul, Bludgeon, Sword, Knife.

Savages only fight in hand-to-hand combat and always with a close combat weapon in each hand. This two weapon fighting style allows them to *Parry* even if the weapons they use are incapable of *Parrying*. Savages may never use massive weapons.

**ALLEGANCE:** Only Ratskin Gangs may recruit Ratskin Savages.

#### SPECIAL RULES

**Skills:** Native Resilience, Ferocity

**Scalping:** Ratskin Savages are fearsome blood-thirsty opponents and delight in the taking of trophies from their victims in the shape of scalp. As an indication of their battle prowess, if a Savage takes an opponent down or out in hand-to-hand combat and there is no other opponents within follow-up. More range, the potential victim can find himself horribly mutilated or even without any hair! The victim must make an Initiative test. If successful the

Savage moves on fuelled by the blood-lust of battle. If the roll fails then consult the scalping chart below:

#### SCALPING CHART

- | 2D6 | Result                                                                                                                                                                                        |
|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2.  | <b>Dead</b> – The victim is killed and his body abandoned. All weapons and equipment are lost.                                                                                                |
| 3.  | <b>Mangled</b> – The victim is still alive but his mares are going to call him 'baldy' from now on! The victim suffers -1 Toughness.                                                          |
| 4.  | <b>Leg Wound</b> – Obviously the Savage doesn't know his scalp from his kneecap and the victim loses a point of Movement.                                                                     |
| 5.  | <b>Arm Wound</b> – The victim suffers -1 Strength.                                                                                                                                            |
| 6.  | <b>Scalped</b> – The victim suffers brain-damage. He is now subject to <i>Stupidity</i> . Should he receive a second head wound he must retire.                                               |
| 7.  | <b>Blinded</b> – The victim loses an eye and suffers -1 BS.                                                                                                                                   |
| 8.  | <b>Body Wound</b> – The victim suffers -1 Initiative.                                                                                                                                         |
| 9.  | <b>Mauled</b> – The victim suffers -1 W. Should he only have one Wound anyway he is Dead.                                                                                                     |
| 10. | <b>Hand Wound</b> – The victim loses some fingers and suffers -1 WS. Should he suffer a further hand injury a hand is cut off and he may no longer use weapons that require two hands to use. |
| 11. | <b>Tortured</b> – The victim is tortured and suffers the loss of an experience level which must be regained before he can go up another level.                                                |
| 12. | <b>Dead</b> – as above.                                                                                                                                                                       |

# FORGEWORLD

by Sean Patten

Sean's talented hands have created the following superb industrial terrain. We hope to feature some more of his work in future issues of *Gang War* or the *Journal*. Here is just a selection of terrain pieces, including 2 large double-sided Bulkheads, a set of gangways and interlocking towers and a forge. You can see his work in full colour on the inside and back covers. To follow there is still an entire factory, a generator, a large stamping machine, habitation blocks and a chemical processing plant, busy man!

We think you'll agree Sean's terrain captures the gothic and grim atmosphere of Warhammer 40,000 very well.

## BULKHEADS

The Bulkheads (shown on the back cover and inside front cover) are designed to cover a big area in the background and really give the impression of a giant dividing wall inside the Necromunda life or Forge World complex. Both started life as printer cases.

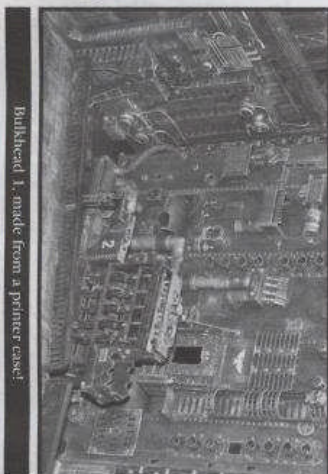
Bulkhead 1, a massive chunk of scenery, is more than just a nice backdrop for Necromunda or urban games. Ladders, balconies and doorways make it a fully traversable piece of scenery. This is the second

piece of "scene-o-rama" I have built, where the reverse side details the interior (the first being a monstrous Chaos Necropolis). The basic shape is the top half of a printer case, but so much detail has been added it could have been anything. The vents at the top are parts from a fish tank filter. The cage around the ladder on the right is made of hair curler pieces.

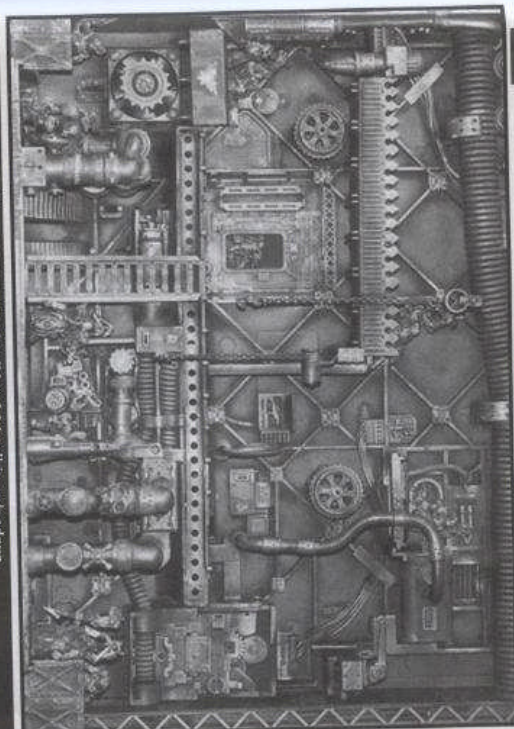
On the appallingly CLOSE (thanks to the zoom on a friend's digital camera) you can clearly see the Necromunda

bulkhead inset into the piece, with the top clip cut off. The ladder steps on the bulkhead have been shaved off, and a hatch from the Chimera kit added in its place. The balcony is made of a toy with some N scale train fencing added to form the spiked railing. The support chains are attached to skull beads. The ladder is made of HO train track, with parts from hair curlers forming the cage. Just a couple of decals really help the gothic look. If you add a bit of brown wash after putting the decals on they blend in nicely.

Opposite top is a shot of the interior, where the REAL detail work can be seen! The diamond shaped reinforcements were, conveniently, already part of the printer case. I just added some track sections at the intersections, jewelry chain hangs from crane arms in the center. A computer fan in the lower left corner has been embellished with a model tank drive sprocket and other details. Ladders were made with HO scale train track. The two circular vents in the center were made by adding wire mesh behind plastic artillery wheels, which were then



Bulkhead 1, made from a printer case!



The opposite side of Bulkhead 1 in all its splendour.

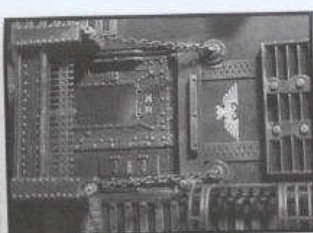
attached to short sections of plastic pipe. Several bunches of electrical wire (conveniently attached to connectors when I ripped them out of an old computer) help enhance the

tech look. The lattice pieces on the sides are Plastruct (available in train hobby stores). It seems like I could never fill all this space with detail. I can't begin to name every piece that went into this thing...

Below is a close-up of the pipes on the lower section. These were mostly made with fish tank filter parts (thanks Eric). I

added crank wheels (various parts from tank kits), plastic skulls (from novelty keyrings), hatches and plastic shields, crank arms from a fantasy artillery piece (available through mail order), bands of rivets, spikes, aaargh! You get the idea.

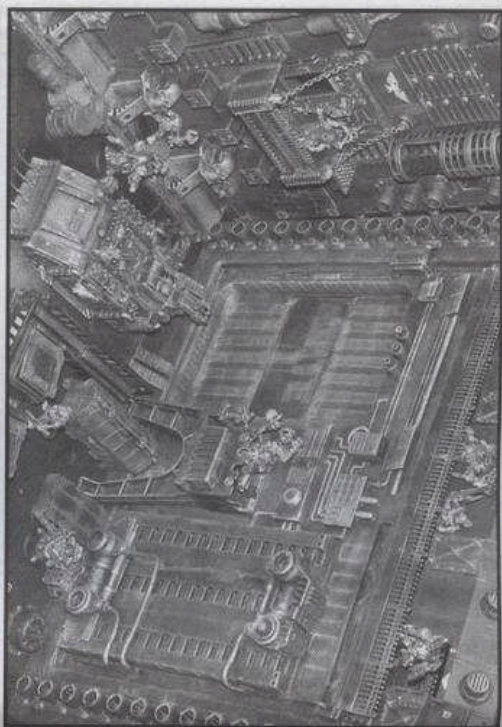
Over the page is Bulkhead 2. At ground level, you can see any



The doorway of Bulkhead 1



Detail of the lower left corner of Bulkhead 1



Bulkhead 2. Techpriests attend to the machine spirit of an Adeptus Mechanicus Rhino.

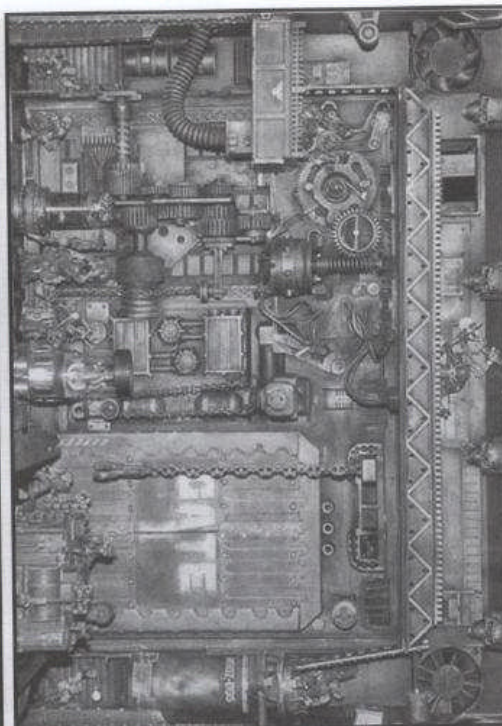
Tech Rhinos (along with several Tech Priest miniatures). Bulkhead 2 consists of another printer case that had a large opening in it. I filled the opening with a panel from a Robotech factory model kit that has a massive door with "Gate 1" moulded into it, along with other appropriate details (unfortunately, this kit is now very hard to find). A balcony runs the upper length of Bulkhead 2, trimmed with some nice, gothic looking fencing, made for 'N' scale model trains. The rows of short pipes that run along both sides are made from bits of an old keyboard interior. Each hole held the switch for a key, so I trimmed off entire rows of the holes and mounted them, for extra gratuitous detail. Old keyboards are a great source of

detailed parts, by the way!

Yes, Bulkhead 2 also has an interior! This time, I spent less work on pipes, concentrating on gears instead. The main gear motor from an old dot-matrix printer (lose those printers, chock full of parts). Other gear parts are from broken cassette tape players. Two computer fans frame the top of the piece. The balcony that runs along the top connects to the one on the front through the door in the upper left corner. The skull shaped vents were made by cranking cool skull key rings into square sockets. More wire, oil drums, rubber tubing, chain, and other madness fill in all the blanks so that even the simpler of the two bulkheads looks frighteningly industrial.

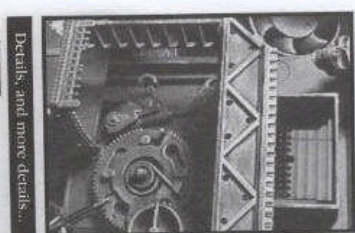
In addition to the typical grungy paint job, a few well placed decals really help make the scene. Be sure to 'dull down' your decals and stickers with some matt finish varnish. I mix in some brown to make them look even dirtier. One thing kept me going as I worked on all this madness - the Jes Goodwits illustration of two Techpriests conversing in front of a big tank holding a Tyrant head. I love that picture - as you can (hopefully) see by the three Tyrant head in the tank at the center bottom.

A close up shot of the lower left corner. You can clearly see the plastic skull keyring. The upper balcony is made from Plastrac support beam, backed with sheet plastic and topped with some edge trim that I found in



The interior of Bulkhead 2.

an electronics surplus shop. The lower balcony is a toy train car that I cut up, and added some more model train fence for the railing. The gears are



Details, and more details...

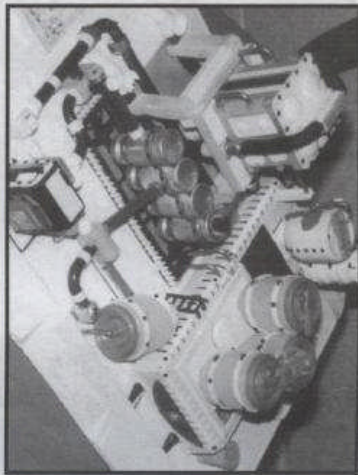
from a tape deck. If you use real electrical wire, select several colors. That way you won't have to hand paint them! The wires seen earlier were spray painted when I primed the whole piece black, but I wiped them down with a rag before the primer dried. They look quite grungy as a result.

Elevated scenery includes things like multi-story buildings, elevated roadways, canals, gantries, stairways, and anything else that gets games off the ground. The hardest part of elevated scenery is setting it up so that it looks good. You'll find yourself adjusting entire city blocks just to get the gantries to fit properly. Two things help a lot here - one is to have a wide variety of lengths on your

canals. The other is to build a couple 'tint' towers that can be used as terminals or connectors for canals, or used to bridge small gaps. I strongly recommend using lots of canals, towers, and multi-story buildings - despite the hassle, they really make a game 3-dimensional and interesting!

### REFINERY

The refinery is not your typical building - more of a sprawling chunk of cover, with lots of pipes and tanks to hide behind. The pipes were made from a plastic pants hanger (nice for I shaped intersections). Plastic hangers are great for pipes because you can add bends in them by heating them up without them kinking or melting away. I used plumbing

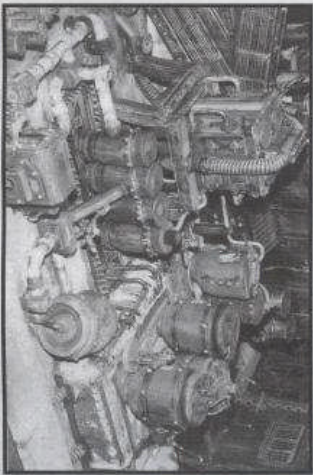


The refinery under construction, note the rivets on everything.

it finished.

### GANGWAYS

On the opposite page is a nice shot of my custom catwalks and towers, with some of my elevated road sections in background. The catwalks are made of an HO trestle kit, and I cut the kit into several different lengths to bridge various gaps between



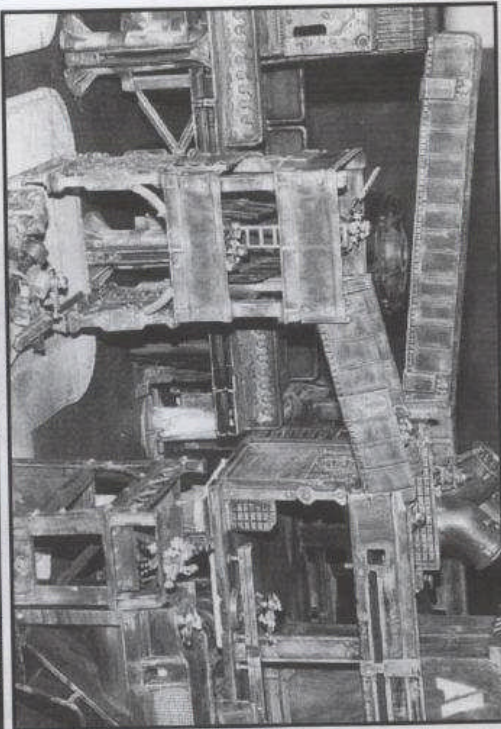
The finished refinery.

buildings. I put solid looking railings on all my accessways to ensure the models get good cover. Notice the gothic arrowpoint detail along the walls of one of the gangways. This was done by cutting paper thin sheet styrene (available in hobby shops) with a pair of pinning shears (you know, the zig zag ones for sewing), and then punching holes in the "valleys" with a hole punch. I then glued strips of this detail onto the walls.

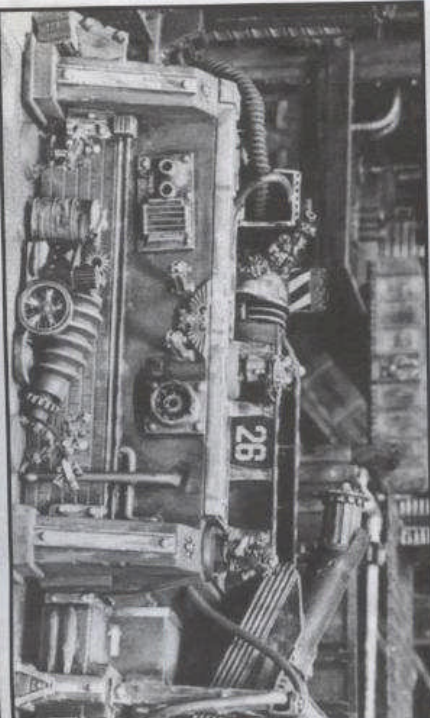
### THE FORGE

This building started out as a Hot Wheels Car Crusher toy! I completely stripped it down and re-detailed it, including adding the brick paneling along the base to cover up holes in the original toy. Although the Forge is an earlier model and has a more primitive paint job, the details are still strong. The junk pile was built up with various toy and model parts, including bits from the original crusher toy. The eagle is actually a power bridge that I picked up from a Games Workshop store, but I don't think they have them anymore. Plasmatic girders were added to the pylons (along with rivets) for that reinforced look. Plenty of pipes on this one—mostly copper and plastic tubing. I used some stickers and decals from toys to add character to the base paint job. Again, I painted over stickers with a matte finish so they aren't so glossy looking.

For more of Sean's terrain check out his website at: <http://members.xoom.com/bluenixmicro.htm>



Gangways make use of the excellent cover provided by the gangways and connecting towers.



Technopriests and servitors man their forge. Note the piles of old gear wheels and drums.

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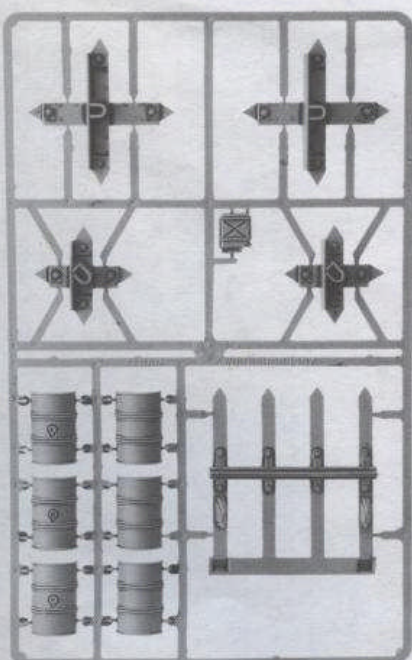
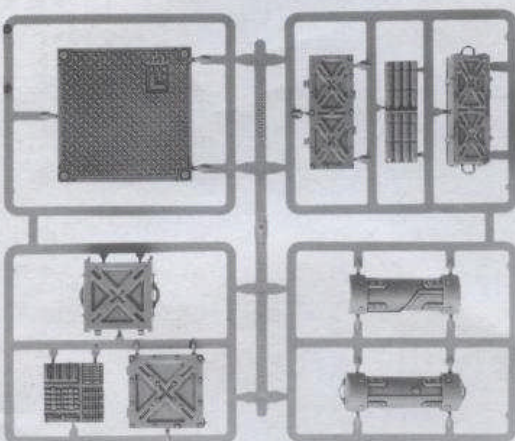
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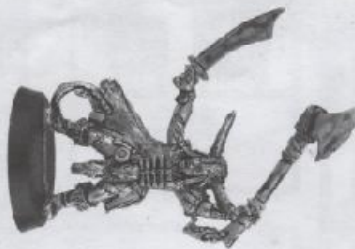
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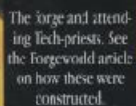
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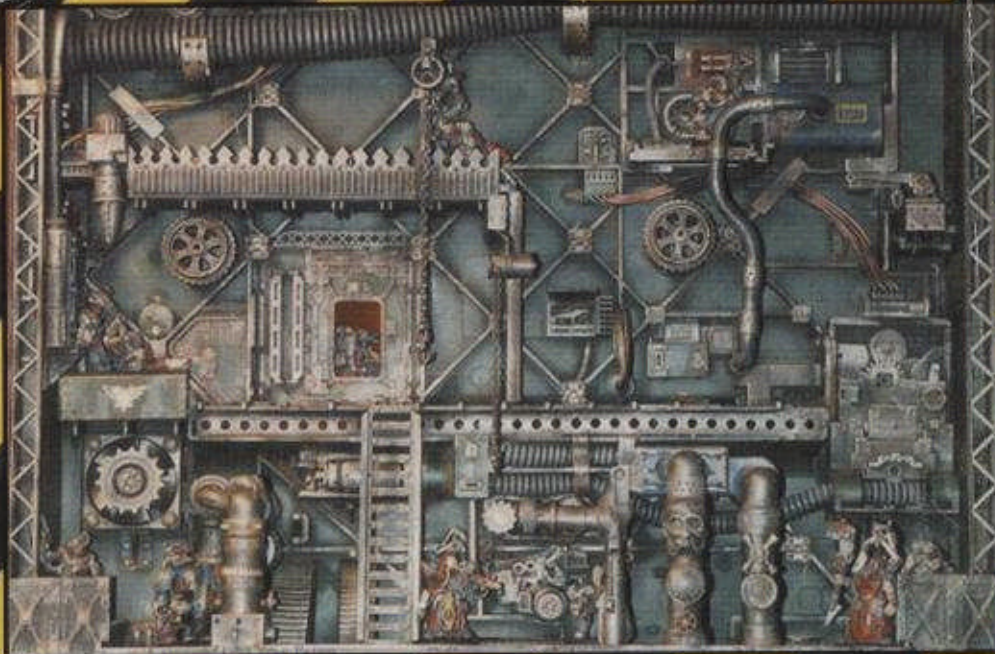


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