

THE GREAT WHITE ONE

by Shaun Gardiner

For this scenario Shaun was inspired by a piece of colour text in the Necromunda Sourcebook, which is great, because that is what it is there for! To play this game you'll need a copy of the rules for bikes, which can be found in Citadel Journal 27 and Gang War 1. You'll also need a great big spider. Not one for the arachnophobes this.

The Ratskin hauled the grey, dead spider from the sump, and held it above his head. He gave a shrill cry, answered by the crew of the other, larger boat, which was marked in the pervading gloom of the sump. This was to be a good hunt, he knew. The spiders were many and large, their eye-jewels dazzling and perfect in the unnatural light of the Underhive.

The Boat came closer, and the Ratskin's prize was hauled up onto the deck. Then, seconds later, it was thrown back into the sump, minus its jewel-eyes. Several spider carcasses already floated in the green liquid, stripped of the valuable gems. The Ratskin caught a movement in the corner of his own eye. There. More of them. He let out another shrill cry, and gunned his skimmer towards the fleeting shadows. He was again answered, and the rest of the skimmers followed. Some distance behind, in the gloom, the larger boat moving slowly in their wake.

The Ratskin grinned as another spider fell to his flying harpoon. Yes, this was to be a good hunt. He felt it in his bones. A very good hunt. Like no other he had ever known...

Below him, the creature felt more anger. Several of its kin had fallen to the noisy things, and the now lifeless bodies lay on the surface as mute testimony to that fact. A single emotion entered the creatures' head.

Revenge.

It lifted off and headed for the leading, smallest object. It rose slowly at first, then faster and faster, until, with one final thrust, it was upon him.

The Ratskin had no time to even register what happened. One moment he was taking aim for another fine prize, the next he was flung through the air like a rag doll, limbs cartwheeling uselessly, spear hurled to one side. As he spun he saw the sump below, and screamed, knowing that he would drown before his companions, far behind, would even reach him.

Then the surface below him broke, to reveal a sight that sent his mind close to spinning over the brink of sanity. Below him was the mightiest spider he had ever seen. Its legs alone spanned at least five meters. It was purest white, and its eight eyes burned balefully in the darkness. Clustered around it, the Ratskin saw, where the spiders he had only just been hunting, all turned watching him evilly.

The great spider opened its mouthparts, revealing the mighty pincers, each the size of a sword, and the Ratskin knew then the he was not going to drown. But he was still going to die. Yes, I was right, he thought. The greatest hunt I have ever known. With that final thought, his mind was lost.

His mouth opened. Laughing the laugh of the insane, Wild-Spider-Running fell to his doom..

INTRODUCTION

Moby Dick. Moby what? Moby Dick. Need I say more? Yes? Alright then.

We all know the story of Moby Dick and captain Ahab and all that. But do we know that Necromunda contains a Sump version of this story. No? Take a look through the Sourcebook, 'cos its in their somewhere. The story of a group of sider gatherers, working within the underhive, that are joined by a mysterious captain, whose searches for the Great White One, whose eye-jewel is the most perfect the world has known. basically, the hunting party find the spider, and are, again basically, chewed to pieces. starting with the captain. Hah.

That is the story this scenario is based on, that and the story above. Anyway, Introduction aside, let's get on with it, huh?

THE GREAT WHITE ONE

Within this scenario there is one monster, against one gang that is out to take it down. This monster should be represented by the biggest spider monster you can possibly find (painted white if possible). The Stats of the monster are given below. It has one special ability, dive and no equipment.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Gr White One	1D6+5	7	0	6	5	6	3	4	10

You'll notice that the spider's movement is partially random. This is to demonstrate the effects of the waves and other movements of the sump below it on its basic movement characteristic, which is 5. When the spider moves above ground level then this additional D6 is removed from its movement and it obeys all normal rules for moving. The Spider may move up and down ladders without penalty.

EQUIPMENT

Mandibles: Strength as user. No parries.

Chitinous Hide: 6+ unmodifiable save

SKILLS

Dive: At the end of its turn, the spider is allowed to declare a dive move. This represents the monster diving down below the surface of the sump, and coming up in a different place. The spider is immediately taken off the board. At the beginning of its next movement phase,

the monster is placed anywhere on the ground level of the board.

If the monster is hand to hand combat when it makes the move, then all the models in combat with it may make a free attack on it, extraneous to their normal attacks, at a -1 to hit.

Fear: The monster causes fear, as described in the sourcebook.

Won't Bottle: The creature will not bottle under any circumstances. The leadership given above is for comparative purposes.

Silken thread: If the spider falls off a building then it takes only half the normal amount of damage (i.e. half the distance it fell) instead of full damage, due to its anchoring of silken thread

GANG

Ganger Skimmers The gangers that are trying to take down the monster have all been provided with 6 skimmers by the mysterious agent that has hired them to great the Eye-Jewel of the Great White One. This means that six gang members may be taken by the gang player.

The skimmers have identical stats to a standard bike, except that they may not make a jump move. If at any time a ganger wants to move up a level on the sump then he must move to a ladder and tether his skimmer, before climbing up the ladder. This takes one turn. If at any time the ganger wishes to return to his skimmer he has to travel to the same ladder and untether the skimmer, which also takes one turn.

The Skimmers may not be sold after the battle is finished - they are immediately taken by the employer, or at least, the employer's heavily armoured and armed guards.

SETUP AND OBJECTIVES

SCENERY

Sump: In this scenario, the entire ground level of the table is the sump - a mixture of chemicals, sewage and toxic waste. This may not be traversed by foot, only by specially designed skimmers.

Mist: The Sump is constantly wreathed in a dense cover of mist. Visibility is limited to 8", and special gun skills may only be used on a

roll of 4+.

Falling: If any ganger falls off the levels above and into the sump then he must roll a D6, and add 1 for every inch above 6 that he fell. If the roll exceeds 4 then he has been knocked out, and unless a ganger on a skimmer moves within 2" of him within the turn, then the ganger drowns, and the equipment that he has is lost. If a Skimmer moves within 2" of him, then the ganger on the skimmer will pick him up. That skimmer will move at a -2 movement rate until the extra ganger is returned to his skimmer or climbs off the skimmer onto a ladder. The extra ganger may shoot and fight in hand to hand combat at a -1 to hit penalty.

If the ganger falls and doesn't get knocked out however, the sump cushions his fall, and he is not harmed (the sump won't cushion his fall, however, if he lands on a walkway etc.). He may move up to 2" until he manages to climb onto a friendly skimmer, with the same effects described above.

SETUP

The Spider may be set anywhere on the board on ground level, as long as it is at least 6" away from any ladder or table edge.

Gangers set up as normal. Vents and tunnels may not be used.

CREATURES OBJECTIVE

Take as many gangers out of action as possible.

GANG OBJECTIVES

Avoid becoming a meal, take down the Spider and remove its eye jewel.

FINISHING THE GAME

The game ends when the gang bottles out, the Creature is taken out of action, or all the gang members are taken out. Because of the desperate situation the gang will only voluntarily bottle out - it is never forced to bottle out. The gang may only voluntarily bottle out at 50% casualties or more.

EXPERIENCE AND CREDS

For fighting valiantly but basically ending up as fodder.

+1D6 Survives.

+10 for each gang member involved in the hunt.

+20 for the gang member that took the spider down.

The gang get 3D6x10 credits for killing the great White One. (The eye jewel is worth a lotta creds to the employer).

INJURIES

Any gang members that were knocked out by a fall into the Sump are dead, and all equipment is lost. All gangers that were down on a walkway roll on the injury table as normal.

