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Down amongst the Dead Men

A Necromunda Scenario

By Greg Smith and Charles Lister



My gaming group had the good fortune to be invited to demonstrate at the Games Day 1999, and for that event, Greg concocted the following scenario - using our campaigns Escher Gang, a large amount of Zombies and some really old Judge and Ambull (more on them later) figures. Although initially daunted by the wonderful display at the event, once we got started it all seemed to go well - especially as we were kindly supplied with rations!!

It was pleasantly surprising how many people wandered over to see our little game considering what else was going on and due to the mass interest in the Ambulls, in particular, I thought we should write up the scenario so others can have a go.

The scenario depicts that in the aftermath of a hivequake,

the notorious Karloth Valois has arisen from the Abyss with a horde of Plague Zombies to wreak his revenge on the Hive. Several settlements were quickly overwhelmed, the lucky ones being killed, the others joining the increasing mass of walking dead. Only a few Adeptus Arbites manning the remnants of checkpoint 13 stood between Valois and his hordes and the devastated hivers.

Outnumbered, the few defenders of Law fought hard against the shambling mass of zombies, but Karloth had a ace up his sleeve, he had been busy in the Abyss, and had found a ancient Warp Gate, of unknown Province.

It lead to the notorious world of Luther McIntyre IX, home of the renowned Ambulls. His powers enabled him to influence several of the beasts

which he now unleashed on the Judges. The hungry and angry Ambulls made short work of several Judges and if it had not been for the arrival of a local gang, who had recognised the danger to their own territory and families, they would have fallen too soon. However, their arrival managed to hold back the tide of horror long enough for additional reinforcements to arrival and contain the zombies.

This scenario, is in essence, quite simple, Karloth wants to slaughter all those who stand in his path of Vengeance and the Judges and Gang want to stop him dead - literally if possible.

TERRAIN

The defender(s) sets up the terrain as shown in the map, there should be line of

fencing, barbed wire, obstacles and the like to mark the defensive wall, and one large building to represent the remnants of the Checkpoint building.

More buildings should be placed at the rear of the table to represent the outskirts of the settlement.

GANGS

The Adeptus Arbites (Judges) set up first, in or within 6" of the checkpoint building, the Bike is not moving at the start of the Game.

Karloth Valios, an Ambull and 2D6+6 Zombies enter on the first turn.

The Gang Members arrive on their first turn.

Additionally, Karloth's player should roll 1d6 at the start of each of his turns – that many additional Plague Zombies arrive and enter on his table edge. As long as Karloth is not Out of Play this roll is made – even if he is down. Once he is Out of Play no more Zombies arrive.

STARTING THE GAME

Karloth takes the first turn and enters with his horde of Zombies and one Ambull, anywhere along his table edge, moving as normal, he and/or the Ambull can run/charge if they wish,



subject to normal rules.

Plague Zombies move 2D6" in the normal fashion, unless of course they start within 9" of Karloth, when they roll 3D6" and pick the two dice for their move distance.

The Judges take the second turn and the Gang move onto the table (same rules as above) at the same time. For the purposes of this scenario, the Judges and Gang take the same turn.

ENDING THE GAME

If the Judges are all killed (or down) and the Gang has Bottled (or all dead/down), the game ends, similarly if Karloth and all his minions are destroyed (unlikely). Otherwise the game ends when both players have taken eight turns, when Adeptus reinforcements arrive.

EXPERIENCE

The usual experience awards apply:

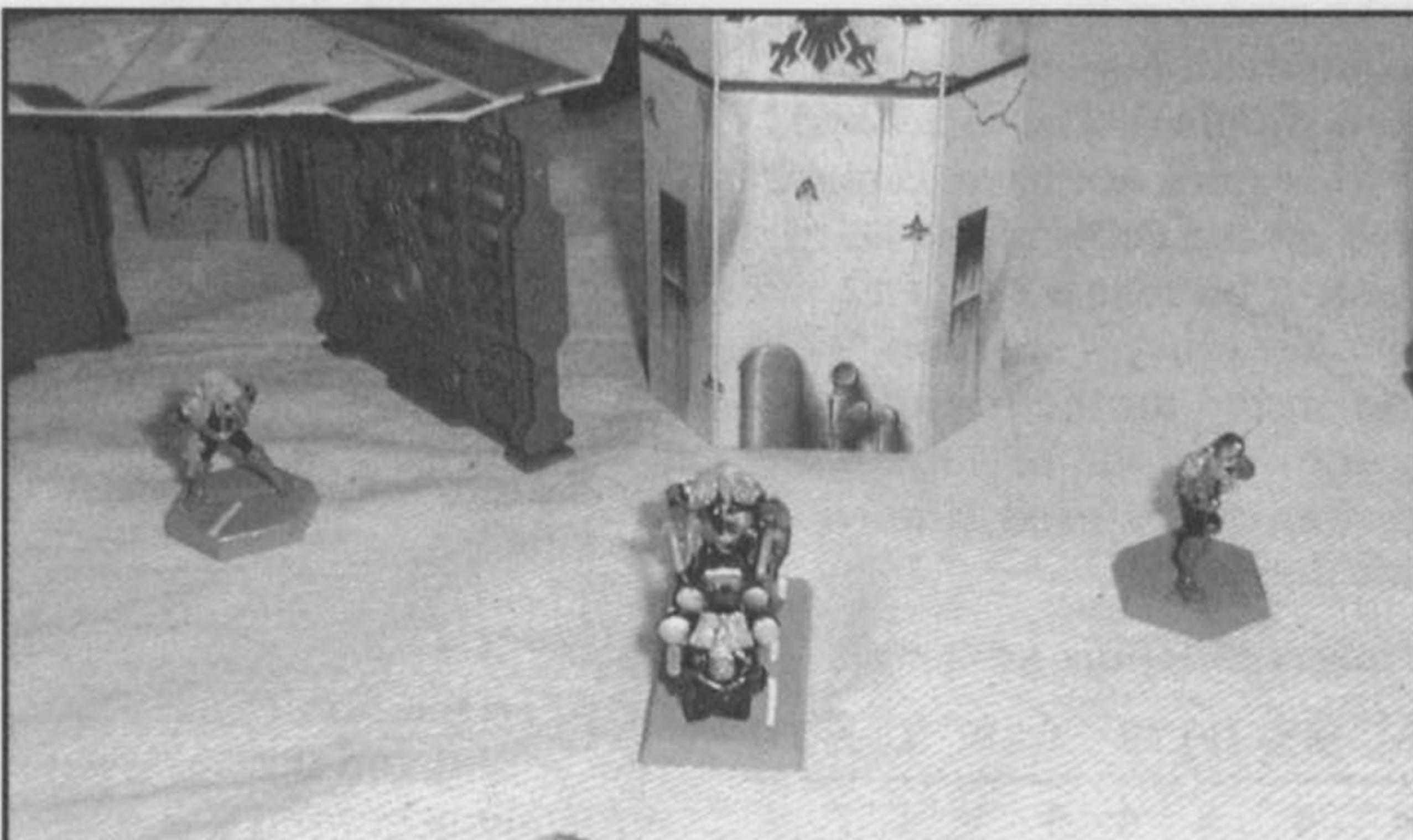
- +d6 survives,
 - +5 per wounding hit,
 - +10 to Gang Leader if meets objectives (see below).
- In addition the following awards are made.
- +5 for surviving h-to-h combat with a Ambull (per round),
 - +10 for killing an Ambull.

OBJECTIVES

The Gang leader needs to stop the Zombies and in the best case, keep at least one Judge alive to reap the rewards. Should at least one Judge be alive AND the gang did not bottle out the defending leader receives +15 Experience and may have either Watchmen Status (see Outlanders p8) or an additional territory of his choice.

Should the Gang NOT bottle out but the Judges are all killed (not just down) the leader gains +10 experience and a +2 modifier on the Outlaw table (for next 2d6 games) or 2d6x10 credits reward.

Should the Gang Bottle Out there is no additional rewards.





There is no experience for Karloth or his horde – but it is reward enough to watch them shamle menacing across, consuming all in their path.

SPECIAL RULES

You will not be surprised to find that there are lots of these!

1. Karloth

Rules for Karloth and Plague Zombies can be found on page 80 and 28, respectively, of Outlanders.

2. Ambulls

Natives of the dangerously hot polar rock deserts of Luther McIntyre IX, attempts at domestication have resulted in them being found on many planets in the Imperium. They have huge barrel chested bodies and ape like stance. Both the legs and the arms end in iron hard claws used



for tunnelling through the soft stone that covers their native land. Ambulls pursue Crawlers and other creatures through the tunnels and their huge jaws are used to grab their prey from the loose rubble. They adapt well to most environments and will eat all manner of living creatures.

M	WS	BS	S	T	W	I	A	Ld
6	5	0	5	5	3	5	3	8

Ambulls are huge ferocious creatures that cause Fear and due to their size and power do not suffer from pinning.

As they have Strength 5, opposing armour rolls are at -2 to save.

3. The Judges

The Adeptus presence at the Checkpoint is represented by several Judges, one of which is a patrol judge on a bike. None of the Judges have to take ammo rolls as their equipment is well maintained and supplied. The Sanctioned Psyker does not have to make roll on the Perils of the Warp table if he rolls a 2 or a 12, but her powers are then exhausted for the rest of the game - on a roll of 2 the power can be used as normal for that attack.

Judges (Adeptus Arbites)

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

Standard Equipment: Bolt Pistol, Boot Knife, equivalent of Carapace armour (4+).

Standard Skills: True Grit.

In addition: The two Street Judges, Joe and Armitage, have Crack Shot, Rapid Fire (Bolt Pistol) and the Iron Jaw skill (or chin).

The Sanctioned Psyker , (or Psi-Judge) Cassie, has Dodge, Step Aside and the Psychic powers: Mental Assault, Mental Strength and Zen Shootist

The Patrol Judge is on a Bike (See Gang War 1 for rules, what do you mean you haven't got it?) which has a autocannon on a centerline mount (fixed forward 90° arc) and he is additionally equipped with a shotgun with Solid, Scatter, Hotshot and Bolt ammunition.

Note: As you may have noted, these rules are NOT those officially created for the Adeptus, (as seen in Battles in the Underhive). We were using our old Judge Dred figures – and these rules take account of that – should you wish to use the “standard” Adeptus rules you may wish to increase the horde and/or not use the gang. One rationale (if you need it) is that these are actually auxiliaries recruited from the Hive – hence the sanctioned psyker- to help bring the Imperial Law to the lower depths of the Underhive – or like us you can use them because they were what we have and they looked good. In the same way you may notice, if the photos come out, that we used Kaleb Dark for Karloth – for the same reasons.

4. General

Between the horde, the checkpoint and the settlements beyond is a



defensive fence/barrier, a mixture of formerly powered fence (now off-line), barbed and razor wire and the like. There is only a small entrance gap as depicted on the map. A figure that starts their movement turn in contact with the barrier/fence may spend all their movement to clamber over/through. The fence/barrier provides cover as normal. (-1 to hit if firing through, negated if standing against it.)

ADDITIONALLY

When we played it at the Games Day we found that the Judges were overwhelmed a

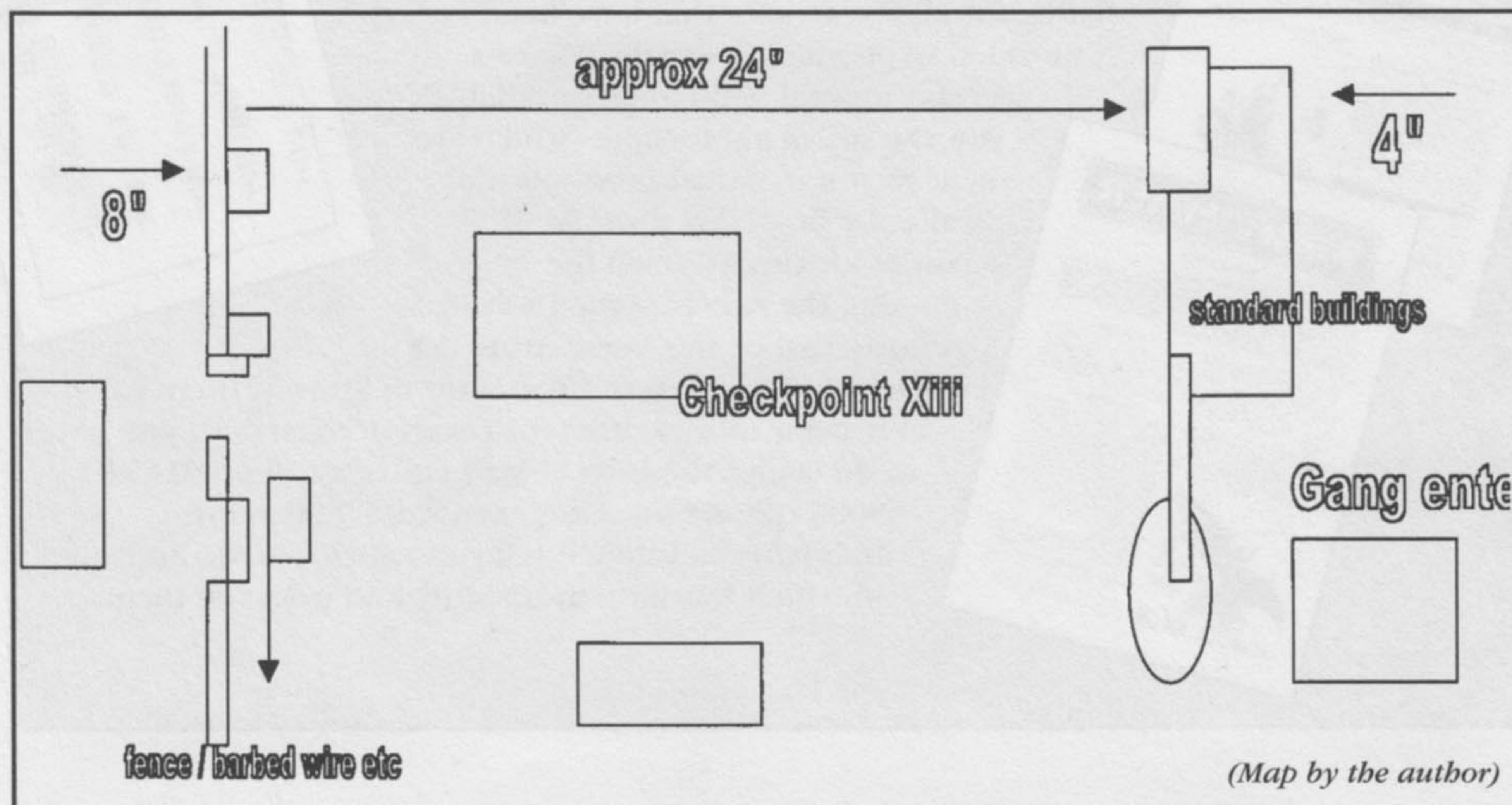
bit too quickly as we had two Ambulls and the Gang did not arrive until turn two. This meant that, after a short and very brutal fight in the checkpoint building, the Judges were slaughtered, leaving the Gang alone to fight the horde – which was a great fight – but somewhat worrying for me running my Escher Hell-Kats!!

I lost a juve and a Ganger (and counted myself lucky), but Callisto with her swords once again cut a swathe through the Zombies – swords have OFTEN been a life saver against Zombies – literally – though not for my

departed (and consumed heavy).

The scenario outline above has a few changes to reflect this, but if you do not think this a big enough challenge to the gang – by all means give Karloth an extra Ambull and/or say that if he rolls a 6 for Zombies he gets an Ambull instead (not as well as the Zombies!).

One of the highlights of subsequent testing was the exploits in hand to hand of the PSI-Judge Cassie – who took out 8 Zombies in the course of the game and survived with not a scratch.





This feat was only outdone (posthumously) by the unknown bounty hunter hired by the Shadows (a Delaque gang) who fought a Ambull for THREE rounds of hand-to-hand combat, wounding it once, before succumbing to its claws. Once he fell – so did half the gang – a warning to those who want to take on Ambulls!!



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