



# NECROMOVIES

*by Gary James*

Gary James is a bit of a Necromunda 'Nutter' from Lincoln, who has had several Necromunda articles splayed across the pages of the Journal in the past. This issue Gary has loosely based his scenarios on a theme familiar to all action-adventure addicts: The films of Arnie Schwarzenegger!

## **NECROMOVIE SCENARIO 1: PREDATOR!**

*Gannt tapped on the arm of his wheelchair in irritation. He was one of, if not the, richest men on this Hive World and he wasn't used to being kept waiting. And a wheelchair for goodness sake. When his transporter arrived it would go for scrap where it belonged.*

*At last the receptionist spoke: "Doctor Vickers will see you now."*

*The consulting room was sparsely furnished with the very best of modern off-world furniture and equipment. This man must be almost as rich as he was. How so? Few people could afford to be ill in this place, let alone pay for treatment.*

*"Well, what have you discovered?"*

*The Doctor turned from the window. "It is not good I'm afraid. As I suspected you have a degenerative disease of your spinal column. It was probably precipitated by toxin exposure. There is no known treatment. I'm sorry."*

*"Sorry! I pay for what is supposedly the best medical attention in the world and that's what I get? Sorry? How long do I have?"*

*"It's difficult to say. Maybe six months...a year perhaps."*

*Gannt shook in fury. How could he, the most powerful man on the planet, succumb to disability like a common Underhiver? He summoned all of his remaining strength and pulled himself up against Vicker's desk, leaning forward so that he was just inches from his face.*

*"If I die, you go with me Vickers. And your family. You are a sham. I was told you were the best - that you could help me."*

*Vickers appeared unmoved. "I am not one of your lackeys, Gannt and threatening me will get you nowhere. Your whole spine is affected. There is no...accepted treatment." Gannt picked up the inflection in Vicker's voice...*

*"And unaccepted treatments?"*

*"I don't know what you mean."*

*"Don't give me that, Vickers. I am the richest man on the planet. If you know something, give it to me! I'll pay whatever it costs."*

*"It will take a lot...and even then I might be unable to help you."*

*"Whatever it is, do it. I don't care what it costs."*

*Vickers ensured that Gannt had left the building and then opened a secure channel on his desktop comms unit. "Harvester?...I have a job for you. It will be difficult. I want to see you in half an hour in my office."*

*It was two weeks before Harvester could arrange his departure. He told everyone that he had been sent on an urgent errand off-planet. After laying low for a few days in a plush suite provided by Vickers, he made his way carefully Downhive, tagging along with the Guilder traffic and then moving alone and slipping into the darkness of the Underhive where it was safer to mind your own business. Here, asking questions of strangers was a foolhardy pass time so he relaxed a little. After three days he reached the derelict ventilation shaft. He paused to ensure that he was overlooked and then slipped inside. Deep within the bowels of the plant he paused, looked around, and pulled away some metal sheeting to reveal a trapdoor. The sophisticated locking mechanism of the entrance belied its place in the derelict building. He punched in the access code and slipped inside.*

*Pugh heard the commotion outside and looked up from his stripped-down melta gun. That must be the boys back. Robby had gone off to work the spore mine and hadn't returned. If he'd blown the stash on a face full of Spur he was going to pay for it, big time. Silver entered, he was ashen-faced.*

*"Well? did ya find him?"*

*"We think so..."*

*"What do you mean you think so? Did you find the kid or not?"*

*"Well, we found.....something. We think it's Robby. But we ain't sure." Pugh pushed Silver aside in irritation and went outside.*

*"Well where is he?" Hook indicated towards a sack with his heavy bolter. Pugh looked puzzled. "There's no way anyone could fit in a sack that small!" Tye, the scum, giggled and spat in the dirt. "Oh, I dunno boss... they could if they was bendy. REAL bendy!"*

*Harvester sat motionless on the girder. The young ganger had just emerged from the bar and he could see from his gait that he was high on spur. "Hmm," he wondered, "does Spur damage the nervous system? Nah, he would have had to have taken a lot to do that, and he was too young. And Vickers had wanted a young one." The ganger paused suddenly and turned slowly to look up at the building. Harvester sat perfectly still. The ganger looked straight at him but did not, could not, see him. He turned and walked on. Harvester followed effortlessly, high on the Underhive structures, waiting for the right moment. When the time came he dropped silently to the ground. The ganger turned a corner and came face to face with him.*

*The ventilation plant had not been far away and soon the predator and his prey were securely inside the lair. The ganger was still unconscious and Harvester quickly stripped of his Malcadon suit and stored it away. He had to work swiftly. Before leaving for the hunt he had prepared the operating site and the cryo container. Pausing only to top up the gangers anaesthetic he dragged his quarry to the table and picked up the scalpel. Now then, a full spine, that was going to be tricky...*

## INTRODUCTION

Of the scenarios I have written this one, Predator, has produced most enthusiasm and feedback. Some people have said it is too difficult and the Predator always wins, and some that it is too difficult...and the Predator always loses! This probably means that the balance of the scenario is about right.

Arbitrators often use the Predator as a means of dealing with too many gangs that have developed very high gang ratings. Some introduce an element of role-play and don't use a miniature to represent the Predator until they are ready to reveal what is going on, just telling the players that 'something' is stalking their gang members.

Anyone who is a fan of the Predator films can't have failed to notice the similarity between the predatory alien and the Malcadon Spyrer. This leads to an obvious scenario idea... take a maxed out Malcadon 'Predator', drop him in the Underhive, and watch him go!

## MAKING THE PREDATOR

Either roll 19 times to max out a Malcadon to a Great Killer randomly, or choose the advances to produce a character as close as possible to the Predator of movie fame. I chose the latter. Here is my Predator creation:

### STATS

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
8	4	3	4	4	2	4	3	7

### ADVANCES

Thickened Armour x1 (4+ save)

Motive Power x2 (incorporated into stats)

Weaving Spinners x2 (1.5 inches blast)

**SKILLS:** Leap, Catfall, Jump Back, Dive, Evade, Infiltration, Ambush, Step Aside, Killer Reputation (naturally), Nerves of Steel.

**WARGEAR:** No change from Malcadon in Outlanders book.

### GAMEPLAY

The Predator could be used by one player against a gang, or by an Arbitrator against several gangs. Alternatively, a Predator could be added to any other scenario if played by an Arbitrator :- for example, a gang fight. If the gang ratings in a campaign are getting too high the Arbitrator could always introduce the Predator to an existing scenario now and then to keep them in their place...

### SETUP

If including the Predator in an existing scenario, follow the rules for setting up that scenario. The Predator infiltrates.

The gangs set up 8 inches within one edge of the table.

### PREDATOR OBJECTIVE

Take gangers who are 'out of action' and remove them to a base as 'Trophies' or to harvest their organs! When carrying a ganger, the Predator cannot double his movement unless he drops his Trophy. If attacked in hand to hand combat, he will drop the Trophy and fight. If shot upon, the hits must be randomly allocated between the trophy and the Predator and dealt with as normal. Blast weapons will hit both the Predator and the Trophy. The 'out of action' ganger is left at the Predator's base rather than taken out of the game. The Predator **MUST** take Trophies back to it's base and will only stop if attacked or engaged in hand to hand combat.

### INTENSE FEAR

Seeing your gang members disappear before your very eyes is a terrifying experience. Any gang member within 8 inches of a member of the same gang, who is taken by the Predator, must take a Leadership Test. If this is failed, the gang member empties his/her weapon wildly into the Underhive in sheer terror. The weapon is now useless for the rest of the scenario, just as if it had failed an ammo roll. If the member has more than one weapon then choose one randomly (but it must be a ballistic weapon - not a knife, sword etcetera! Grenades may be expended if no ballistic weapon is available).

## **NEAR INVISIBILITY**

The Predator is a skilled and wily adversary who rarely shows himself to the gangers. If the Predator remains still in its movement phase it gains a -2 to hit modifier when fired upon. When using the Predator for the first time an Arbitrator can increase the suspense by initially using a counter instead of a miniature to represent the Predator. When the first gang member is captured replace the counter with a Malcadon miniature to reveal to the gangs the true horror of the situation!

## **GANG OBJECTIVE**

Avoid becoming a Trophy and take out the Predator! Gangers taken by the Predator can be liberated by reaching them at the Predator base and remaining in base to base contact until the gang's next turn. Liberated gangers are still 'out of action' and are removed from play. Gangers taken from a Predator whilst in transit to its base must be left on the board - the Predator can attempt to come back for its Trophy later, just like in the film.

## **FINISHING THE GAME**

The game ends when the gang bottles out, the Predator is taken out of action, or all the gang members become trophies. 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**

+2D6 For each ganger that survives

+10 for liberating a Trophy

For the ganger that takes the Predator out of action:

+10 experience points

150 credits (all that equipment to sell!)

If the Predator is played as part of another scenario the gangs should receive the experience and income from that scenario as normal and in addition to any income or experience from the Predator scenario.

## **THE FATE OF TROPHIES**

**Liberated Trophies:** These are dealt with as normal 'out-of-action' gang members.

**Unliberated Trophies:** Roll 3 times on the serious injury table for each gang member taken as a trophy and not liberated by the end of the game. This represents the Predator harvesting bits and pieces (a hand here, an eye there.....!), Re-roll captured results.

## **NECROMUNDA SCENARIO: TOTAL RECALL**

*The emissary considered his options. He could at least tell Stomberg that he had found the agent and that he knew where it was. That much was good. Unfortunately, he could not tell her who it was. That was not good. He thought about pointing out that it had been Stomberg who had suggested doing a psyche swap on the agent in the first place, and that it was not his fault if the records had been mysteriously destroyed and now no-one could trace the body that was used. Hmm, maybe not. He had better tell it straight. He had been a loyal servant of Stomberg for almost ten years now. He should be OK.*

*The secretary's voice snapped him out of his deliberations. The Head of Security will see you now. Oh, and leave your weapons on the desk please."*

*A few minutes later the comm unit flashed. The secretary said "Right away madam." Two security staff arrived, entered the office of the Head of Security and left with a body.*

*The comm unit flashed again. "Yes madam?"*

*"Get this briefing tablet to the Chief of Underhive Engineering."*

*"Right away madam."*

*Carter turned the tablet over in his hands. Blue. A briefing tablet from security, and top priority too. That was all he needed, Underhivers messing with the Guilder toll bridges, engineering staff going missing on routine sump inspections, and now the Chief of Security with, no doubt, more trouble for him and his crews. Reluctantly he slotted the tablet into his portable reader.*

*Ten minutes later Carter learned that he was right, the tablet was more trouble. Apparently Stomberg had planted a double agent in the Underhive to penetrate the gang structure. To ensure success a psyche-transfer (still an experimental process) had been used to programme the agent at a sub-conscious level. It would believe that it was a loyal gang member. Unfortunately this had worked rather too well, and the agent was proving reluctant to return with his (or, the thought came to Carter, maybe her?) vital information. A slight mis-calculation had left the agent with a nagging doubt about its loyalties. So, Carter was to help it to remember, by threatening to kill the entire Underhive sector by slow suffocation unless the agent gave itself up, or the gangs themselves identified and handed it over.*

*All he had to do was to figure out which ventilation plant was operating in the sector identified by the unfortunate emissary and shut it down for a while. It wouldn't do to just kill everyone outright, Carter concluded. Oh no, just give them a taste of what was to come if they didn't cooperate. Carter cursed. No mention of military back-up, of course. No consideration for the safety of his men. He suspected that it wouldn't take too long for the gangs to storm the plant and override his uphive link. Ah well, just one more problem to be dealt with.*

## **THE SCENARIO**

This scenario is inspired by the film of the same name, in which Arnold Schwarzenegger plays a double agent infiltrating a subterranean colony on Mars. In an attempt to flush out a group of anarchists, the Company switch off the ventilation fans and threaten to suffocate the entire colony. Of course, Arnie saves the day by activating an ancient alien terraforming device and flooding the planet with breathable air.

This scenario is a gang fight with the addition of a take and hold objective. Unless stated otherwise, all the rules for the Gang Fight scenario apply here as well. The scenario introduces a new territory -the Ventilation Plant. The scenario may be played as part of an arbitrated campaign, which allows for richer game play, or as a non-arbitrated encounter. Guidelines for both are discussed below.

## **SPECIAL TERRAIN**

You will need a piece of terrain to represent a ventilation plant. You could construct one specially or designate a standard Necromunda building to be the ventilation plant. In either case there should be an easily recognisable control panel. The markers used in the Spire scenario or a water still will do just fine.

## **SPECIAL EQUIPMENT**

You will need a pack of ordinary playing cards. Remove the Joker cards, the Queens and Knaves (jacks) before setting up.

## **THE VENTILATION PLANT**

In this part of the Underhive breathable air is maintained through a complex system of vents and ducts controlled from a ventilation plant. The plant is normally under Spire control, but a manual override is possible from the plant control panel if the operator is smart enough to figure out how it works. Full control of the plant, though, is impossible because the Underhivers simply cannot decipher its mode of operation entirely.

The terrain used in Necromunda is much more open than is found in this part of the Underhive, and in reality it is possible for the atmospheric conditions to vary from place to place.

The atmosphere present at different points in the Underhive is indicated by playing cards. As the Spire engineers, or a controlling gang member, switches the plant the atmosphere may change. This is determined by revealing a new playing card in each area of the Underhive.

## **CONTROLLING THE ATMOSPHERE**

At the commencement of the game the ventilation plant is controlled by the Spire engineers (unless the scenario has been played before and one gang owns the Ventilation Plant Territory - see below). At the beginning of each gang's turn roll a D6 and consult the following table:

1-2 The spire engineers have switched the plant - turn over a new card in each stack.

3-6 There is no change.

The cards revealed indicate the prevailing atmosphere in the sector:

**All odd numbered cards:** Normal atmosphere

**Even numbered, RED cards 2 to 8 (Aces count as 10):** Suffocation! The sector is becoming dangerously low on oxygen and poorly filtered. All gang members within the sector have their movement reduced by half the value of the card whilst in this atmosphere. Gang members may run, in which case make the deduction from the running distance (don't double the deduction). In addition agility, ballistic skill, weapon skill, and initiative are reduced by 1 whilst in this atmosphere.

**Even numbered, BLACK cards 2 to 8 (Aces count as 10):** Enriched atmosphere. The sector is pervaded with higher oxygen levels and traces of stimulant. All gang members within the sector have their movement increased by half the value of the card. If running, make the addition to the normal running distance (don't double the addition). Agility, ballistic skill, weapon skill and initiative are increased by 1 whilst in this atmosphere.

**Any King:** Contaminated atmosphere. The atmosphere within the sector has been contaminated with gasses or fumes. Roll a D6 to find the effect:

1-2 Scare Gas

3-4 Choke

5-6 Hallucinogen

Refer to the grenades section on page 59 of the rulebook for the effects of these gasses.

## **RESISTING ATMOSPHERE CHANGES**

Gang members fitted with respirators and filter plugs can use them to re-roll their toughness test taken in response to noxious gasses, as detailed in the Necromunda rule book. Plugs give no protection against RED card results (suffocation), but respirators allow the gang member to function as normal, even in suffocating (Red card) conditions.

## **GANGS CONTROLLING THE VENTILATION PLANT**

When a gang member is in base contact with the ventilation plant control panel, and is not down, pinned or in hand to hand combat, he/she may try to control the plant. To do this the gang member must first pass an initiative test. If the test is passed, the skill 'Operate Ventilation Plant', is immediately gained by the gang member. The gang member may neither move, nor make any other action in the turn the test is made. Once the skill is obtained, the gang member with the skill may, if he/she wishes, switch the ventilation plant at the commencement of EACH player's turn. If the plant is switched, new cards are revealed as discussed above. The atmosphere within the ventilation plant itself is always normal. Agree the boundaries of the plant if these are not obvious from the terrain. You do need to not make rolls for guilder control of the plant if a gang member is controlling it.

## HEROIC RESCUES

Gang members with enough bottle can risk themselves for the sake of their mates. These rules are for the heroes in your gangs:

Gang members can drag or carry a comrade for a distance equal to the carrying member's current strength in inches. Two or more gang members may co-operate in the rescue, in which case their strengths may be combined in order to move further, but may never be farther than the distance the slowest member could move. Rescuing counts as the action for the gang member(s) involved.

Example: A gang member of strength 3 could drag or carry a victim 3 inches. Two gang members, one of strength 3 and one of strength 4 could work together to carry a victim 7 inches, provided they could both cover 7 inches by normal movement (by running). Three gang members, all strength 3, could carry a victim up to 9 inches but would probably be hampered by slow members to a speed of 6 or 8 inches - the maximum typical move.

Before embarking upon a rescue each rescuer must first pass a leadership test to see if they have the bottle to do it. If they fail the leadership test they may make a normal move and action instead.

A gang member gains 5 experience points for successfully rescuing a comrade.

## KIDNAPPING

Gang members may kidnap a revealed double agent (this is explained below). To kidnap a rival gang member you must move into base to base contact with him or her just as if you are engaging in hand to hand combat. During the close combat phase you declare that you are kidnapping the opponent rather than fighting him. Resolve the combat as normal but instead of rolling to wound the victor may drag the loser, as for the rules for Heroic Rescues, above. To be sure of kidnapping you might need to gang up on the victim! The victim can fight back if he/she wishes to in their own close combat phase but if they lose the victor may make an out-of-turn kidnapping move and drag the victim further.

## PLAYING THE SCENARIO

### TERRAIN

Set up the terrain with the ventilation plant in the centre of the playing area and the rest of the terrain distributed evenly around it. Shuffle the playing cards and deal them into four stacks. Place the four stacks of cards on the playing area with a stack in the centre of each quarter of the table. There will be four distinct areas of atmospheric conditions, one in each quarter of the table. Players must judge which atmosphere sector their gang members are in. If in doubt, roll for it.

### GANGS

As for the Gang Fight scenario, note that you may NOT use any method (vents, infiltration etc) to deploy gang members in the ventilation plant unless you have previously added it to your gang's terrain. If you have the ventilation plant territory then one gang member may be deployed in the plant.

Because of the great advantage afforded by respirators in this scenario any respirator must be actually represented on the model. If this cannot be done then it has been left behind at the gang hut (oops).

### REVEALING THE DOUBLE AGENT.

If an ace is turned up in any stack of cards then the double agent may have been revealed. Before play each gang should be allocated to a suit of cards. This is done by drawing a card from one of the four Queens (which have been removed) at the beginning of the game. Display the Queen card you have drawn to remind yourself and others of your allocated suit. When an ace is turned up randomly allocate a gang member from the roster, with the Queen of the same suit as the ace. Do not include hired guns in this process. When an ace is turned up rumours of an infiltration by a double agent have reached the gangs and the shadow of suspicion has fallen upon the selected gang member. If a double agent goes 'out of action' they're left on the table at all times.

## **WHAT TO DO WITH A REVEALED DOUBLE AGENT**

A gang with a double agent has a problem. They cannot hand the agent over themselves because they would all be arrested for harbouring the agent. If a rival gang can hand over the agent they will get a bounty of 300 credits. All the equipment, plus the gang member, will be lost. To hand an agent over the gang must get it to within 8 inches of any table edge by taking it 'out of action' and dragging them as for Heroic Rescues (remember, don't remove them when they go out of action). However, an out-of-action agent who dies is worthless - resolve the injury before collecting the cash. Gangs can co-operate in kidnapping the agent and then split the bounty.

Any gang may attempt to take control of the ventilation plant. If they switch it often enough, an alternative double agent may be revealed. If this happens the first agent is decreed to be a fake or they are mistaken, and attention switches to the new agent. Of course, if they have handed an agent in they will want to prevent the switching so that they are assured of their bounty... One recourse that a gang with an agent has is, therefore, to try to switch the atmosphere in an attempt to get another ace revealed, thus taking the heat off them. It's just the tension and pressure, causing people to scapegoat poor innocent gangers you see...

## **STARTING THE GAME**

As for Gang Fight

## **ENDING THE GAME**

As for Gang Fight with the following additions:

If the scenario finishes before an active agent is handed over, the scenario is unresolved and may be played again at a future date when the arbitrator or the playing group wishes.

If an active agent is handed over and then later on a new active agent is revealed, then only one of the active agents is the 'real' double agent. This is decided randomly at the end of the scenario. The false agent is returned unharmed to the gang.

## **EXPERIENCE**

+d6 For each ganger that survives

+5 per wounding hit

+5 per successful Heroic Rescue

+10 winning gang leader

## **SPECIAL**

This replaces the special section of the Gang Fight scenario. If a gang is in control of the Ventilation Plant when the game finishes, and does not bottle out, it may add the new territory 'Ventilation Plant' to its territory list. In order to be in control, a ganger must have a member with the 'Control Ventilation Plant' skill in contact with the control panel and not be down, 'out of action', pinned or in hand to hand combat.

## **VENTILATION PLANT TERRITORY**

**Income:** 2D6x10

Your gang extorts taxes from other gangs and traders for the provision of fresh air (the cheek of it!) On a roll of double 6 for income, the plant has broken down and will provide normal air to everyone but cannot be switched. This means that its value to black mail other gangs is lost and you must strike the territory from your roster.

The only gang member(s) who can work the ventilation plant territory is(are) the member(s) with the Operate Ventilation Plant skill. If these members are out of action then no income may be generated from this territory. If these gang members are killed then no income may be generated ever again - strike the territory from your territory list. Note that the usual restriction of only



gangers being able to work territories does not apply in this case. Whoever has the skill must work the territory.

The other gangs do not like paying for fresh air! To represent this any gang which holds a ventilation plant territory and plays the Gang Fight scenario can be required to play the Total Recall scenario instead at the choice of the opposing gang. This represents gangs rebelling against the fresh air tax and trying to take the plant back. If the double agent has been resolved in an earlier game then play the scenario without the double agent rules as a gang fight. If the double agent was not resolved previously, play the entire scenario again but with the controlling gang in initial control of the ventilation plant.

If you are feeling generous, or the gangs do not like the prospect of losing a gang member, try one of these variations:

- Make a roll for the agent that is handed over. On a 1-3, he remains as the agent and is lost to the gang. On a 4-6 he is stripped of his equipment and allowed to return - he wasn't the agent after all!
- The agent is new and will therefore always be a Juve, selected randomly. This minimises the effect on the gangs.
- A new ganger comes forward to replace the lost agent.

It is much more tense if the gangs are afraid of losing a member, though!

