

Even Deeper Underground

The second instalment to Gang War 3's campaign

By Tom Newton

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

NEW TERRITORIES

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

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

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

GRUB'S UP

In addition to the amount of credits generated from each of the territories, there are also Food Points. In the more 'civilised' hives of Necromunda food may be expensive but is usually readily available. Hindsk is an old abandoned hive, the vast majority of its population destroyed by a catastrophe, so all available food has either been scavenged by the few survivors or rotted away. Returning to Hive Primus is out of the question as each of the gangs taking part are wanted by a far more intimidating force than the Guilders – the Adeptus Arbites. Each gang now has to forage for food such as edible fungal growths and feral animals.

After each battle roll 1D6 for each model in your gang. This is similar to foraging, except that every gang member has to

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

STARVATION TABLE

D6	Result
1	The fighter is at -1 WS until he passes his next food test.
2	The fighter is at -1 BS until he passes his next food test.
3	The fighter is at -1 S until he passes his next food test.
4	The fighter is at -1 T until he passes his next food test.
5	The fighter is at -1 I until he passes his next food test.
6	The fighter is at -1 Ld until he passes his next food test.

HINDSK TERRITORIES TABLE

D66	Territory	Food/Creds	Description
11	Air Ducts	D6/D6	
12-13	Sewer Outlet	10/D3	
14	Mine Shaft	10/2D6	In addition to the stated income of the mine a ganger may be sent to the lower levels to investigate. Roll 1D6: 1 - The ganger does not return, perhaps he was caught by something! 2 - The ganger returns empty handed. 3 - The ganger finds D6 Food points. 4 - The ganger finds D6 creds. 5-6 - You may roll on the Arcane weapons table
15-16	Wastes	10/10	
21-22	Collapsed Infrastructure	10+D6/D6	
23-25	Plaza	10/D6	
26	Warehouse	5+D6/D6	
31	Extraction Plant	D6/10	
32	Poison-Pool*	5/2D6	*The inlet pipe to this fetid pool spews a stream of effluent into the pool. By using steel rope nets you can dredge the pool for useful items. Roll 1d6: 1-3 - You get a load of sludge and nothing else! 4 - You find scrap worth D6 creds. 5 - You find scrap worth 10 creds. 6 - You may roll on the Arcane weapons table
33-35	Tunnels	5/5	
36	Open Gutter	10+D6/10+D6	
41-42	Cooling Unit	D6/10	
43	Abandoned** Reactor Core	2D6/15	**This area has fluctuating levels of radiation which can become dangerous. After each battle roll 1D6: 1-3 - The levels are too low to cause a problem 4-5 - Every member of the gang takes a Strength 3 hit with no saves - roll for any injuries immediately. 6 - Every member takes a Strength 4 hit with no saves and must make a successful Toughness test or permanently lose 1 point of Toughness!
44	Fusion plant**	2D6/2D6	**See Abandoned Reactor Core.
45	Factory Stack	5+D6/5+D6	
46	Ruined Dome	2D6/10	
51	Refuse River*	4D6/0	*See Poison Pool above.
52	Sewer Channel*	20/0	*See Poison Pool above.
53	Antennae Cradle	D3+5/D6	
54	Comm-Uplink	15/15	
55-56	Computer Core	10+D6/D6	
61-62	Power-Plant**	5/3D6	**See Abandoned Reactor Core.
63	Cooling Towers	10/2D6	
64-65	Spaceport***	D6/4D6	***This territory is rich in Archeotech but is highly unstable. If when rolling for Creds you roll any doubles the area collapses and becomes wastes from then on.
66	Crashed craft***	D6/2D6	***See Spaceport.

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

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

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

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

Scenario 3:

A Shot in the Dark...

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

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

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

TERRAIN

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

NEW ROOMS

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

GRIG FLINCHED under the heavy fire spewing from the arcane weapon wielded by the mysterious assailant. Grig's mind raced. Some sort of bounty hunter? Here? In a deserted, Zombie ridden bive? Who was left alive to hire such a killer? Surely it couldn't be an Arbites agent that had followed them? They had smashed the tubecar after use and travelled so far from Hive Primus that they were convinced they would be safe. Maybe he, or it, was trying to defend their home. Anyway, shoot first, ask questions later – the second most important rule of Underbive survival (the first rule is to be somewhere else when the shooting starts!).

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

Imperial sbtrne. Steadily, rising up from his hiding place, Grig scuttled along the length of the half-pipe, daring the shards of asphalt that his adversary's powerful cannon churned up. Taking careful aim, he allowed a split-second for his bionic eye-filters to adjust before squeezing the trigger of his Plasma pistol and letting a burst of concentrated super-heat escape from his firearm. The white-hot burst of plasma melted a statue of the Emperor, and struck the attacker in the face. There was a bright flash. Standing triumphantly, Grig surveyed the spire, waiting for the smoke to clear.

A figure clad in steaming, ornate jade armour adorned with what appeared to be some kind of Imperial seal and wearing a distinctive ivory, daemonic skull-mask rose to its feet. Whatever it was it had survived a plasma bolt at maximum power. The figure raised its huge barrelled weapon and scanned the scene for possible targets. Gritting his teeth and gesturing to his comrades, Grig scurried off down the gutter, leaving ripples of filthy water in his wake...

ROOM TABLE

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

RANDOM EVENTS TABLE

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

was a stroke of luck he had one on him! - Ed). Using the same principal of room changing as in Warhammer Quest and the first scenario, (Depot Raid from issue three of Gang War). The squares on the floorplans are used to indicate movement - one square is one point of move. Each gang leader holds the flashlight for this scenario, and each model may run, only if all models are present in the same room at that time. This rule shows the leader stopping every now and then to see if everyone is alright. Models may be held up, if they were busy fighting a creature or if another model has a faster movement.

At the end of each turn the players should each make a roll

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

GANGS

It would be far easier to run this scenario individually for each of the gangs involved with the arbitrator taking control of the random encounters. That said though, and provided you have access to enough card plans, you could run this scenario for as many gangs as you desire all at once (they have all been chased by the Inquisition to this specific area of the Hive). That would allow the race out of this sector to become very competitive and allow the gangs to hamper each other on the way.

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

ENDING THE GAME

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

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

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

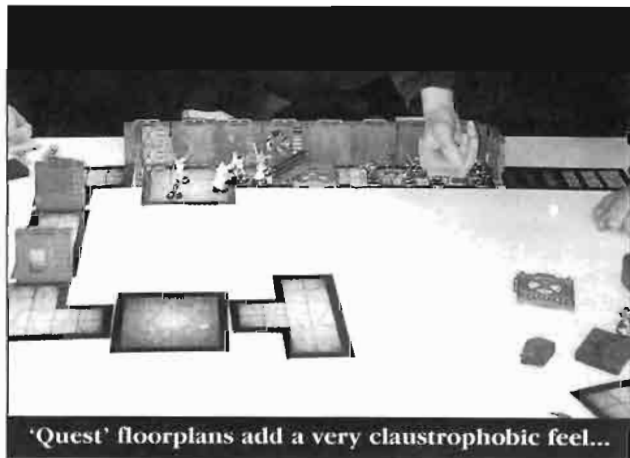
EXPERIENCE

Experience is earned as stated below:

+D6 Survives. If a gang fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

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

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



'Quest' floorplans add a very claustrophobic feel...

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

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

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

lithe, female figure grasping two short swords. The second was clad in an ash waste camouflaged smock holding a long staff. Primitive weaponry, but appearances can be deceiving. He raised his pistols.

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

'Drop your weapons and back away.'

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

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

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

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

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

Scenario 4:

Pit Master

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

leader dragged off to who knows what fate.

TERRAIN

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

PIT FIGHTING

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

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

By blinking out the remaining lachrymal fluids, he managed to get a clearer view of his surroundings. The cell was a small cube of mesh, barely large enough to hold his struggling form. He saw that his cell was joined by many others all in rows which stretched upwards to the ceiling. The room was also cube-shaped, with a rusty double-door in the far left corner adjacent to which was a winch powered lift. The other cages were inhabited by other figures, some quietly garbling rubbish to themselves while others were trying to lick small water-droplets from the wires for nourishment. Amongst the others, Grig recognised some of his gang members sitting cramped, quietly collecting their thoughts, or being prodded and poked by their mad cellmates. He started counting to see if anyone was missing. He could make out the two Juves, Alpinski, and Pinkeye; they were a couple of columns above him. He could just see the faint outline of Nastikov in the far corner and Oumorov the Heavy who was probably going to burst a blood vessel any moment. Grig felt sorry for him, he was being provoked by a gibbering idiot next to him, and already the cage was too cramped for his considerable bulk. Next to him Grig could hear Chestikov's gruff voice bickering with a small, heavily muscled, bearded man. He was more or less positive that all of his gang were here.

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

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

'Then you won't know what's in store for you.'

'Anything's better than this.' Grig mumbled.

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

'No. It ain't. Have you seen the Keeper yet? The Keeper... Dark cloak and big nose?'

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

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

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

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

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

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

'And who are your people?'

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

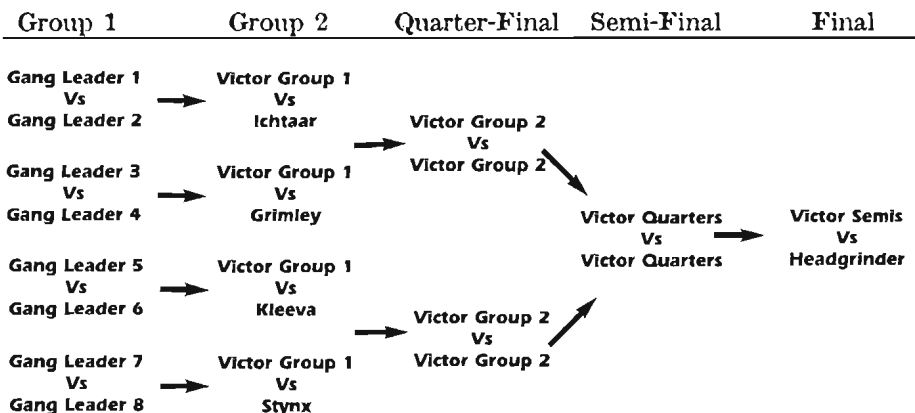
The double doors swung open, grinding against the concrete floor and echoing throughout the large, dingy room.

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

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

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

PIT MASTER TOURNAMENT



Ichtaar 'The Animal'

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

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

WEAPONS: Armoured Gauntlets.

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

PSYCHOLOGY: Immune to all Psychology.

SAVE: Mesh armour 5+.

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

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

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

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

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



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

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

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

EXPERIENCE

Experience is earned as stated below:

- +D6 **Loses.** If a gang leader loses a stage of the tournament but survives he earns D6 points.
- +10 **Winning Group 1.** Each Gang Leader who gets through group 1 of the tournament earns 10 points.
- +10 **Winning a round.** Each Gang Leader who gets through a round earns 10 points.
- +10 **Winning Quarters.** Each Gang Leader who gets through the quarter finals of the tournament earns 10 points.
- D6+10 **Winning Semis.** Each Gang Leader who gets through the semi finals of the tournament earns D6+10 points.
- 2D6 **Winning the Final.**
- +25 If a Gang Leader manages to beat Headgrinder and wins the Pit Master's Tournament he earns 2D6+25 points!

Drong Grimley 'The Beefcake'

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

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

WEAPONS: Massive Axe.

SKILLS: *Berserk Charge* (Ferocity Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Plate armour 4+.

Kleevea

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

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

WEAPONS: Massive Axe.

SKILLS: *Body Slam* (Muscle Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Scales 5+.

Stynx 'The Rancid'

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

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

WEAPONS: Double-handed staff.

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

PSYCHOLOGY: Immune to all Psychology.

SAVE: Mesh armour 5+.

FINAL OUTCOME

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

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

Headgrinder 'The Masher'

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

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

WEAPONS: Buzz Saw, Claw, Hammerx2, Chainswordx2.

SKILLS: *Step Aside*, *Counter Attack* (Combat Skill)
Killer Rep (Ferocity Skill).

PSYCHOLOGY: Immune to all Psychology.

SAVE: Armour Plating 3+ Save.

SPECIAL RULES:

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

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

I have arranged this part of the campaign in such a way, that newer players will probably either be working for the Inquisition, or the Keeper, both of which will provide essential items and skills, which you will need to finish off this campaign. More experienced players will be

rewarded with being able to ally with Krutfoot and the Brotherhood of Odo and perhaps glean some of the Squat's technology secrets. The battles that will follow when you are allied to the Squats will also be substantially harder.

After each battle you may send your gangers to the Outlaw Trading Post and may trade for common items as normal except that following are never available: Meltagun, Plasma weapons, any Grenades or

ARCANE WEAPONS TABLE

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

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

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

ARCANE WEAPONS

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

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

BOLAS

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

DARTGUN

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

CIVVY BOMB

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
	As Grenade			3	1	-	-

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

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

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

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

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

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

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

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

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

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

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

WHERE NEXT?

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

Until next time, may you avoid the Keeper and retain your eternal soul...

MARK 1 PLASMA GUN MISFIRE TABLE

Sustained Fire Roll	Result
1	Overheats and cannot be used next turn.
2	Leaks plasma on a 4+, the user takes D3 S3 hits.
3	Explodes causing a S6 hit on the user.
JAM	Explodes killing the user.