

NECROMUNDA

DUST FALLS

By Tom Gilbert, Marc Harrington and Miles Horry

This is the second in a series of articles on a cool Necromunda campaign. It's got new background, mad scenarios and even some modelling lunacy. But first a few words from our sponsor...

THE BRIDES OF SORROW

Those who have been wronged and have come back for vengeance from the dead are creepy, dark and, frankly, cool. I'm a film nut, and to me Necromunda is a scene from a movie every time you play it, with drama, comedy and death. The Brides are something I can just see carving their bloody way across the silver screen. In fact, Tatiana and her girls are hopefully going to become a terror within the Underhive and become a really characterful addition to the narrative of our Dust Falls campaign.

So how did I come up with the Brides? Well, there's a pretty simple process to this:

PICK YOUR GANG TYPE

The Brides are Escher pure and simple, with no extra rules.

GIVE YOUR GANG A LOOK

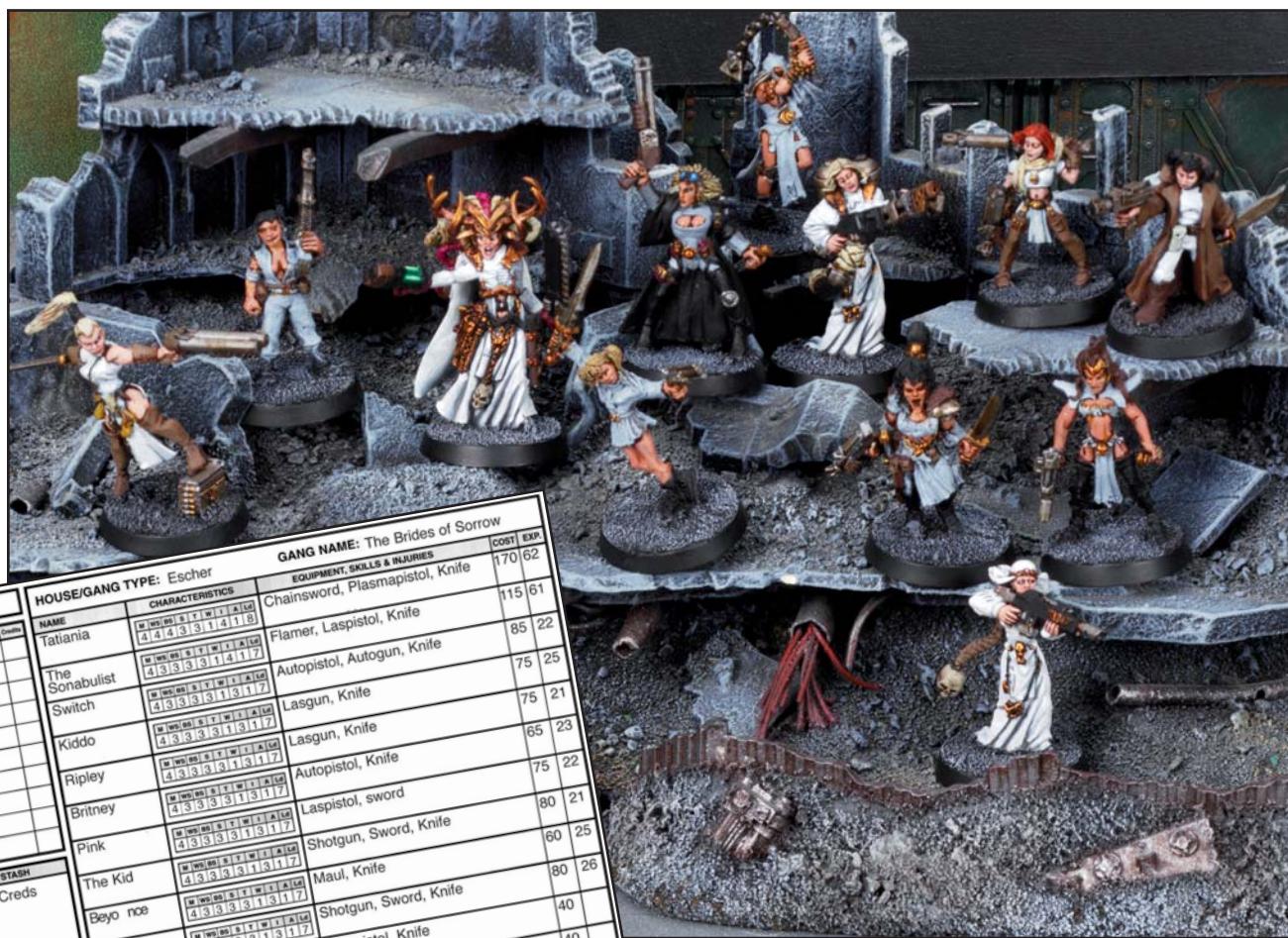
What would make them stand out on the street, what would their fashion be? Are they secretive like the Delaque or do they want to be noticed, like the Escher?

The Brides want people to know and fear them, so they're going to look very gothic, pale faced and darkly dressed, kind of like people nowadays who think they are vampires but really aren't.

GIVE THEM A BACKGROUND THAT FITS THE LOOK

What have they done? What are they planning on doing?

With the Brides I wanted the feeling that Tatiana (or those who are pretending to be her) are not normal, after all, they cannot die (or can they?).



THE BRIDES OF SORROW

Switch had heard rumours about 'The Brides' since she was little, her papa telling her many of them himself when she bothered him for exciting tales of his youth. Frankly she thought they were bedtime stories for frightening naughty children rather than reports of real, flesh and blood gangers. Surely there couldn't really be an Esher gang made up of the ghosts of wronged women.

But now she was a believer, especially after her accident with the bag of grenades. One little mistake and the blast had dragged her into the darkness. She had woken up weeks later, her friends all gone. Then the visitor arrived, a young girl dressed all in white.

She said her name was Tatiana. She said Switch's death had caused a roar only she could hear. She said she wanted to go on a rampage and seek bloody revenge on those who had caused her death...

Formed by 'Tearful' Tatiana some 50 years ago, the Brides are something of an enigma. They have been wiped out on at least three separate occasions, once by the Redemption, twice in running gun battles, only to return the next year with slightly smaller numbers. Rumour persists that they are connected to Karloth Valois and his necromancy but this has never been proven. What has drawn attention is that when the Brides return they are always led by 'Tearful' Tatiana. Whether this is the same Tatiana who founded the Brides or another gang leader using the name a status symbol has never been confirmed.

The Brides first came to the attention of the authorities when they conducted a series of raids on gangs in nearby domes. These were short, brutal attacks, that left only one survivor to tell the tale of the ghosts of ladies emerging from the shadows to steal the souls of the living. The attacks continued until a low level hab-complex was assaulted, the building was stripped of all goods, right down to the clothes of the dead. Like previous times there was one survivor left to tell others of the wrath of the Brides. Unfortunately for the gang, the complex had been home to Redemptionist sympathisers and their wrath was swift and bloody. Archbishop Rochforth personally executed Tatiana with a flamer and so the Brides of Sorrow passed into Underhive legend.

One year later, Rochforth was found exsanguinated in his cell. His followers claimed he became over zealous with his self-flagellation. A week later the remains of the Redemptionist gang who destroyed the Brides were found outside Dust Falls. All but one was dead, the survivor ranted about ghosts of the dead coming back, he was purged for his lack of faith.

The Brides remained a threat to the area for years, and eventually a group of bounty hunters were paid to hunt them down and capture Tatiana as it was seen by the guilders that severing the head would kill the body. The resulting battle resulted in over a hundred deaths and Tatiana's capture. She was flogged, hung and her head displayed on a spike at the gates of Dust Falls as a warning to others.

It was still there when the next year when the Brides returned and sacked the Enforcer precinct where Tatiana was murdered. The surviving Enforcer clawed his eyes out in an attempt to get rid of the image of woman who led the Brides, for it was said that it was the same woman executed only a year before.

The most recent purge of these ethereal gangers took place when the Brides got greedy. After hitting more than 50 settlements they tried to move up the Hive and cross the wall. They were slaughtered before they got past the workshops by an alliance of Orlocks and Goliaths. Lured into crossfire only three survived the initial massacre, Tatiana and two juves. Tatiana was taken alive and the juves executed. Tatiana was imprisoned to make sure she couldn't 'return from the dead'. She was found dead in her cell within a week.

Everyone waited for the return of the queen of the damned, determined to make sure she and her Brides would not return. A year came and went and there was no sign of Tatiana, and a sigh of relief went around Dust Falls. Maybe the creature had breathed her last and having taken her own life would not return.

Then it started again.

First it was small raids, nothing new in the Underhive but there were survivors. Just one from each raid. Then the prison where Tatiana died was razed to the ground. Tatiana and the Brides of Sorrow have returned and this time it's not going to be pretty.



What makes a warrior truly terrifying is rumours. They don't need to kill a hundred people, they just need people to think they have. Leaving one survivor who is clearly traumatised is a great way of doing this; they forget details and fill in the blanks with exaggerations, like Tatiana coming back from the dead.

HOW I BUILT THE BRIDES OF SORROW

I wanted certain members of the Brides to really stand out, mainly the real veterans of the group. These would be the girls dressed as brides themselves. The three models I chose to focus on were one Ganger, my Heavy (known only as the Somnambulist) and Tatiana herself.

Let's start with the leader of the Brides, Tatiana. I started with the Dark Eldar Homunculi special character and did a chop shop on his head and arms. I then replaced these with Morathi's head and some different arms with a Space Marine plasma pistol and an Imperial Guard missionary chainsword.

The Somnambulist is the biggest conversion with a Homunculi body, a plastic Imperial Guard flamer and the head of the Sister's of Battle Exorcist crewman. This required lots of Green Stuff to make the arms look, well, normal. The hose for the flamer is the power cable from the Land Raider lascannons, but if you have a bits box then you can find anything to act as a hose, power cable

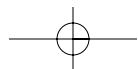
or really anything, the trick is to not look at what it is but what it could be.

The last of the trio is the Ganger. I had some spare parts left around when I was making my Bretonnian force years ago and this is one of them. Using the body of another Homunculi and, cutting it at the waist, then doing the reverse with the sorceress, I managed to make a simple body swap with the minimum of Green Stuff. Then I took a pair of Imperial Guardsmen's arms, removed the shoulder plates and filled in the gaps with the mighty stuff that is green. Finally I added little touches such as the skull hanging from her hair – maybe it was the skull of the man she got revenge on.

The paint scheme for the gang needed to be simple, but effective, and what's better than white bridal wear for a gang of Brides?

I started with a basecoat of Codex Grey and slowly added Skull White until I had reached the top highlight for the models. The guns are Boltgun Metal with a Brown Ink wash to give them that dirty look. After all, in the wastes of the Underhive nothing is going to be polished.

You'll also notice a number of other head swaps and weapon switches in this gang; the trick is spotting where they came from. See if you can spot them all.



FLYNN'S COMPANY

BUILDING FROM THE BITS BOX

After a bit of a break from Necromunda, John recently challenged me to a casual game. What a great idea, I thought. I hadn't played in ages and my mind whirled with memories of my ultra cool Delaques' cleaning house. However, on returning home that evening I was struck by the realisation that I had not dug out my old gang in some time – a very long time. I gazed in horror at the terrible paint job of my old Delaques, at least four years old.

IT WAS TIME FOR A NEW GANG

The problem was that I had but two days to get a new gang together and no real chance to go and buy new models. In desperation I cast about for inspiration and my eyes came to rest on the three large boxes I lovingly store my bits in. I wondered to myself, could I really build a valid Necromunda gang from my bits box?

When embarking on a project like this there are two ways you can approach it. The careful gamer would consider what gang he would be constructing, plan out the list and

then sort through the collection of bits finding the part he would need.

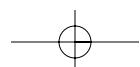
I DID IT THE OTHER WAY

I descended upon the boxes with childlike glee and rooted amongst the cast off components accumulated from many years of gaming, finding the unused parts of so many different armies mixed in a disorganised treasure trove of arms, legs, weapons and accessories.

The secret, I decided, was to look for a theme. I wanted to get a feel for the gothic darkness of the Necromunda setting, and it looked like my new gang were going to be the bottom of the Hive as far as fashion went. Real scum. With an image of impoverished gangers in mind I set upon some Empire Militia sprues with clippers, finding a wealth of medieval clothing and ragged gear. Combining this with bits from the Cadian and Catachan sprues gave me a bit of diversity and a range of heads, and the weapons were taken from all sorts of sources. I found the lasgun from the new Tank Accessory sprue works a treat with its fold-down stock. My guys can wield it with one hand (though of course in the rules it's still two-handed) and look cool as they throw it around like a pistol.



GANG RATING		TERRITORY										TERMINAL	
		Credits											
1.													
2.													
3.													
4.													
5.													
6.													
7.													
8.													
9.													
10.													
STASH		35 Creds											
HOUSE/GANG TYPE: Orlock NAME Anton Flynn Eike Storm Rooie Lucas Quick "Old Man" Johnny Joey "Crack Shot" Hans Scout													
CHARACTERISTICS M W B S T W I A L G 4 4 4 3 3 1 4 1 8 M W B S T W I A L G 4 3 3 3 3 3 1 2 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 3 3 3 3 3 1 7 M W B S T W I A L G 4 2 2 3 3 3 1 6 M W B S T W I A L G 4 2 2 3 3 3 1 6 M W B S T W I A L G 4 2 2 3 3 3 1 6 M W B S T W I A L G 4 2 2 3 3 3 1 6													
GANG NAME: Flynn's Company EQUIPMENT, SKILLS & INJURIES Chainsword, laspistol, stub pistol. Flamer, lasgun Heavy stubber, lasgun Lasgun, stub pistol Lasgun, stub pistol Shotgun, stub pistol Shotgun, Autopistol Laspistol, flail Stub pistol: dum dum rounds Laspistol													
COST 170 125 205 85 85 80 85 50 40 40													
EXP													
TOTALS: 965													
<small>There are four types of gang fighter: Leaders, Heavies, Gangers & Scouts. A gang must consist of at least one member of each type. You can have up to 10 members in your gang, but no more than 100 credits. Note that you will have to trade up to Heavy models including Lasguns & Autopistols, and no more than 100 credits. Note that you will have to trade up to Scouts.</small>													



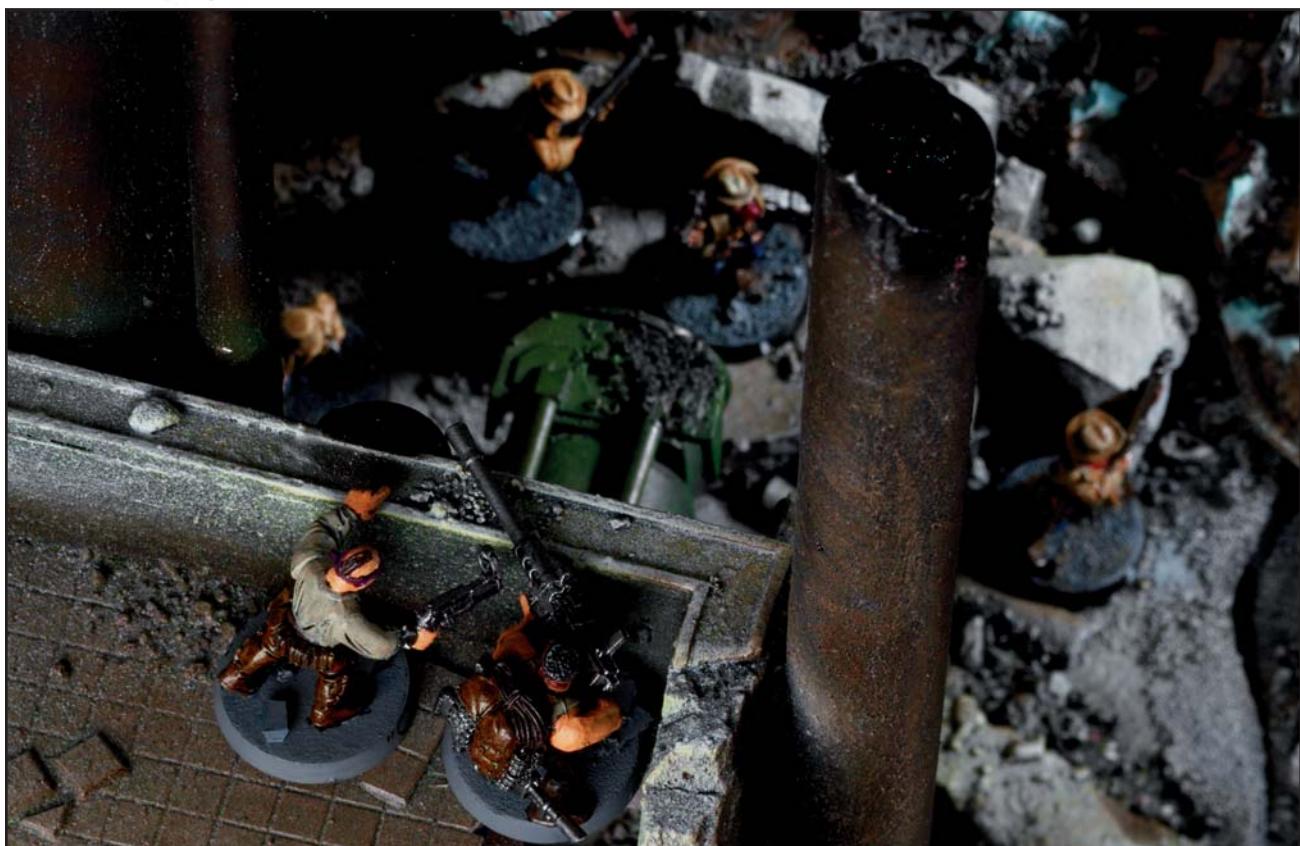
I'm most proud of my Heavy who uses the heavy stubber from that same Accessory sprue. This gun is just huge and really looks the business. You get the impression this gun could really lay down some serious firepower.

A good tip: taking a file to the shoulders of Cadian arms and getting rid of the shoulder pads makes them usable for a whole host of models.

Getting back to the theme of the gang, it was clear from looking at them they were Orlocks. They lack the distinctive features of any of the other gangs (no long coats, masks or cleavage on display) and the Orlocks are the most generic gang in the Underhive.

The end result was Flynn's company (named after its leader Andre Flynn), the lowest bunch of scum to ever work for House Orlock.

Having a quick look at my creations I was a little worried that I'd have a hard time writing a gang list to fit them. Had I gone overboard on loading these guys down with weapons? Had I made too many guys? Nothing would be worse than having lovingly crafted each and every one of these guys and then not getting to field them. But as it turned out, when I grabbed my trusty copy of Underhive the gang worked out perfectly, everything I'd modelled on and 35 credits left in the kitty.



The smell of burning flesh and the sound of sizzling body fat filled the small back room. As the bloated body of the Guilder fell to the floor, Flynn had to accept it was probably time to leave this neck of the woods. He had less time to dwell on this than he would have liked. Inzanio's bodyguards were at the door, weapons being removed from holsters with impressive speed. But Flynn's associates had the advance warning. They, unlike the guards, had seen the tell-tale twitch in the corner of Flynn's cheek and the pained expression in his eyes, that they knew meant their leader's impressive cool was about to crack.

The first guard through the door was rapidly deprived of all the air in his lungs as Joey's flail smashed into his gut, ribs splintering under the impact of chain and weights. As he collapsed, the guard behind almost tripped over him. He looked wildly into the room as Lucas' stub pistol barked once, the slug catching him in the cheek. As he fell Joey dropped his laspistol to the back of the guard's neck, silencing his shrieks as they began. The first guard, clutching at his shattered ribs and looking up at Flynn's legs before him, found the barrel of Flynn's laspistol, the same offending weapon that had burned the neat hole through his employer's corpulent frame. Once more the smell of burning human flesh filled the small room Inzanio used to use for his private dealings.

Stepping over the fallen bodies Flynn lead his two colleagues through the door and down the dank corridor that connected the place of shadowy business with the main bar area. Enough noise was audible even through the heavy doors that the staff and customers would be oblivious to the carnage that had just taken place.

"Boss, you know I hate to question you..." Lucas left the sentence open. He might hate to question the man he had followed for several years, but in this instance he was clearly doing just that.

"Lucas, no one does that. When I agree a price with someone they don't decide to re-negotiate at the point of payment. Inzanio knew that. Dammit, you know he knew that." Flynn's anger was clear, the adrenaline was slipping away and the realisation of precisely what he had done was slowly beginning to dawn on him.

They reached the bar and moved through the smoke and gloom to a corner table. Here, clustered in the shadows, were the dregs of society known as Flynn's Company.

They looked up at the return of their leader, and he grinned back. They were good lads, not the pride of any House, even their relationship with House Orlock was tenuous enough, but they were good lads. The kind he could rely on, and had for many years. None of them were heroes, nor any of them particularly noble, in fact he doubted any of them cared for a soul besides themselves. But he had taken them and turned them into a company, and now they looked out for each other's hides and watched each other's backs.

It was Rooie who asked the question first, but they were all thinking it.

"No pay?"

Flynn shook his head, the young ganger nodded.

"He dead?"

Flynn nodded coldly, a couple of the gang hissed under their breath, killing a Guilder was usually a bad move. No one liked dealing with a gang that killed their employers, and no one would deal with someone who had murdered a Guilder. Inazanio was no one important, not a big fish amongst Guilders, but they took offence when someone ignored the Guilder badge and dared to murder these essential icons of commerce.

"That's going to make life a little difficult."

Again Rooie was the first to voice what they were all thinking.

Flynn nodded and finally spoke. "I know guys, I've been considering this. I think it's about time we were moving on. We've got no impressive holdings here and we're not going to be leaving much behind."

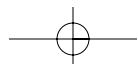
Eike chipped in, his feet against the table, his chair balanced on two legs. "Where we gonna go boss, the kinda rep this is gonna bring travels far? Ain't nowhere that kinda stain don't show."

A general murmur of agreement rose from the table. Flynn looked thoughtful for a moment then looked over at the gang's oldest member.

"What about that rat hole you told me about Johny. You said it was about ripe for a gang with some guts."

Johny froze and looked up from his drink, all faces at the table turned to look at him.

"Oh no boss. Not Dust Falls."



NECROMUNDA FILM FESTIVAL

We wanted to have a nice change of pace in our Necromunda campaign so we decided to have a theme. As avid film buffs we were already thinking of making a couple of scenarios based on our favourite films, but after a little more thought we came up with the idea of the 'Necromunda Film Festival'. We wrote six film-based scenarios and added them to our normal Necromunda campaign. The player with the lowest gang rating rolls a D6 instead of the normal scenario selection process. On a 1 he gets to choose which film scenario he wants to play. On a 2-5 you play a normal game and on a 6 you play a random film game. If the game is multi-player and you lack the spare gamer you may re-roll.

TOO MUCH BANG FOR YOUR BUCK

"I only told you to blow the bloody doors off!" bellowed Nate Krieger at the man lying next to him in the rubble. Shaking the plascrete dust from their shoulders, they both stood up slowly and looked back at the blackened hole that used to be a safe. "That's torn it", muttered Krieger.

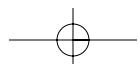
Staggering to the exit they paused and peered out into the street, dust still hanging in the air. In and around nearby buildings they could see people moving about, taking up positions and watching the doorway they crouched in. Robbing the caravan paymaster had seemed like a good idea at the time, but now it looked like everyone was after their blood. "Frag it," said Nate decisively. "Let's fight through and get the hell out of here."

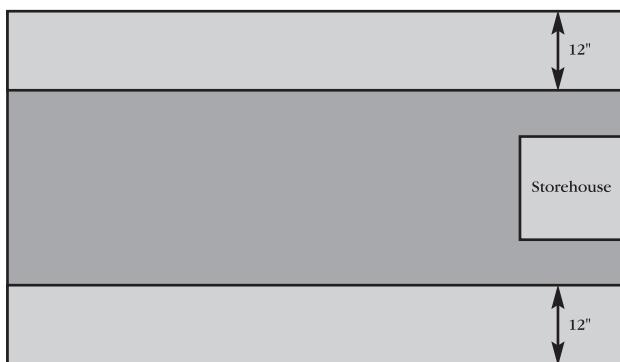
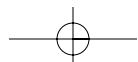
This scenario represents a heist gone wrong. A gang has bungled a robbery and starts the game surrounded in a storehouse. They have to escape with their ill-gotten gains to win.

TERRAIN

The terrain is placed over a 6' x 4' table. However, you only use a 6' x 2' corridor to place terrain in, the empty spaces behind the terrain are no-go zones (assume that the building back on to a bulkhead wall or building complex. At one end of the table is the storehouse.

Each player takes turns placing terrain in the corridor, but making sure they leave a visible road at least 4" wide down the centre of the corridor.





GANGS

The defenders are the gang hired to guard the caravan paymaster's stash and get to set up anywhere at least 18" from the attackers' table edge. The gang is placed in groups of two or three and each group must be at least 6" away from another group.

The attackers set up inside the storehouse.

STARTING THE GAME

The attackers go first.

ENDING THE GAME

If the defenders bottle then the attackers win. If the attackers get three figures off the far edge of the table they win. In all other cases the defenders win.

EXPERIENCE:

- +D6 Survives
- +5 per enemy ganger killed
- +10 per attacker escaping of the edge
- +10 winning Leader

SPECIAL

If the defenders win they gain double the money from one territory of their choice this month as their reputation precedes them. If they lose then they gain no revenue from one random territory as their paymaster refuses to give them their wages.

If the attackers win they gain 2D6 x 10 credits + 10 for each ganger who escaped before the game ended.



Authors

Tom, Marc and Miles work in Games Workshop UK where the Dustfalls campaign is currently being played.

Further Information

Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.

Website

www.Necromunda.com