

NECROMUNDA

DUST FALLS

By John French & 'Harry' Harrington

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

WHAT HAVE WE HERE?

Jake: One of my pet beliefs about both Necromunda and Mordheim is that they're both still widely played, but only by secret covens, each of which have sworn never to speak to outsiders. Well I've various plans afoot (some of which may even have borne fruit by the time you read this) to bring you all out kicking and screaming into the burning sunlight. And no, you're not melting. Honest.

An example of the cool stuff that's quietly going on behind closed doors is this little campaign which is being run by some of our Hobby Specialist guys from Direct Sales – the helpful fellows who answer all your queries

when you ring up GW. A secret coven right under my nose, as it were.

They've decided to add detail to one of the locations mentioned in the main rules, and I think they've done a really nice job of it. On top of that they've decided to return to the old idea of using movies, comics and so on as the inspiration for 'cinematic' scenarios, and this has produced some real crackers. The first is included in this issue, along with an introduction to one of the gangs that's taking part. Over the next few issues we'll come back to this campaign to introduce the rest of the gangs and some more of their scenarios, so stay tuned.

Meanwhile, back in the hive...

DUST FALLS

The man paced through the gloom, his footfalls quietly puffing more dust into the already clogged air. The fall had been large and the settlement was smothered beneath a choking cloud, the dust hanging easily on the still air. The feeling of fabric drawn across his face was getting more unpleasant by the second, but it was better than breathing in the fine particles that turned every light in Dust Falls into a haloed orb that glowed with a bile yellow luminescence.

Two figures coalesced out of the dust a yard in front of him, and he had to swing to one side as they passed by, their bent heads, swathed in dust soaked cloth, their goggle covered eyes fixed on the ground just to their front. He let them pass, appreciating the indifference his appearance caused in the Dustfallers. It was one of the few things he liked about the place; how easy it was to be nothing, to be just another faceless faller wrapped up against the dust. Apart from this benefit he despised the place more than almost any other scum hole below the wall, but there was profit here, a lot of it, and he was a few dusty paces away from his first slice of that profit.

He could see the light now; a hazy yellow globe that hung in nothingness until he took another step and the dull metal of the wall became visible, the heavy door clamped shut in the hole beneath the light bracket. There was no external guard, a fortuitous piece of foolishness he had not expected, but was grateful for all the same. He stepped forward and rapped as he had been told on the unyielding surface of the door; two sharp quick beats and three long, pausing blows. He waited in the silence after the final blow and prayed to the great-unspecified powers of fortune that the informant had sold him truth.

There was a clunk of metal, a squealing of cogs and the door opened, spilling out smells of sweat and smoke as it hinged back into the bright light and laughing voices beyond. The exclamation of surprise from inside had barely begun to vibrate the air as the lasgun came up and fired a cracking bolt of energy, ionising the dust around the muzzle in a pungent tang. He stepped over the lip of the doorframe, the gun whining and cracking as it spat out energy.

He stood still after a few seconds watching the scene around him begin to change again. The dust had begun to pour into the room and settle over everything, its dull powdery odour masking the stench of burned flesh. The man turned around, his eyes checking everything carefully before hefting his weapon and stepping back into the obscurity of Dust Fall's murk.



BEGINNINGS

John: No one knows exactly where it came from, but in a time now long past a thread of dust dribbled down into the Underhive and began to pile above a dome. Grain by grain that pile grew until the dome beneath it gave way in a cascade of debris. More dust fell and was added to by the detritus of collapsing domes, until the dust had driven a path down into darkness. That time is long past, but the dust still falls in a trickle into the Abyss it opened grain by grain.

It was not long before men came to the opening of the Abyss, but like the Abyss itself the settlement that would be Dust Falls grew by degrees. It began as a clutch of buildings left as base camps for the first few to go down into the Underhive in search of fortune. Then a few more, perhaps as defence against those that returned, changed men. Then guilds smelt profit and opportunity and came and set up camp, and in their wake came their Watchmen and the gangs who come to any centre of Humanity like wasps to honey. So Dust Falls was born. Spreading at first along the rim of the Abyss, where the first dome had collapsed, and then down into the twisted structures of the tunnel's walls beneath the rim. When it became known as Dust Falls is not known, but at some point it acquired the name and it has been so ever since.

STRUCTURE

The physical focus of Dust Falls, and the reason for its existence, is the ragged, plunging shaft that is known as the Abyss. It begins some distance below the wall, blooming out of nothing like a worm-burrowed hole in a spotless fruit. It is at the point where the shaft begins that the settlement of Dust Falls is located. From this beginning the Abyss goes straight down to the hive bottom. The width of the Abyss varies from between half a mile on some stretches to only fifty yards at others. The rim of the Abyss around and beneath which Dust Falls is built was perhaps a hundred and fifty yards in diameter. Over time though the constructions of the inhabitants has contracted the diameter of the hole to perhaps a hundred yards.

The main bulk of Dust Falls is centred on the Abyss spreading both outwards from the rim and downwards for a fluctuating distance below it. While much of Dust Falls is simply the persistent type of scratched together slum that makes up almost all Underhive settlements, there are two areas which have an importance and character all of their own and so have names. These areas are 'The Gates' and the 'Haggle Market'.



The Gates are, strangely enough, not on the periphery of Dust Falls but right at its empty heart. The Gates is the area which directly borders onto the Abyss, and this area is spiked with gantries, jetties and cranes that jut out into it. Huge coils of plasteel cable lie on drums that are turned by alcohol powered engines. These belch caustic fumes out as they coil and un-coil thousands of feet of cable, polluting even more the already clogged air. For it is here that many fortune seekers come to buy their passage down into the Abyss aboard one of the welded cages that dangle below every jetty. The 'Gates' themselves are the gates that stand at the landward end of every jetty. Most have no physical barrier as such, just a crude frame daubed with the owner's name and the tags of the gangs he pays for protection. Anyone passing through a gate into the Abyss must pay a toll to the owner of the gate, a toll that includes a commission to the guild for being allowed to charge the toll. The tolls are often for both entry and exit through the gate, but some charge a return toll payable if and when the traveller returns. Returning and failing to pay because of an unprofitable expedition results in the returnee being hung from the underside of the jetty. There are many fragmenting corpses grinning warnings at those who descend past them in the swaying cages.

Of course, no single cage can take a treasure seeker all the way to the bottom of the Abyss in a single drop, but there are several waypoints at various depths, formed around convenient protuberances from the Abyss wall. From these points a treasure seeker can set off to plunder

whatever deep level they are on, or begin the treacherous descent to the hive bottom itself. Those that are foolhardy enough for the second option must travel down through the twisted wreckage that makes up the Abyss's honeycomb-like walls. Such a journey can take a long time and so the high prices charged by the gatekeepers of the deepest travelling cages is often willingly paid by fortune seekers who wish to keep their journey to the depths of the Underhive as brief as possible.

On returning, anything of value found since passing through the gate must have a tariff paid on it to the Guilders whose representatives assess the tariff required based on the value which they place on the items. There are, of course, many gates, and only so many Guilders, making bribes to let explorers pass a gate with undeclared booty a common source of profit for gatekeepers. The penalty for passing through a gate without paying the tariff on items of value is to be summarily thrown into the Abyss and gatekeepers found to be taking bribes are hung from their own gate until there is nothing left hanging. This makes the bribes they require fairly steep, but even so it's often cheaper than paying the Guilders. The Guild also reserves the right to purchase any archeotech at the price they assign. Failure to comply results in the long fall into the Abyss.

Haggle Market, or simply "the Haggle" as it's often known, is a small area centred on the open space next to the Guild House. Here, licensed traders barter and sell, and profit flows (mostly into the Guild coffers). Some is the Guild-controlled trading of items brought up from the Abyss. The overwhelming majority of the trade though is to those about to venture into the Abyss. All manner of equipment, in varying states of repair, is on offer – from Van Saar made envirosuits to luminescent snake venom sticks. Again, the Guild dominates Haggle Market, but traders offering other services such as surgery, writing, fortune telling and the ubiquitous booze sellers, their huge crazed glass jars lashed onto their shoulders, also ply their trade in the Haggle.

POWER & AUTHORITY

Dust Falls is a place of wild dreams and crazed ventures, but it is also a place of great potential wealth and as such has always been dominated by two power blocks; the Guild and the Underworld. The Guild keeps as tight a hold on Dust Falls as it can using its licensing of gates and control of tradable goods brought up from the Abyss as a means to keep the settlement in hand. Not that this control is easy or without conflict. The Guild relies heavily on agreements with local gangs over protection rights to the gates to maintain their authority. If this relationship were ever to fail the Guilders' grip would slip, as their means of enforcement became less keen to carry out their duties.



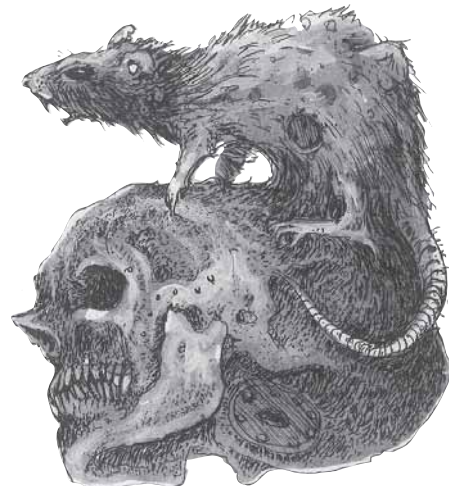


The other major power in Dust Falls are the networks of smugglers, illegal traders and extortionists who run their operations like a shadow of the official Guild operation. In fact the two worlds of Guild and Underworld frequently intertwine and become difficult to distinguish. Usually both sides tolerate each other as long as the one does not threaten the continued existence of the other. If the Guild clamps down too harshly on smuggling of goods from the Abyss, a violent and usually short war will result, in which gates will be destroyed, Guild property smashed and goods stolen. If the Underworld begins to bypass the gate tariffs to such an extent that Guild profit is reduced, kill-teams will be dispatched and the Underworld will be culled until the equilibrium is re-established. It is an unlikely, but symbiotic, relationship bought in blood over many decades, and the details of exactly what each side can do within its boundaries have been honed to a fine art.

The official keepers of the peace are hired by the Guild from local gangs and are divided into two types: Watchmen and Gateguards. The Watchmen are charged with keeping the peace within the settlement boundaries (though they care little for what goes on its margins or outside) and it is a position that is bartered for ferociously between the gangs and the Guild as the benefits of enforcing the peace in Dust Falls can turn a gang's fortunes in the Underhive. The Gateguards are unique to Dust Falls and are charged with ensuring that gate tariffs are paid. They are also charged with the defence of Dust Falls from anything that might decide to creep up out of the darkness below, hence gangers from the Gateguard gangs man the weapons that are mounted on gantries extending out over the Abyss, their muzzles trained on the depths.

THE HOUSES

Gangs from all the major houses are present in Dust Falls, many function as Guild or Underworld muscle (sometimes both). Others come in the hope of buying passage down into the Abyss and returning wealthy. Whatever draws them, the number of gangers in Dust Falls is huge with each controlling territory in and around the main settlement. The amount of creds and goods that pass through the empty-hearted town is such that war between the gangs is almost constant. Much of this conflict takes place on the margins of Dust Falls, but it is not uncommon for a dispute over gate protection rights to result in raids on the gate in question, or gunfights in the streets.



THE BASICS

Setting a Necromunda campaign in and around Dust Falls gives players the opportunity to experience a slightly different campaign from what they might be used to, but at the same time can be run without having to convert loads of new miniatures or scenery. It can also serve as a jumping-off point into a very much more demanding Hive Bottom campaign.

If you do decide to run a campaign in and around Dust Falls the following modifications are made to the relevant sections of the rulebook.

Starting a Gang:

All gangs may buy flugs/respirators at the initial point of gang creation. These are essential for life around Dust Falls.

Territories:

Substitute the Waterstill and Spore Cave territories with the 'Gate into The Abyss' territory. This territory earns the gang D6 x10 creds and has no special rules.

Scenarios:

All scenarios remain unchanged with the exception of 'The Raid'. A Raid is automatically a raid on a gate, even if the defending gang does not have a gate territory – one of their other territories includes the vital approaches to one.

The set up for the game is different from normal:

- One third of the table is covered with a black cloth. This represents a portion of the Abyss. Any model falling into the Abyss is automatically killed.
- A 6" by 3" gantry must be placed extending out into the Abyss. This is now the objective of the raid.



FALLING DUST

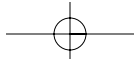
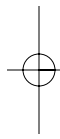
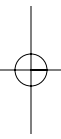
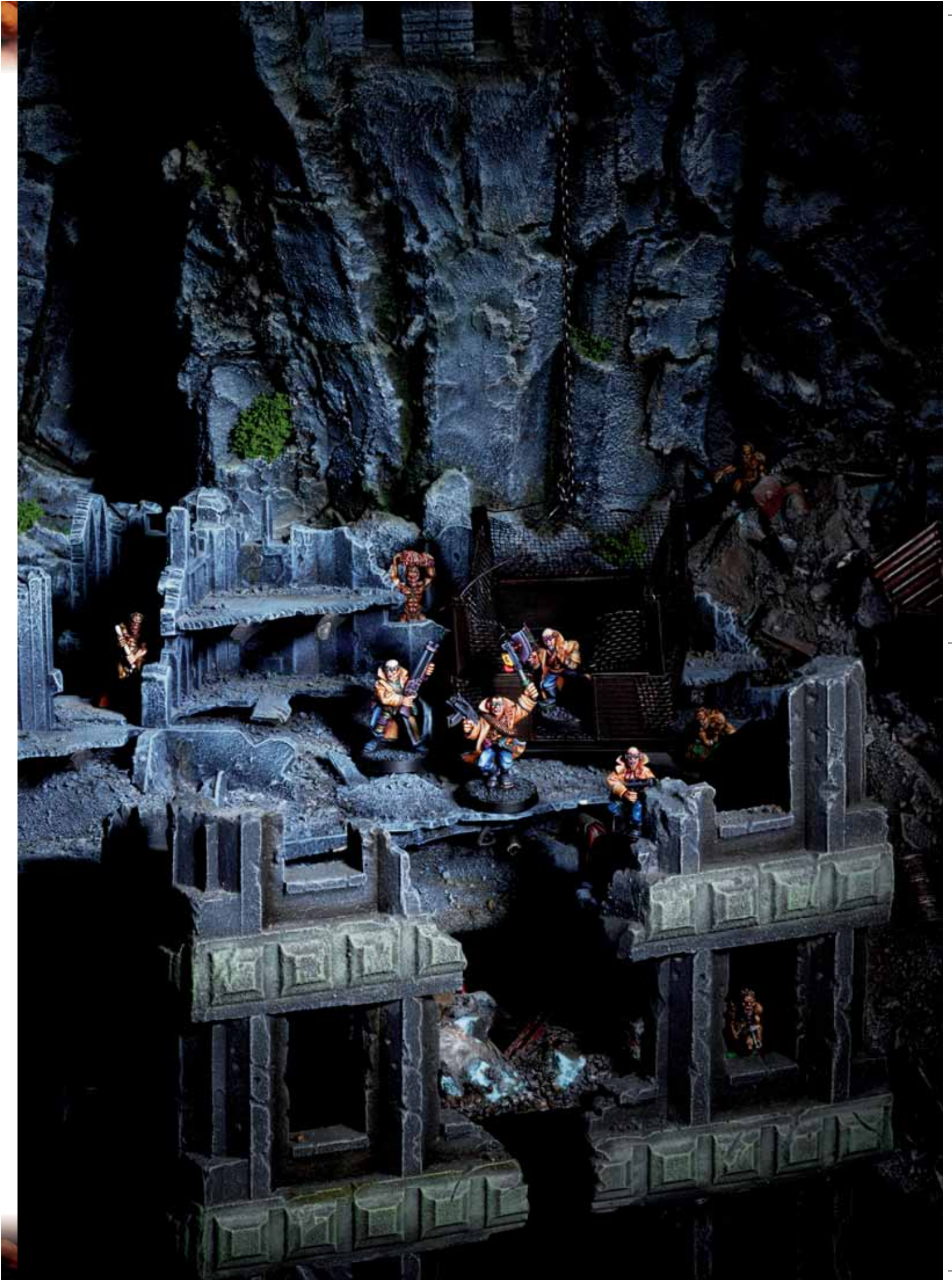
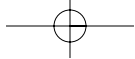
FALLING DUST:

Dust pervades everything in Dust Falls, as you might expect, and the fine grains that cleaved the Abyss still fall from above. To represent unique conditions of Dust Falls roll a D6 on the following table before each game:

RESULT CONDITION

- | | |
|-----|--|
| 1-2 | Settled Dust: Everything is coated in a thick layer of dust, but the air is clear and so no special conditions apply. |
| 3 | Light Fall: A recent fall has filled the air with swirling dust, imposing a -1 to all ranged To Hit rolls. |
| 4 | Heavy Fall: A large cascade of dust has plunged down into the Abyss filling the air with a thick cloud of dust that clogs up and short-circuits machinery. There is a -1 To Hit on all ranged attacks and all weaponry decreases its Ammo roll value by 1 (a las pistol, for example, goes from passing an Ammo roll on 2+ to passing on a 3+). |
| 5 | Dust Devils: Air currents have whipped up the dust into small vortices that Dustfaller's call devils. Place D3 standard Blast markers on the table. Each moves 2D6" in a random direction at the start of each player's turn. Any miniature touched by a marker is pinned and must make an Ammo roll for any ranged weapons they have. A miniature touched by multiple markers must make an Ammo roll for each marker. Dust devils do not obscure line of sight but do impose a -1 penalty to hit on any ranged attacks that pass through them. |
| 6 | Dust Avalanche: A great surge of dust has exploded into the upper sections of the Abyss, turning it into a land populated by strange, half-glimpsed shapes. All ranges and line of sight are reduced to a maximum of 8", all weapons reduce their chance of passing an Ammo roll by 1, and all weapons must make an Ammo roll before the game begins. |

Note: The conditions above are always rolled before a game in a Dust Falls campaign and if treacherous conditions are being used (see Fanatic Magazine Issue 4) they are taken in addition to the conditions imposed by the table above.





Part of Harry's Delaques Gang, known around these parts as The Regulators

THE LOCALS

Jake: This month we're looking at just one gang: Harry's Delaques, known to the locals as The Regulators.

THE REGULATORS

Harry: As Jake already mentioned, when we started to organise our campaign we decided that a 'cinematic' theme would be cool: a game where larger than life heroes and dramatic set piece showdowns would be the order of the day. But to play in this dramatic environment we needed dramatic gangs too, so when it came to my turn to start one I searched high and low for a good image. I found it in the Old West.

My Necromunda gang will look strangely familiar to anyone who's ever seen a Western movie as the generic gang of gunslingers who roll in out of the dust to cause trouble. Sounded just right for me! I really liked the idea of the gang of self-styled marshals (or maybe real ex-marshals) who upheld whatever law paid them the most, so the long duster coats and cowboy hats was the uniform of choice (Delaques with some Green Stuff hats would do nicely). All they needed was a name, and after rummaging around in the Old West a bit more, "The Regulators" were born. These hired gunmen hide their true colours behind the silver stars on their chest and a book of law in their breast pocket. The Delaques skills also fitted really well with the background idea; using stealth and secrecy coupled with good shooting skills really felt right for my low-down dirty wannabe lawmen.

With the overall idea in place I now had to work out the details, and this is where I slide away from the norm. I decided early on that I didn't want to have a Heavy in my gang – it didn't sit well with the theme and not taking one also freed up some points for a few more men (quantity has a quality all of its own).

I also steered away from exotic weaponry; lasguns and shotguns are reliable as well as packing enough punch for most guys. Of course, my leader has a couple of bolt pistols for show, but overall it's a pretty basic force.

The only twist to this basic motto is my Ratskin Scout Hired Gun who I think fits the theme well, as well as helping in the game. So here they are, The Regulators, ready to chew gum and kick ass (and guess what – they're all out of gum).

A note about WYSIWYG. In both Mordheim and Necromunda, gangs that have a strong theme look really great as it marks them out as much more than just a bunch of individuals. Even so, the figures themselves are a lot more varied and changeable than in our other game systems. Over the course of three or four games a Juve may well change his weapons a couple of times, reach the rank of Ganger and end up with a bionic eye.

Personally I make sure that if a guy has a lasgun on the page, there's a lasgun on the model, but I'm not as stringent about the scar on his left cheek, two frag grenades and a pet ferret called Cecil he keeps in his left pocket. If you point out that 'Big John' is carrying grenades and that the Juve figure with two handguns is actually only carrying one I don't think that's a problem. The beardy "oh by the way that Juve figure is actually my second Heavy and the pistol he is carrying transforms into a lascannon" halfway through the game should be frowned on (and by frowned on I mean "hit repeatedly then forced to eat the figure in question"). With the introduction of the individual weapon hands for some gangs, converting has become even easier. But in skirmish games a figure has a high probability of dying every other week and as long as they look the part I don't see the Gaming Police coming to take you away if something's less than completely perfect.



THE REGULATORS



First is my leader, Nathan Stryker, equipped with twin bolt pistols and frag grenades

I really like the look of the Scum with twin bolt pistol and, with the addition of a cowboy hat, he fits in well with the rest of The Regulators.

As I don't feel that a Heavy fits in with the background of my gang I can afford a few extra Gangers.



I prefer to start with a uniform look and feel to my gang and let the colour and detail fill itself over the campaign. For this reason, all my Gangers are either carrying lasguns or shotguns with hotshot rounds. Four of each of these form the core of my gang.

The Juves also follow the uniform feel of my gang with either a stub gun or autogun and their free knife. If these guys survive a few battles then I may start giving them some more expensive equipment. These five willing victims are the up-



close-and-personal section of the force (along with my leader), so they're either going to get lots of experience or die trying. Either way I don't intend to splash out on loading them up with expensive gear until they've proven their worth.



Finally, to finish of the gang, I have taken a Ratskin Scout. I really like the look of the crouching Ratskin with the shotgun and I think having a Scout fits well with the background of my gang as well as giving the opportunity of gaining free territory and assisting before the battle.



With 15 figures in my starting gang I should have the advantage of numbers over most of the guys I'm facing and therefore be less likely to bottle.

Once I start winning a few games I will spend the cash on upgrading the gang's equipment rather than adding to their numbers. This also means that if some of my guys start getting skills that make them stand out I can equip them as they require.

PAINTING THE REGULATORS.

I decided on a very uniform feel to my gang, so except for a few bandanas they are all wearing jeans, grey T-shirts and sandy (dusty) dusters. This made for an easy painting scheme that was quick to do and looked good when I'd finished.

After a quick addition of a hat made from green stuff. The jeans were painted dark blue with codex grey added to highlight. The T-shirts were 50/50 codex grey and chaos black with a highlight of codex grey. The dusters, hats and



other leather sections on the model were painted scorched brown and then highlighted up. Boots and leather were done with a 50/50 scorched brown and snakebite leather mix. The dusters and hats were highlighted up through to bleached bone with a final skull white dry brush to really give that dusty look. Finally the entire figure was given a wash of chestnut ink to dirty up their look and give some shading and contrast.

PRECINCT 1313 - LUCKY FOR SOME

The sergeant lounged in his chair, idly belching smoke from his cheap lbo stick, both feet resting on the edge of his desk. "Told ya not to come back into my territory," he gloated, turning to look through the bars of the holding cage at the gangers he had imprisoned. "Warned ya twice, yet ya still thought ya could get past sergeant Rosco".

Leaning back even further, the chair creaked ominously, straining against the pressure of his bulk. "Guess you guys are just gonna sit there and rot till the Judgement Wagon rolls through, then we're gonna hang the lot of you". Rosco glanced across at his deputies who all laughed on cue.

At this last verbal sally, the leader of the Executioners tipped back his hat and whispered a retort. "Don't you have bigger fish to fry than us?"

Rosco rocked with laughter, almost losing his balance "What could be bigger than taking down Nate Krieger and the infamous Executioners?" he said, the grin splitting his face ear to ear.

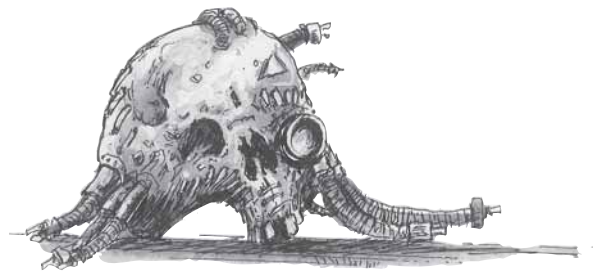
"Well... maybe they would be a bigger problem than little old us!" Nate nodded towards the security monitor on the table and as he saw what it showed, Rosco's grin froze on his face. Plague Zombies, dozens of them, climbing from the sewer grates and heading for the Precinct House. "You know", said Nate, "this might be a good time for you and me to come to some sort of a deal - unless you and your three deputies think you're up to the task on your own..."

This scenario represents the local law and one or two gangs of ne'er-do-wells fighting side-by-side against a horde of slobbering Zombies. For the gangers, holding the Zombies off will make their names in the area and hopefully get the Law off their backs. For the Enforcers it's all about saving their own necks...

GANGS

One player (or the Campaign Arbitrator) is the Zombie Master controlling the horde of Plague Zombies - see below for numbers. The other players control one of the gangs at the Precinct House and are equipped as normal, having been re-armed for the fight by the nervous Enforcers. The scenario is designed to be played with multiple gangs. The Gangers start anywhere in their deployment zone.

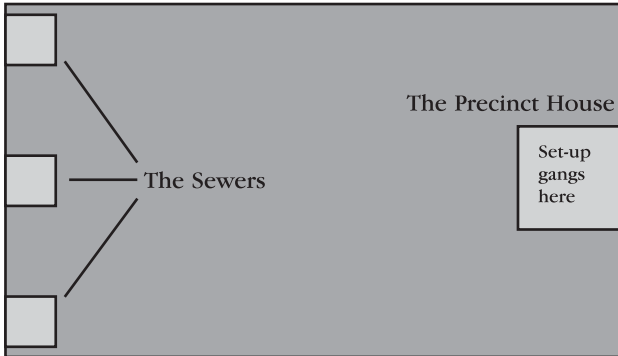
There are only 4 Enforcers present, including Sergeant Rosco. These can either be controlled by one of the players not already involved, or by the Campaign Arbitrator. The Enforcers start in (or on) their Precinct House.





TERRAIN

There is a 12" square deployment zone against one table edge that must only have one building in it (no walkways or barricades). This is the Precinct House where, until a few moments ago, the gangs were imprisoned. Against the opposite edge place three Sewer markers (I use 2" diameter circles of black paper), which are the objectives. Then one gang player and the Zombie Master take turns placing terrain. For this game it is suggested that you use a 6' x 4' table, as it will get crowded very quickly.



ZOMBIES

Total up the number of non-Zombie models involved (including Enforcers) then multiply by five. This is the total number of Plague Zombies allowed on the board at any one time (so you will need a shed-load of Zombie models). The Zombies start with D6 + number of enemy gangs (including Enforcers) at each entry point.

You may either use the rules below for the Zombies, or the more complete ones that come with the Scavvy gang in next issue.

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Special Rules

Zombie Shuffle: To represent their unpredictable gait Plague Zombies move 2D6" in the Movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain: Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve.

STARTING THE GAME

The Zombie Master goes first, at the end of each of his turns he places D6 more Zombies at each entry point.

RESERVES

When a Plague Zombie is taken out of action roll a D6. On a 4+ he goes back into the reserves and can be used again.

ENDING THE GAME

As the gangs are desperate to hold against the tide of Zombies they re-roll any Bottle tests. If a gang does bottle for any reason then the word goes round that they ran, as such they only gain half the income from their territories next turn, and run the risk of losing territory. The only way to win the game is for the defenders to seal the sewer grates and stop more Zombies coming through. To do this they need to be in base-to-base contact with the grates and at least 6" away from any Zombie not in combat. At the end of the turn roll a D6. On a 4+ the grate is sealed. Once all the grates are sealed the game is over.

EXPERIENCE

Fighters who take part in the game earn Experience as follows:

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters taken out of action receive Experience for taking part.

+2 per Zombie killed

+10 per sewer grate closed: Each model who successfully closes a grate gains 10 Exp.

+10 Winning gang leaders: If the defenders win, any gang leaders left on the table gain 10 Experience (out of action doesn't count as the other gang leaders take the credit).

SPECIAL

If a gang bottles and the defenders still win, then the word goes round that they're chicken. Each winning gang rolls a D6. On a roll of a 6 they gain one of the bottling gang's territories as if they had defeated them 3/1 in a gang fight.

Authors	Mark "Harry" Harington and John French both work in Direct Sales. Where the Dustjfalls campaign is currently being played.
Further Information	Watch out for more Dustjfalls 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

