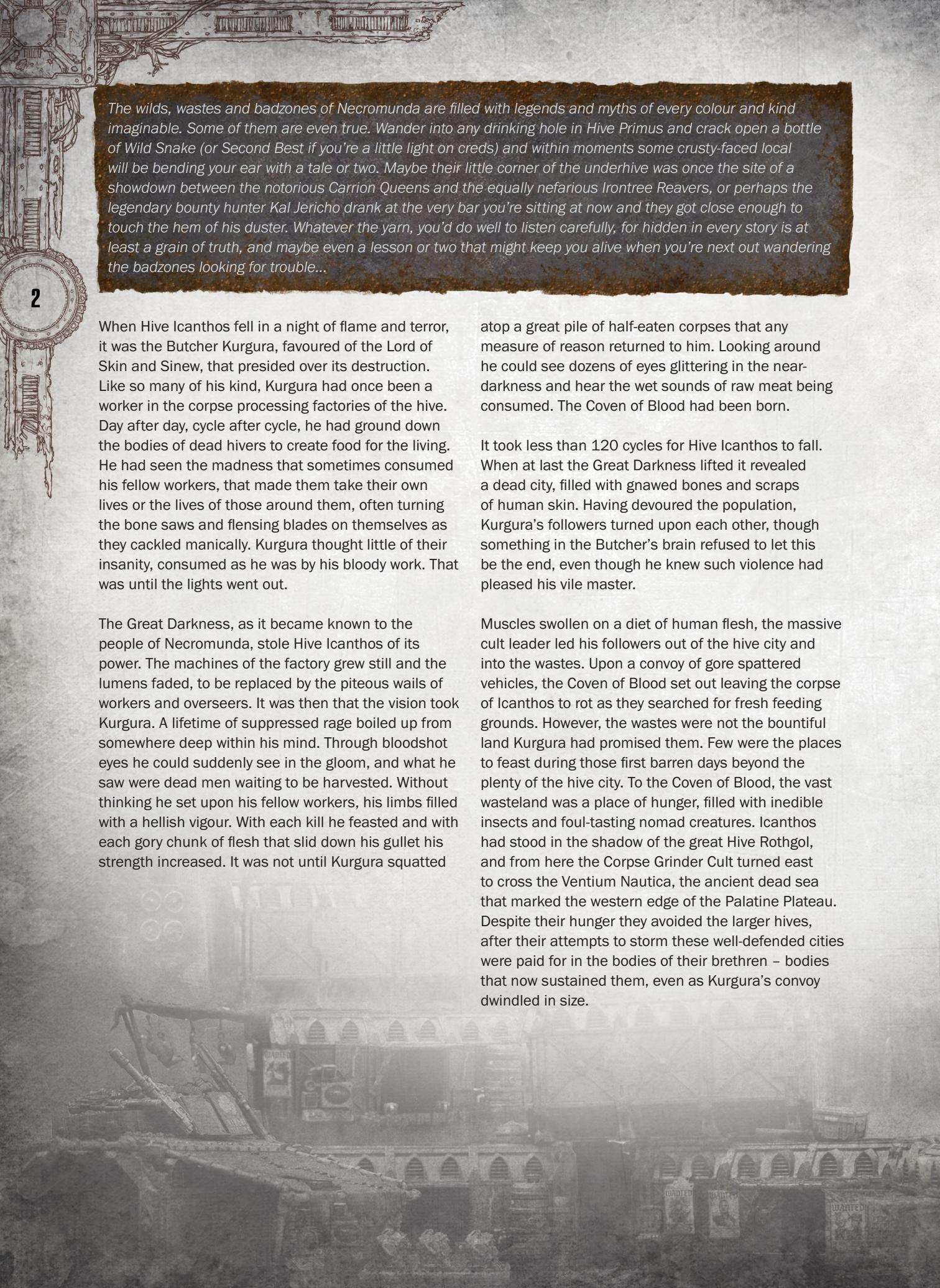




**APOCRYPHA NECROMUNDA**



**FEAST OF HERETICS**



*The wilds, wastes and badzones of Necromunda are filled with legends and myths of every colour and kind imaginable. Some of them are even true. Wander into any drinking hole in Hive Primus and crack open a bottle of Wild Snake (or Second Best if you're a little light on creds) and within moments some crusty-faced local will be bending your ear with a tale or two. Maybe their little corner of the underhive was once the site of a showdown between the notorious Carrion Queens and the equally nefarious Irontree Reavers, or perhaps the legendary bounty hunter Kal Jericho drank at the very bar you're sitting at now and they got close enough to touch the hem of his duster. Whatever the yarn, you'd do well to listen carefully, for hidden in every story is at least a grain of truth, and maybe even a lesson or two that might keep you alive when you're next out wandering the badzones looking for trouble...*

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When Hive Icanthos fell in a night of flame and terror, it was the Butcher Kurgura, favoured of the Lord of Skin and Sinew, that presided over its destruction. Like so many of his kind, Kurgura had once been a worker in the corpse processing factories of the hive. Day after day, cycle after cycle, he had ground down the bodies of dead hivers to create food for the living. He had seen the madness that sometimes consumed his fellow workers, that made them take their own lives or the lives of those around them, often turning the bone saws and flensing blades on themselves as they cackled manically. Kurgura thought little of their insanity, consumed as he was by his bloody work. That was until the lights went out.

The Great Darkness, as it became known to the people of Necromunda, stole Hive Icanthos of its power. The machines of the factory grew still and the lumens faded, to be replaced by the piteous wails of workers and overseers. It was then that the vision took Kurgura. A lifetime of suppressed rage boiled up from somewhere deep within his mind. Through bloodshot eyes he could suddenly see in the gloom, and what he saw were dead men waiting to be harvested. Without thinking he set upon his fellow workers, his limbs filled with a hellish vigour. With each kill he feasted and with each gory chunk of flesh that slid down his gullet his strength increased. It was not until Kurgura squatted

atop a great pile of half-eaten corpses that any measure of reason returned to him. Looking around he could see dozens of eyes glittering in the near-darkness and hear the wet sounds of raw meat being consumed. The Coven of Blood had been born.

It took less than 120 cycles for Hive Icanthos to fall. When at last the Great Darkness lifted it revealed a dead city, filled with gnawed bones and scraps of human skin. Having devoured the population, Kurgura's followers turned upon each other, though something in the Butcher's brain refused to let this be the end, even though he knew such violence had pleased his vile master.

Muscles swollen on a diet of human flesh, the massive cult leader led his followers out of the hive city and into the wastes. Upon a convoy of gore spattered vehicles, the Coven of Blood set out leaving the corpse of Icanthos to rot as they searched for fresh feeding grounds. However, the wastes were not the bountiful land Kurgura had promised them. Few were the places to feast during those first barren days beyond the plenty of the hive city. To the Coven of Blood, the vast wasteland was a place of hunger, filled with inedible insects and foul-tasting nomad creatures. Icanthos had stood in the shadow of the great Hive Rothgol, and from here the Corpse Grinder Cult turned east to cross the Ventium Nautica, the ancient dead sea that marked the western edge of the Palatine Plateau. Despite their hunger they avoided the larger hives, after their attempts to storm these well-defended cities were paid for in the bodies of their brethren – bodies that now sustained them, even as Kurgura's convoy dwindled in size.

In places they found smaller settlements inhabited by refugees from other hives or outland camps and feasted, though these slaughters did little to dispel the sense this hellish wilderness was a realm forsaken by the Lord of Skin and Sinew. Weeks after leaving the shelter of Icanthos, the Coven of Blood enjoyed its first great meat banquet in the shattered remains of Weeping Waters. The settlement, ravaged by the massive storms stirred up by the Great Darkness, was in disarray. In a tragic twist of fate, the town's defenders opened the gates to the Corpse Grinders, mistaking them during an ash storm for a supply convoy from Hive Korthos. For the next few days Kurgura and his followers fed upon the townspeople, restoring both their strength and their faith in their bloody god. They also found fresh parts for their vehicles and converts from the residents who would rather turn on their neighbours than become a meal themselves.

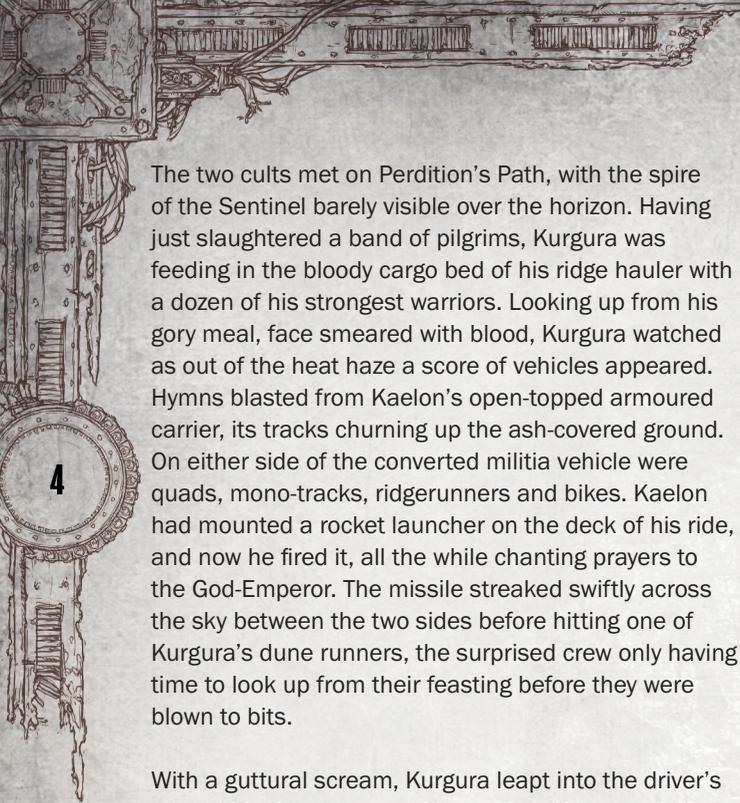
Restored, the Coven of Blood pressed on eastwards, until it came to the cliffs that marked the edge of the western continental shelf. Once a great sea port, Edgetown hung from the top of one of these great cliffs and considered itself well-defended against attack from the Ventium Nautica. Kurgura, in his savage cunning, turned to the initiates he had taken from the people of Weeping Waters, several of whom had once lived in Edgetown and knew the secrets of its western defences. Like feral creatures, the Corpse Grinders prised their way into the effluent pipes that ran down from the town and out of the cliff face. Crawling, squeezing and climbing, the Coven of Blood worked its way up into the settlement. The people of Edgetown were caught almost completely by surprise when Kurgura and his followers burst into their streets, and once again the Coven of Blood feasted.

Despite these victories, hunger continued to gnaw at the cult, and it was forced to press on into the western Spider Points and the edge of the Palatine Cluster in search of more meat. By now Kurgura's reputation preceded him; tales of a convoy of gore-streaked cargo haulers, dune runners and quad bikes covered in rusted spikes and the remains of their previous victims spread across the wastes, sending outlanders into hiding.

Fortunately for Kurgura, the Lord of Skin and Sinew was about to smile upon his cult. Unbeknownst to the Coven, the great houses of Necromunda were once again in upheaval, and this latest conflict had seen House Cawdor divided by a schism within the Cult of the Redemption. In their millions, hivers abandoned their duties and became pilgrims, destined for Hive Temenos and the Lost Saint said to slumber there. Kurgura's bloody convoy first came upon these pilgrims west of Mercator Gate, roaring out of the wasteland and harvesting hundreds of corpses for their feasting tables.

Like predators following bleeding prey, the Corpse Grinders turned north, growing full and strong upon the pilgrims they encountered upon the road. Even when Cawdor fighters opposed them in greater numbers they did not slow, their bloodlust driving them onwards.

This would continue for cycles, until word reached the Redemptionist Priest Kaelon of cannibal devils shadowing the faithful. A pious follower of the Prophet of the Redemption, Kaelon had accepted the sacred duty to guide the true believers to the embrace of the Lost Saint. With a prayer to his divine master, Kaelon gathered his holy warriors and turned his vehicles south to meet the threat.



The two cults met on Perdition's Path, with the spire of the Sentinel barely visible over the horizon. Having just slaughtered a band of pilgrims, Kurgura was feeding in the bloody cargo bed of his ridge hauler with a dozen of his strongest warriors. Looking up from his gory meal, face smeared with blood, Kurgura watched as out of the heat haze a score of vehicles appeared. Hymns blasted from Kaelon's open-topped armoured carrier, its tracks churning up the ash-covered ground. On either side of the converted militia vehicle were quads, mono-tracks, ridgerunners and bikes. Kaelon had mounted a rocket launcher on the deck of his ride, and now he fired it, all the while chanting prayers to the God-Emperor. The missile streaked swiftly across the sky between the two sides before hitting one of Kurgura's dune runners, the surprised crew only having time to look up from their feasting before they were blown to bits.

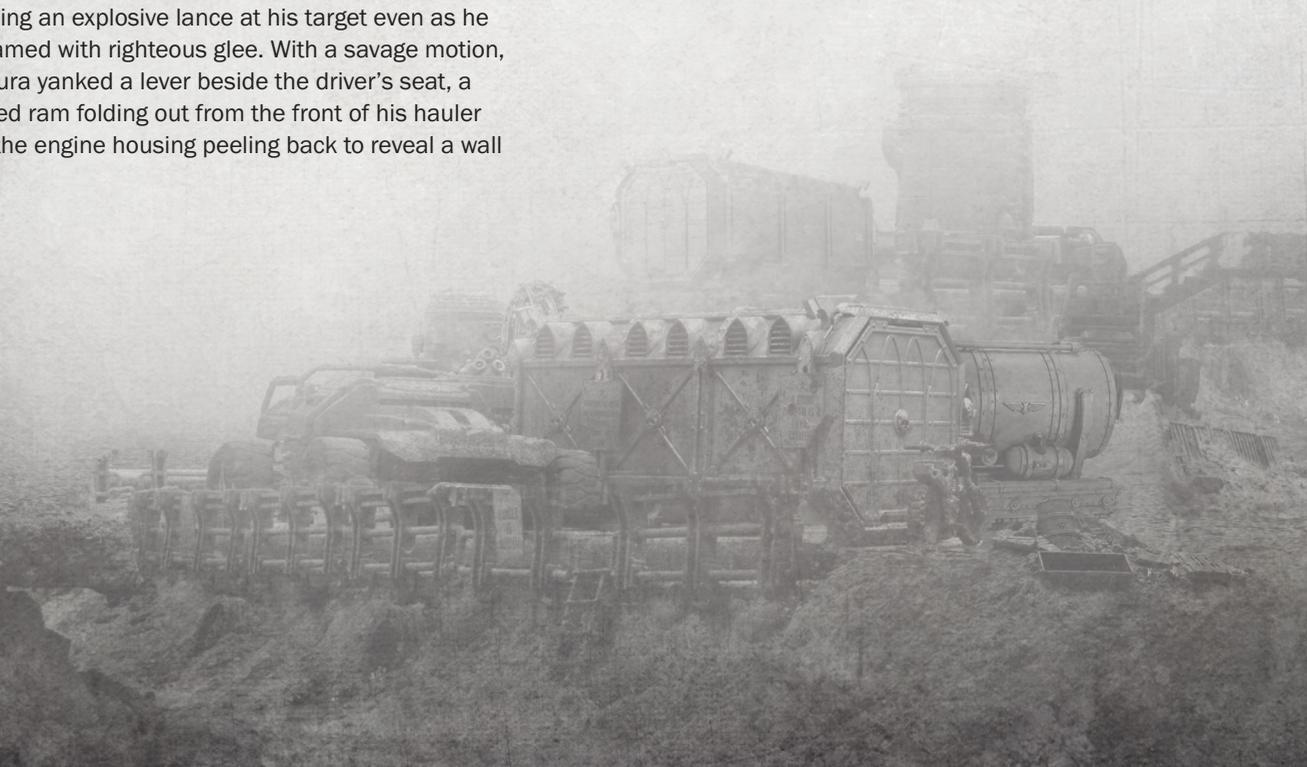
With a guttural scream, Kurgura leapt into the driver's seat of his rig and gunned its engine, his cult quickly following suit with their own vehicles. There was little in the way of tactics or organisation as the two sides raced toward each other. Some vehicles tore down the broad ridgeway, firing what weapons they had, or with crews waving blades and saws as they sought to get closer. Others swerved off into the ashen plains, kicking up great clouds of dust as they fishtailed back and forth, their drivers mad with bloodlust or filled with zealous fury.

Kurgura's spike-covered Cargo-8 was the first to plough into the Redemptionists, the massive vehicle covered in rust-red smears and the grinning skulls of his previous victims. A Ridge Walker, more daring than the rest, tried to charge the Corpse Grinder rig, its rider levelling an explosive lance at his target even as he screamed with righteous glee. With a savage motion, Kurgura yanked a lever beside the driver's seat, a barbed ram folding out from the front of his hauler and the engine housing peeling back to reveal a wall

of spinning blades. The unfortunate Cawdor's walker was flipped onto its back as the truck took its feet out from underneath it, while the rider himself was flung into the blades. At that same moment vents popped open along the length of the hauler's cab, releasing the Cawdor's remains as a fine crimson spray across the nearby Corpse Grinder crews and vehicles; drivers and passengers alike turning their mouths upwards to lap up the bloody rain.

Then the two sides met in a crash of colliding metal, screams, flames and growling chainblades. In places Redemptionist fire engulfed Corpse Grinder bikes, their still burning riders hurling themselves at the Cawdor and trying to feast even as their flesh cooked and fell from their bones. Elsewhere, harpoons speared Cawdor crew and hauled them from their vehicles, dragging them into the waiting mouths of the Corpse Grinders. Everywhere, screaming fighters struggled for their lives or found themselves being eaten alive as they tried to crawl to safety.

Kurgura's Cargo-8 thundered across the wastes, chasing down Cawdor who were vainly trying to escape on foot and 'feeding' them to his vehicle, the massive rig now glistening with fresh gore. Seeing the true horror of the foe he faced, Kaelon's nerve wavered, and when the Redemptionists started to flee from the mindless savagery of their foes, he ordered his driver to follow suit. From across the dust-choked battlefield, Kurgura saw the priest in his armoured vehicle taking flight and an almost unbearable hunger gripped him, his tongue coming out to lick blood-slicked lips as he imagined what the man's flesh might taste like. Turning his own vehicle from the road, Kurgura set off in pursuit.



The two vehicles raced away from the ridgeway, Kaelon's tracked carrier making steady progress across the ashen plains while Kurgura's hauler smashed its way forward through sheer weight. Behind them the sounds of screaming and gunfire began to fade, until only the roar of their engines broke the silence of the plains. Seeing the crazed cannibal was closing, Kaelon turned his vehicle toward the rocky canyons where Perdition's Path met the edge of the Trazior Highlands. With shaking hands the priest loaded another rocket into his launcher and turned the mount to aim at his pursuer. Kaelon was close enough now to see the Corpse Grinder Cult leader hanging from the cab of his great spike-covered hauler. The man, if he could still be called such, had given the wheel to one of his followers, and was leaning out of the vehicle, as if a physical force was pulling him toward Kaelon.

Ordering his mind, Kaelon called out to the God-Emperor for strength and fired the rocket launcher at the Corpse Grinder hauler. The missile moved in a lazy arc between the two, before coming down to explode in a geyser of ash and metal. Kaelon saw pieces of the Cargo-8 hurled in all directions, a tyre suddenly sailing out of the dust to bounce off the back of the carrier with a dull clang. The Redeemer Priest allowed a small smile to reach his lips and felt some measure of his conviction returning, wondering how these cannibal cultists had broken the spirit of his fighters so quickly.

Kaelon was about to turn to his driver when he heard a bang. His head snapped back around in time to see a bloody hand, then a gore-drenched body haul itself up onto the back of his vehicle. The Corpse Grinder leader regarded him from a few strides away, the man's eyes glinting hungrily through the openings in his skull mask. A heartbeat later, Kaelon found his voice and screamed at his driver to go faster in an attempt to throw off their attacker, while the priest snatched an autopistol out from under his robes.

The armoured carrier tore down the canyons that marked the Highlands' foothills, its driver sideswiping cliff walls in an effort to knock off the Corpse Grinder. Kaelon levelled his gun at the monster now crawling along the vehicle toward him. He desperately wanted to squeeze the trigger, but something had robbed his finger of its strength and his mind was frozen with terror. With a terrible inevitability Kurgura rose up and closed two massive hands around the priest's head, savouring the fear pouring off the man.

Kaelon's driver looked up to see the Butcher crush his master's head with a terrible finality and knew he was next. Without a second thought, the driver turned the armoured carrier toward the cliff wall, closed his eyes and hit the accelerator...



## DESIGNER'S COMMENTARY: CORPSE GRINDER CULT VEHICLES

Presented below are the rules for Corpse Grinder Cult vehicle crew and vehicle upgrades, allowing you to recreate the events described in Feast of Heretics. If the Arbitrator wishes, these new rules may be included in their campaign.

## CORPSE GRINDER CULT ROAD-INITIATE (CREW) .....35 CREDITS

Available to Corpse Grinder Cult gangs only.

### VEHICLE CHARACTERISTICS

#### TOUGHNESS

M	Front	Side	Rear	HP	Hnd	Sv	BS	Ld	Cl	Will	Int
*	*	*	*	*	*	*	4+	7+	6+	7+	8+

### CREW CHARACTERISTICS

### SPECIAL RULES

**Gang Composition:** For the purpose of gang composition, this model counts as a Corpse Grinder Cult Initiate.

**Vehicle Crew:** A Corpse Grinder Cult Road-Initiate must always be equipped with a vehicle.

### SKILL ACCESS

A Corpse Grinder Cult Road-Initiate has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Driving
-	-	-	-	-	Secondary	Secondary	Primary	Primary

### EQUIPMENT

A Corpse Grinder Cult Road-Initiate must be equipped with a vehicle and they may purchase Wargear and weapons from the Corpse Grinder Cult Road-Initiate equipment list.

- During the course of a campaign, a Corpse Grinder Cult Road-Initiate may be given additional Wargear from this list and the Trading Post.
- During the course of a campaign, a Corpse Grinder Cult Road-Initiate may be given additional weapons from this list and the Pistols section of the Trading Post.
- A Corpse Grinder Cult Road-Initiate may be given a replacement vehicle from either this list or the Trading Post, in which case their existing vehicle (if present) is placed into the gang's Stash.

## CORPSE GRINDER CULT ROAD-INITIATE EQUIPMENT LIST

### VEHICLES

- Custom vehicle ..... Variable credits
- Ridgerunner ..... 95 credits
- Rockgrinder..... 145 credits
- Wolfquad ..... 70 credits

### WARGEAR

#### PERSONAL EQUIPMENT

- Filter plugs..... 10 credits
- Photo-goggles ..... 35 credits
- Respirator..... 15 credits

### WEAPONS

#### PISTOLS

- Autopistol ..... 10 credits
- Stub gun.....5 credits

## CORPSE GRINDER CULT VEHICLE UPGRADES/WARGEAR

The following are only available to Corpse Grinder Cult vehicles and are all added to their equipment lists.

### CORPSE GRINDER CULT VEHICLE EQUIPMENT LIST

#### WEAPONS

##### SPECIAL WEAPONS

- Flamer ..... 140 credits

##### HEAVY WEAPONS

- Harpoon launcher ..... 110 credits
- Heavy flamer ..... 195 credits

## GUILD OF COIN RIDGEHAULER – NEW CARGO LOAD

### REFRIGERATED CONTAINER

#### 45 credits – Exclusive

When transporting carcasses around the ash wastes, care must be taken to ensure they do not spoil. The Corpse Guild has adapted Munitorum armoured containers to keep their contents ‘fresh’, many of which have been liberated by Corpse Grinder Cults.

**Weapon Hardpoints:** A Refrigerated Container has two Weapon Hardpoints on the top. Any weapon fitted to these hardpoints gains the Crew Operated and Arc (All Round) traits.

**Mobile Feast:** Friendly Corpse Grinder Cult fighters within 1" of a Refrigerated Container may perform the Gorge (Double) action:

- **Gorge (Double):** The fighter feasts upon the contents of the Refrigerated Container. Roll a D6. On a 3+, the fighter may either remove a Flesh Wound or recover a Wound lost earlier in the battle.

## BODY UPGRADES

### MEAT GRINDER

#### 20 credits – Exclusive

When a vehicle with this upgrade runs over a fighter, that fighter suffers a -2 modifier to their Initiative test to avoid being hit. Additionally, increase the AP of any hits suffered as a result of being run over by 1.

## VEHICLE WARGEAR

### FEAST TABLE

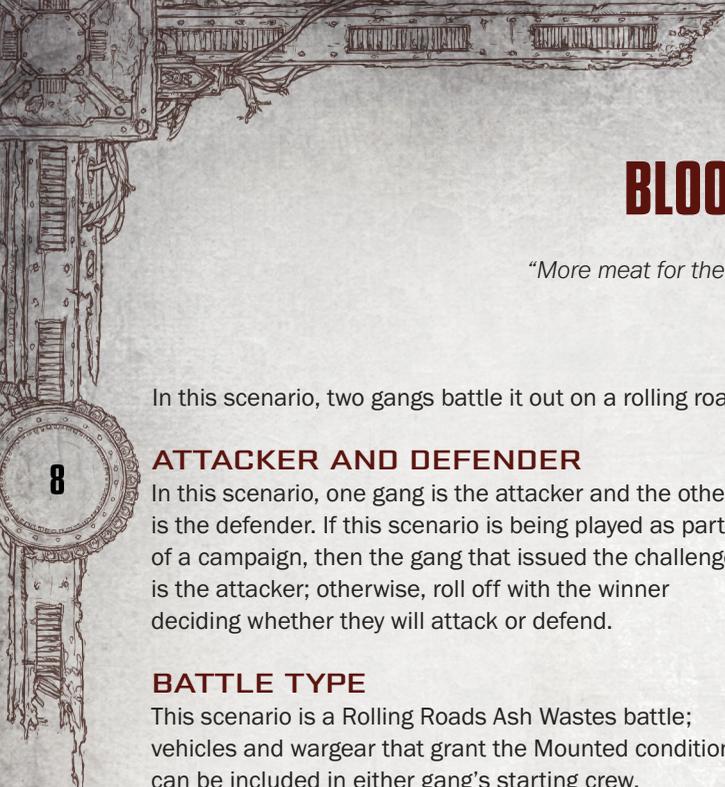
#### 60 credits – Exclusive

All friendly Corpse Grinder Cult fighters within 9" of a vehicle with a feast table may re-roll all failed Cool tests.

### GRISLY TROPHIES

#### 45 credits – Exclusive

The vehicle is festooned with the mangled remains of the gang’s enemies. If any enemy fighter wishes to target this vehicle with a close combat attack, they must first pass a Willpower test. If the Willpower test is failed, the action is wasted.



# BLOOD ROAD

*"More meat for the Lord of Skin and Sinew!"*

Kurgura, Coven of Blood, Corpse Grinder Cult

In this scenario, two gangs battle it out on a rolling road in the midst of a meat harvest!

## ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

## BATTLE TYPE

This scenario is a Rolling Roads Ash Wastes battle; vehicles and wargear that grant the Mounted condition can be included in either gang's starting crew.

## BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. This scenario is designed to be played on a 6'x4' battlefield.

## CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. Both gangs use the Custom Selection (10) method to determine their crew.

## DEPLOYMENT

The defender deploys all of their models within 24" of the centre of the battlefield. The attacker then deploys their models anywhere on the battlefield, within 6" of one of the short table edges.

## GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

## ENDING THE BATTLE

The battle ends at the end of the sixth round, or if either gang has no models left on the battlefield at the end of any round.

## VICTORY

If by the end of the game, the attacker has removed at least six 'meat' objectives via the Harvest (Basic) action, and has at least one model still on the battlefield then they are victorious, otherwise the defender wins.

## REWARDS

### CREDITS

The winning gang adds 2D6x10 credits to their Stash.

The attacker earns an additional D3x10 credits for each 'meat' objective they harvested.

### EXPERIENCE

Any Leader that survives the battle earns 1 XP.

If a vehicle harvests at least one 'meat' objective then they earn D3 XP.

### REPUTATION

The winning gang gains D3 Reputation.

## ROLLING ROADS

This scenario uses the rules for Rolling Roads with open sides as described in the *Necromunda Core Rulebook*.

## MEAT HARVEST

At the start of the game, the defender places six 'meat' objectives on the battlefield (these should be about the size of a model's base and can be represented with appropriate models). In the End phase of each round, each objective is moved 3D6" by the defender in any direction.

The attacker's vehicles can perform the Harvest (Basic) action:

**Harvest (Basic):** Remove a 'meat' objective within 1" of this vehicle from the battlefield.

If, at the start of any round, there are fewer than 6 'meat' objectives on the battlefield then the defender places new objectives within 6" of the Leading Edge of the battlefield, until there are six again. These new objectives move as normal in the End phase.

## END OF THE LINE

During the Recovery & Restart step of the End phase of the sixth round, every vehicle on the battlefield must make a Handling test. If the test is passed, nothing happens. However if they fail, their controlling player rolls a Location dice – the vehicle suffers a Catastrophic hit to the location rolled.

## WASTELAND CANNIBALS

If players wish, they may use this scenario to represent the battle between Kurgura's Corpse Grinder Cult and the Redemptionist Priest Kaelon on Perdition's Path. In order to do this, make the following changes:

- The attacking gang should be represented by a Corpse Grinder Cult Gang (see *Necromunda: Book of Ruin*), built using the standard gang creation rules.
- The defending gang should be represented by a Cawdor Redemptionist Gang (see *Necromunda: House of Faith*), built using the standard gang creation rules.
- Both gangs should include as many mounted fighters and vehicles as possible and ideally each fighter should either have the Mounted condition or a vehicle to ride on at the start of the battle.

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