



APOCRYPHA NECROMUNDA



THE LOST CHARTER

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...

THE LOST CHARTER

It is rare for Ironhead Squats to find themselves roaming the poorly-lit warrens of the underhive. Not just because there is usually better mining to be had out in the ash wastes, or because everyone they meet refers to them as 'Stunties', 'Abhumans' or equally insulting terms. The real reason is Squats don't tend to like dealing with the greater population of Necromunda, finding hivers in general to be a short-sighted, obnoxious sort – not to mention they seldom know one end of a phase-spanner from the other. That said, sometimes a Charter Master or a laager outcast will pass through the vast ash gates of a hive city in search of trade, archeo-treasures or vengeance. Such was the case with Dalin Larsekson, the so-called Mad Mechanic of Red Ruin. A Charter Master of the Jardlan Mining Clan, Dalin had been asked to leave the clan holdfast when his engineering projects outgrew his workshop. Most Squats are more than happy to put up with a fair degree of noise, smoke and fire in the pursuit of a better exo-driller or dust crawler, but when it routinely causes parts of their home to collapse or explode then their patience will run out pretty quickly.

Dalin, along with his following of miners and prospectors, moved to the remote outpost of Red Ruin – a mountain east of the Equatorial Spine stained crimson by some ancient industrial disaster. There Dalin continued his work in relative peace. That was until an outlander Squat by the name of Grendl Grendlsen told him of the outlaw settlement of Heretics Hole, or more precisely, the ancient void ship the settlement was built around. Few folks on Necromunda would have known the origins of the vessel, though Grendl had gotten a good look at its markings and some of the forgotten tech still within. Inside that ship were secrets lost since the birth of Necromunda – and more importantly a possible ancestral shard; a treasure trove of information left behind by the ancient Squat Mining Charters.

After convincing a group of his fellow Squats of the importance of the ship, he set off towards Hive Primus. Their journey first took them north up the Spine Road towards Hive Chronos and the Necromagnium Underway, keeping well clear of the regions around Hive Secundus. Even so they were forced to pass close to the Tower of the Hermiatas and spent several full cycles awake in the iron shells of their dust crawlers, gun sights trained on the horizon. Once clear of the tower, and far enough north to avoid the Dust Wall surrounding Secundus, Dalin turned his party west across the mountains, the hardy Squats winding their way across the blasted peaks of the Equatorial Spine until they worked their way down onto the Palatine Plateau. Fending off Ash Waste Nomad war parties and road raiders, they reached the outland settlement of Tubeway One. Never one to turn away traders – no matter what they might look like – the locals bartered with Dalin's party, and refuelled and re-equipped he took the Dust Road north-west towards Spoiltown.

Along the way they encountered gangs out of Ashgrad and even as far afield as Cinderak City, though the Orlock, Escher and Goliath road crews wisely kept their distance – usually after being 'encouraged' with a burst of bolter fire. Up the Great Ash Road East Dalin travelled, the ridgeways becoming thick with Cargo-8s and Enforcer patrols as they crossed into the outskirts of the Palatine Cluster and out of the Deep Wastes, where the hive cities slowly started to rise over the horizon. The great hives of the cluster steadily grew larger over the following days, alternatively appearing and vanishing into the roiling yellow clouds as Dalin approached. The largest of these, Hive Primus, loomed over the others, its silhouette fading into the sky without ever revealing the tip of its spire.

At last, weeks after setting out from Red Ruin, Dalin came to the Riftways surrounding the base of Hive Primus. Hundreds of bridges spanned the great moat, while lifts and cranes of all kinds ferried goods up from its depths or down into the dark. Dozens of gates, each over a hundred metres high, ringed the far side of the Riftways. Beyond was the great cargo interchange of Hive Primus: the Nexus.

It was here Dalin ran afoul of the bureaucracy of the Merchants Guild and Lord Helmawr's unyielding laws concerning abhumans. Despite applying numerous bribes, and when they failed, not so subtle threats, the Squats were denied entrance to Hive Primus – stern-faced guilders backed up by Enforcers and heavy stubber turrets making it clear their kind was not welcome there. Dalin, having come so far, was about to storm the hive with his small band of Squats there and then, had a local dome runner not been following the exchange.

For a sum considerably less than what would have been extracted by the guilders, the dome runner led Dalin down into a collapsed section of the Riftways, where an avalanche of ash had formed a bridge across the chasm. On the far side an ancient conveyor led into the underhive and the 'trade' settlement of Port Mad Dog. Forced to abandon their vehicles outside the hive – but not before setting up their watch-bots and auto-turrets – Dalin and his Squats entered the underhive. As in Spoiltown they were able to trade for supplies with the locals, underhivers being far less judgemental than the inhabitants of the hive proper. Even when a few gangs thought to try their luck and rob these odd-looking outlanders, no one seemed to mind when Dalin made 'examples' of the would-be thieves. From Port Mad Dog the Squats moved deeper into the hive, passing through Two Tunnels with its gunk criminals, and then on to Sump City at hive bottom.

A few cycles hanging around the drinking holes of Sump City and putting up with odd looks from gangers and guilders alike, and Dalin was able to get directions to Heretics Hole from some local Escher. Despite warnings to avoid the place, Dalin and his Squats made their descent into the darkness of hive bottom. Reaching the edges of the great inky ocean, they set out around its shore. Cycles of picking their way through tunnels overgrown with fungi and collapsed domes infested with mutated rats and crazed cultists finally led the Squats to Dalin's prize, and the Charter Master marvelled at the ancient vessel as it appeared out of the darkness ahead. Rising

up from the sump itself, most of the ship was hidden beneath the slimy surface, though around its rusting hull a shanty town of ramshackle buildings carpeted what pieces of 'dry' land existed, filling most of the kilometre wide dome that housed both ship and settlement. The whole outpost was further ringed by a much-patched fence to fend off sump horrors and wandering plague zombies.

Dalin, in his greed, gave little thought to the locals of Heretics Hole and certainly wasn't about to let them stand between him and his prize. Even so, the canny Squat Charter Master ordered his prospectors to ready their weapons and be on the lookout for danger – motioning half of them to form up on him and work their way toward the wreck, while the other half, including his Vartijan Exo-Driller, stayed back to provide covering fire. High above the settlement, the current ruler of Heretics Hole, Ursan Graves watched the Squats approach his gates from the conning tower of the wreck. A powerful rogue psyker and fugitive from Lord Helmawr's justice, Ursan had spent years turning Heretics Hole into a sanctuary for his kind. The grizzled old wyrd had even gone so far as to form a council of fellow rogue psykers, whose sole purpose was to keep the settlement a haven for outcasts, criminals and mutants – provided they kept the peace and obeyed his rules.

As Dalin and his Squats marched on the settlement, guns at the ready, Ursan descended from the wreck to meet them. With a dozen wyrds and backed up by gun-toting hive scum, the master of Heretics Hole decided to give these strange outlanders a taste of what they were facing. Meeting the Squats at the gates of the settlement, Ursan drew power from the Warp and unleashed a roiling frozen mist, its clouds filled with screaming faces. At the same time, from the surrounding alleyways and buildings, wyrds projected images of horror and dismay into the minds of the intruders – visions potent enough to leave most hivers weeping with fear. Dalin simply took a deep breath of the frozen mist, then grinned, exhaling tiny smoke rings. As for the psychic assault on the Squats' minds, Ursan's psykers found their telepathic attack blunted by the sheer stubbornness of the abhumans – Dalin and his Jardlan kin having spent centuries fighting the pale psychic mutants beneath the Great Equatorial Spine, and were more than a match for the attack now directed at them.

Subtlety having failed, Ursan ordered stubber turrets trained on the Squats and warned them to surrender their weapons if they wanted to enter Heretics Hole.

Now something Ursan might have known had he ever met a Squat before was getting them to part with their firearms is difficult, even if they like you, and Dalin, having reassessed the task before him, was rapidly taking exception to this old man and his motley band of wyrds. Even so, Dalin was not as hot-headed as some of his former Clan claimed him to be, and he politely asked Ursan what he wanted in exchange for his 'home', going on to say perhaps a few creds and a replacement abode like a sewer pipe or refuse pit might be acceptable. Not one to be insulted, in his own settlement no less, Ursan ordered his stubber turrets to fire a warning burst over the heads of the invaders. No sooner had the guns roared to life, however, than the Squats responded with their own guns – having mistaken the meaning of the 'warning'.

In moments the edge of Heretics Hole became a warzone as Squats ran for cover while laying down autogun and bolter fire, lobbing grenades and insults towards the defenders. Ursan only managed to get to cover thanks to his powers of precognition – the old wyrd dodging bullets and blasts as he ran. Wyrds flung fire, frost and pure warp energy down at the Squats. Some conjured up terrifying apparitions, others slowed time or reached into the Squats' guns and fouled triggers or ejected magazines, while still others used telekinetic force to hurl debris in cutting, crushing waves.

Dalin and his advance party formed up around their Charter Master and tried to push toward the wreck. Hive scum, muties and criminal outcasts laid down withering fire at the advancing Squats, most believing the armoured attackers to be agents of Lord Helmawr come to bring them to justice. Despite wounding several of Dalin's prospectors, the outcasts were driven back, cut down by precise autogun and bolter fire or in some cases the boots and fists of the invading Squats. And while the hardened minds of the prospectors made them largely immune to telepathic attacks, warp flame, flung objects and crushing telekinetic force slowed them down.

Even so, Dalin might have reached the wreck had not Ursan unleashed one of his secret weapons – a tool of last resort kept against the time when Lord Helmawr came to wipe Heretics Hole from the underhive. Known as the 'Thinker', it was a psycho-sentient Ogryn, Ursan himself having performed psychic surgery on the beast to turn it into more than just a brute – a brute with psychic powers! Looming out of the gunsmoke, the beast bore down on the Squats.

Believing they faced simply more, if oversized, outcast scum, Dalin charged towards it with his massive concussion hammer, bringing it down with killing force. To his surprise the beast's arm turned to metal and it knocked aside the blow with a resounding 'clang'. Reversing the weapon, Dalin sought to take out the Ogryn's legs, but before he could its body burst into flame. For a second the Squat thought one of his miners had set it ablaze, at least until it punched him across the street with a flaming fist. Picking himself up, Dalin witnessed the creature rampaging through his drill-kyn, their weapons all but useless as its burning form pummelled them to the ground.

Outmatched by the brute, Dalin ordered his prospectors to retreat – the gunfire and psychic blasts from the outcasts following them as they stumbled back through the settlement gates to the relative safety of the surrounding badzones.

Not one to be put off for long, Dalin soon devised a plan to return to the wreck and claim the ancestral shard. Donning their helmets, and led by the Vartijan Exo-Driller, piloted by Dalin's second, Herga, the Squats descended down into the sump under Heretics Hole. By the light of the Exo-Driller, they made their way through a tangle of debris and dead things – until out of the murk the hull of the void ship loomed up before them. Once again the Exo-driller led the way, boring a hole into the side of the ship and letting in the Squats along with a flood of stinking gunk.

Ursan, having believed the Squats retreated back to wherever they came from was woken from his rest by the settlement's alert klaxons, having only time to snatch up his power sword and rouse the Thinker with a mental command.

In the tight corridors of the wreck the two sides met again, this time the Squats using their size and skill to hold the outcasts at bay in brutal tunnel fighting. While the battle raged above, Dalin ran for the cogitator core, wrenching open its door and forcing himself through the gap.

Inside, the din of battle was diminished, and Dalin was able to look around the abandoned chamber with its dirty stacks of data crystals and dead thinking machines. Deciphering the Ancient Terran script, Dalin ran his hands down the stack of crystals until he found what he was after – the ancestral shard! It was at that moment he felt a chill run down his spine, and turned to see Ursan Graves emerging from

the darkness. The rogue psyker came in swinging his ancient power sword, its blue glow illuminating the faces of the two combatants. Dalin parried the blade and swung right back at Ursan, though it seemed wherever his weapon fell the Lord of Heretics Hole was somehow not. It soon became apparent to Dalin that this strange human could sense his strikes before they happened – always managing to step out of the way at the last moment. Perhaps of more concern to Dalin than his opponent's ability to avoid his blows was Ursan's skill with a blade. Soon the Squat's armour was scored with a dozen cuts and Dalin felt his beard hanging wet with sweat as he simply tried to stay alive. If he were to survive, more unorthodox tactics were in order, and the Charter Master closed his eyes and let loose a flurry of blows without thinking or even knowing himself where they were headed. He was rewarded by a crunch of hammer on bone and the sound of Ursan being thrown across the room and into the far wall.

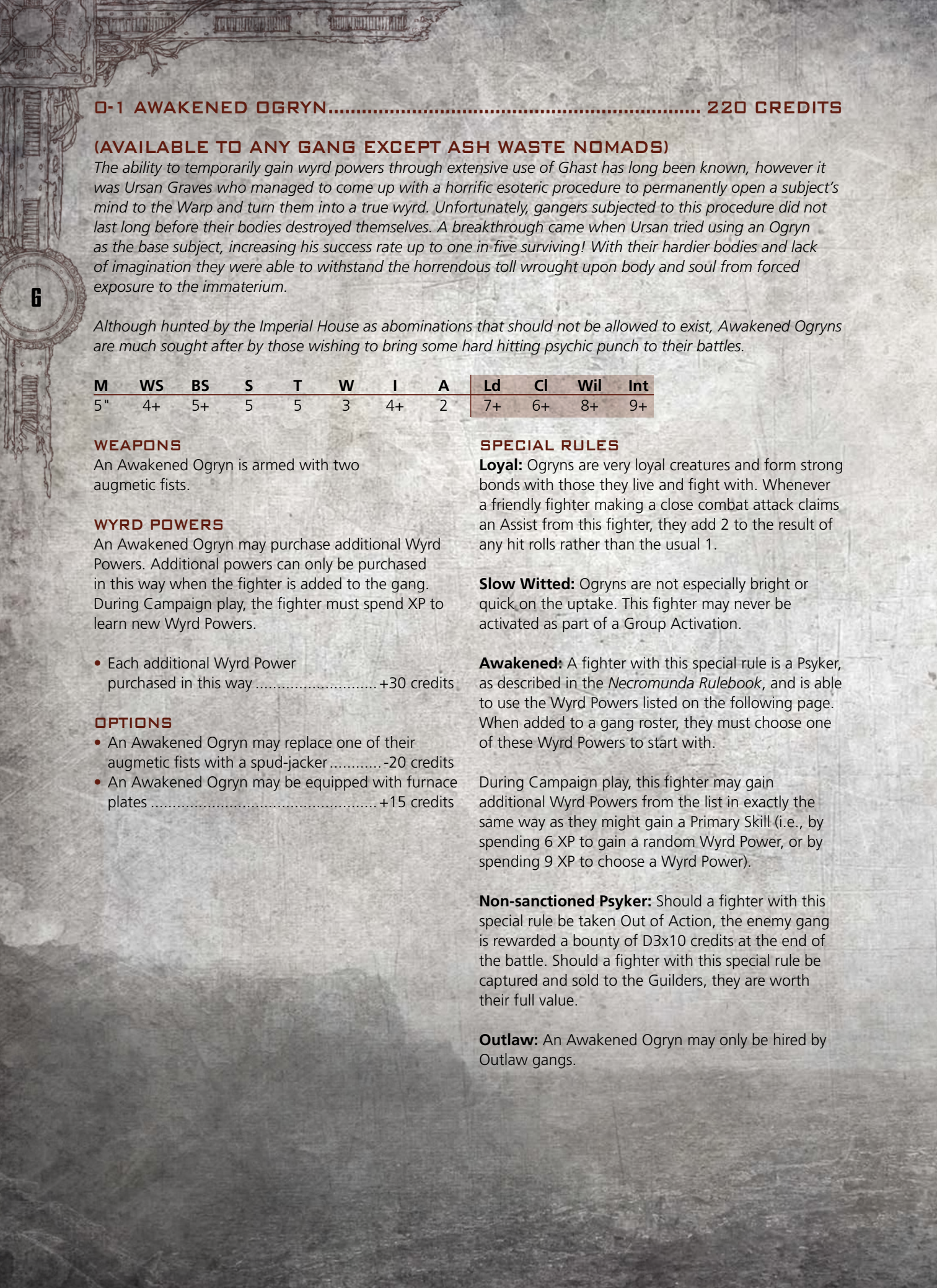
Looming over the fallen psyker, Dalin raised his hammer to finish what he had started. Fortunately for Ursan, at that same moment the door to the chamber crashed open and the Thinker – still ablaze and locked in combat with Herga in her Exo-Driller – came

staggering in. The Squat barely had time to leap out of the way before the pair of brutes smashed into a pile of data crystals, setting the ancient devices alight and engulfing the room in flame.

Dalin momentarily met the gaze of Herga, his second giving the Charter Master a final nod before bearing down on the rampaging Ogryn. With the crystal in hand, Dalin turned and fought his way free of the chamber. Those few Squats who remained joined their leader and, unable to go back the way they had come in, blasted their way free of Heretics Hole in a storm of bullets and bolt rounds.

Ursan Graves would later go on to tell a tale of how Lord Helmawr had sent a crew of abhuman bounty hunters to bring him in – and that he had seen them off like all those who had come before. Behind closed doors of course it was a different story, and Ursan decided to make some friends for the Thinker should the stunty warriors decide to come back. As for Dalin, well, he might have gotten what he came for, but it was a long way from Heretics Hole back to Port Mad Dog, and his adventures in the underhive were just beginning...





O-1 AWAKENED OGRYN..... 220 CREDITS

(AVAILABLE TO ANY GANG EXCEPT ASH WASTE NOMADS)

The ability to temporarily gain wyrd powers through extensive use of Ghasht has long been known, however it was Ursan Graves who managed to come up with a horrific esoteric procedure to permanently open a subject's mind to the Warp and turn them into a true wyrd. Unfortunately, gangers subjected to this procedure did not last long before their bodies destroyed themselves. A breakthrough came when Ursan tried using an Ogryn as the base subject, increasing his success rate up to one in five surviving! With their hardier bodies and lack of imagination they were able to withstand the horrendous toll wrought upon body and soul from forced exposure to the immaterium.

Although hunted by the Imperial House as abominations that should not be allowed to exist, Awakened Ogryns are much sought after by those wishing to bring some hard hitting psychic punch to their battles.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

WEAPONS

An Awakened Ogryn is armed with two augmetic fists.

WYRD POWERS

An Awakened Ogryn may purchase additional Wyrd Powers. Additional powers can only be purchased in this way when the fighter is added to the gang. During Campaign play, the fighter must spend XP to learn new Wyrd Powers.

- Each additional Wyrd Power purchased in this way +30 credits

OPTIONS

- An Awakened Ogryn may replace one of their augmetic fists with a spud-jacker -20 credits
- An Awakened Ogryn may be equipped with furnace plates +15 credits

SPECIAL RULES

Loyal: Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever a friendly fighter making a close combat attack claims an Assist from this fighter, they add 2 to the result of any hit rolls rather than the usual 1.

Slow Witted: Ogryns are not especially bright or quick on the uptake. This fighter may never be activated as part of a Group Activation.

Awakened: A fighter with this special rule is a Psyker, as described in the *Necromunda Rulebook*, and is able to use the Wyrd Powers listed on the following page. When added to a gang roster, they must choose one of these Wyrd Powers to start with.

During Campaign play, this fighter may gain additional Wyrd Powers from the list in exactly the same way as they might gain a Primary Skill (i.e., by spending 6 XP to gain a random Wyrd Power, or by spending 9 XP to choose a Wyrd Power).

Non-sanctioned Psyker: Should a fighter with this special rule be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a fighter with this special rule be captured and sold to the Guilders, they are worth their full value.

Outlaw: An Awakened Ogryn may only be hired by Outlaw gangs.

SKILLS

An Awakened Ogryn has the Headbutt skill.

SKILL ACCESS

An Awakened Ogryn has access to the following skill sets:

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

AWAKENED OGRYN WYRD POWERS

1. Iron Arm (Basic), Continuous Effect: *With a thought, the wyrd turns the flesh of their arm to unyielding iron, allowing them to block any blow directed at them.* While this Wyrd Power is maintained, the fighter gains a special 5+ save against attacks made against them in close combat. This save may be made after any save rolls for armour, and is not modified by AP.

2. Body of Flame (Basic), Continuous Effect: *The wyrd's body bursts into flames!* While this Wyrd Power is maintained, this fighter ignores hits from weapons with the Blaze or Melta traits. In addition, if a fighter ends their activation within 1" of this fighter they must test to see if they are set on fire, as if they had been hit by a weapon with the Blaze trait.

3. Weapon Jinx (Simple): *With a snap of their fingers, the wyrd causes an enemy's weapon to malfunction.* Choose an enemy fighter that is within 18" of this fighter. That enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.

4. Overcharge (Basic), Continuous Effect: *Directing their power into their weapon, the wyrd greatly increases its effectiveness.* While this Wyrd Power is maintained, one ranged weapon carried by this fighter improves its Strength by 2 and its Damage by 1, but gains the Unstable trait.

5. Crush (Basic): *Closing their fist in the air, the wyrd crushes an object or person in their eyeline.* Target a single enemy fighter or obstacle that is both within 12" and line of sight of this fighter and make a hit roll, using this fighter's BS. If a hit is scored, an obstacle is destroyed and removed from the battlefield, while an enemy fighter must make a save roll. If this save roll is successful, roll an Injury dice and immediately apply the result against the fighter.

6. Terrify (Double): *Planting a horrific image in an enemy's mind, the wyrd tries to break their spirit.* Choose a single enemy fighter that is both within 18" and line of sight of this fighter. That fighter must immediately take a Nerve test with a -3 modifier applied to the roll or become subject to the Broken condition.

AWAKENED OGRYN EQUIPMENT

The profiles and rules for the Awakened Ogryn's weapons and Wargear can be found in either *Book of the Outcast* or any of the *House of ...* books.

TECH RAID

"We're near the ancestral shard lads, I can feel it in my bones!"

Dalin Larsekson, The Mad Mechanic of Red Ruin, Charter Master and master engineer

In this scenario, a gang breaks into the heart of a dome in order to loot as much archeotech as they can.

8

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario is a Sector Mechanicus battle; vehicles and Wargear that grant the Mounted condition cannot be included in either gang's starting crew or Reinforcements.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section of the *Necromunda Rulebook*. After the battlefield has been set up, the defender places six Loot caskets on the battlefield. Each Loot casket must be at least 6" away from any battlefield edge and any other Loot casket. No other Loot caskets are placed.

CREWS

This scenario uses the standard rules for choosing a crew as described in the Battlefield Set-up section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (7) method. The defender uses the Random Selection (D3+2) method. The rest of the defender's fighter cards are set to one side to form the Reinforcements deck.

DEPLOYMENT

The defender deploys their starting crew within 3" of a Loot casket. The attacker then picks a battlefield edge and deploys their entire starting crew within 6" of it.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if, at the end of a round, only one gang has fighters remaining on the battlefield.

VICTORY

If, at the end of the battle, the attacker has at least 3 Archeotech Haul points then they are the winner. Otherwise, the defender wins.

REWARDS

CREDITS

The victorious gang adds 2D6x10 credits to their Stash.

The losing gang adds D6x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

Each fighter that adds an Archeotech Haul point earns an additional 1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

HUNT FOR ARCHEOTECH

The attacker is trying to recover lost pieces of archeotech that are rumoured to be held by the defender. Whenever an attacking fighter opens a Loot casket, instead of rolling on the Loot Casket table, roll a D6. On a 3+ they have found a piece of archeotech; increase the Archeotech Haul points by one. Note this roll will suffer a -1 penalty if the Loot casket was opened using the Smash Open Loot casket (Basic) action.

The defender cannot open Loot caskets for any reason in this scenario.

REINFORCEMENTS

The defender can use Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. From the second round onwards, D3 fighters arrive at the start of each End phase.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario. If the defender voluntarily flees, the attacker is considered to have opened all the remaining Loot caskets; roll to see if they contain archeotech as normal, though no fighter gains XP for opening them.

THE LOST CHARTER

If players wish, they may use this scenario to represent Dalin Larsekson wresting the ancestral shard from Heretics Hole. In order to do this, make the following changes:

The defender's gang should be an Outcast gang led by an Outcast Leader with the Wyrd archetype to represent Ursan Graves and including an Awakened Ogryn to represent the Thinker.

The attacker's gang should be an Ironhead Squat Prospectors gang and include an Exo-Driller.

The Resistant to the Wyrd special rule is in effect.

RESISTANT TO THE WYRD

If one or more Ironhead Squat Prospectors are targeted by a Wyrd Power then one of them may attempt to Disrupt the power as if they were a psyker.

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