



# The Hoard

*A Necromunda Campaign*  
By Dave Jakowyszyn

*Rumours have been circulating that a recent mutation in the zombie plague virus is causing it to spread faster, infecting greater numbers and unleashing hundreds of zombies into the underhive. Many gangers believe that this is just scaremongering; paranoia cooked up by stumm-junkies. But a few are not so sure, while travelling between settlements to collect credits they've heard noises, glimpsed shapes in the darkness. Could the underhive really be on the brink of an epidemic of the living dead?*

## BACKGROUND

This is a campaign for Necromunda involving Plague Zombies, full stats for these can be found in the rules for Scavvy Gangs. The campaign can be played by any number of players and can go on for as long as you dare... the numbers of the zombies will continue to grow!

## SCENARIOS

Any Necromunda scenarios can be played in The Horde campaign. Make sure you keep a record of the games that have already been played in this campaign, as the further into the campaign you are, the further the plague has spread. Select a scenario using the normal rules, the player who has selected the scenario then rolls on the zombie chart below. Roll a D6 and add the number of games played so far in the campaign (not including the current game):

D6 + games played	Number of zombies appearing
1-2	No zombies appear
3-4	D3 Zombies appear
5-6	D6 zombies appear
7-8	D6+3 Zombies appear
9-12	D6+3 Endless zombies appear
13-17	D6+6 Endless zombies appear
18-25	2D6+3 Endless zombies appear
26+	2D6+6 Endless zombies appear

**Endless Zombies:** This represents the non-stop flow of the infected. When an Endless zombie goes 'out of action' and is removed from the game, the current player immediately places another zombie on the board. This must be within 8" of the board edge but not within 8" of any gang members.

**Zombie Placement:** At the start of the game zombies are placed after gangs have been set out. They are set up one at a time alternately by each player. Zombies cannot be placed within 8" of any gang members.

**Scavvy Gangs:** The plague zombies adopted by leaders of Scavvy gangs are infected by the old strain of the plague and remain loyal to their masters. Scavvy gangs can still use their plague zombies, even when in combat against the zombie horde.

## ZOMBIE TURNS

Zombies are very simple creatures; they move towards food and then eat. Unfortunately, their food is your gang! To represent the shuffling, mindless advance of the zombies, they have their own turn and move according to simple rules.

When both players have completed their turns the zombie horde then moves. Zombies automatically move towards the closest gang member, even if that character is out of their line of sight or

unreachable (e.g. behind a wall, or up on a platform). Zombies are moved one at a time, with players taking turns to move them, of course this could lead to a player moving zombies towards his own characters, but no-one said life in the hive was easy! Each zombie only moves once per turn.

For example, after player 2 completes his own turn; Player 1 selects one of the zombies and moves it towards the nearest ganger. Player 2 then selects another zombie and moves it towards the nearest ganger, player 1 then moves another zombie. When all the zombies have moved, it is the zombie attack turn...

Resolve hand to hand combat as normal. As above, players take it in turns to attack their opponent (or even their own gang!) using the zombies. Each zombie may attack only once per Zombie Attack turn.

When all zombies have made their moves and attacks, their turn ends and the gangs move.

## Turn Sequence:

1. Player 1: Movement, combat and recovery as normal.
2. Player 2: Movement, combat and recovery as normal.
3. Zombie Move: Players A and B alternate moving zombies.
4. Zombie Attack: Players A and B alternate zombie attacks.

## ENDING THE CAMPAIGN

When the number of zombies appearing every game is making scenarios difficult to play, the players can choose to put an end to the spreading plague. This is done by playing the 'Antidote' and 'Dead End' scenarios.



## SCENARIO 1 – ANTIDOTE

*Areas of the Underhive are overrun, thousands of the infected are roaming, looking for flesh to devour. One day a survivor makes his way into your territory, he's heard that an antidote has been developed for the new strain of the plague. The only way to save your territories is to get hold of the antidote and put it into the ventilation system. Can you find the vial before another gang takes it and claims the credit?*

In this scenario, both gangs are searching the remains of an underhive lab for a vial of plague antidote. The gang that collects it will have the chance to save their territories, increase their fame and put an end to the zombie hoard...

### TERRAIN

Terrain is placed according to normal rules. Once you have placed the terrain you must place six Loot counters on the table to represent storage boxes.

Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Counters are placed before deciding which edge the gangs will play from, so ensure that the counters are placed towards the middle of the table.

### GANGS

Once all the Loot counters have been placed each player rolls a dice. The high scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

When gangs have been set up; roll for zombie numbers and set them up as normal.

### STARTING THE GAME

Both players roll a D6 and the highest scoring player takes the first turn.

### CHECKING BOXES

A gang member checks a box by stopping so that his model is touching the counter. A model checking a box does so during the shooting phase and may not fire a weapon. Roll a D6, on a roll of 6, the box contains the vial. On the roll of 1-5, the box is empty. If the box is empty leave the loot counter where it is. Each box can be checked only once by each gang member, a gang member cannot check the same box twice. There is only one vial, when it is found remove all the loot counters from the board.

A gang member can carry the vial without affecting his movement or ability to shoot or fight. A gang member who goes out of action will drop the vial where they are at the time. Remove the model but leave the loot counter in place. A model can transfer the vial to another model in base-to-base contact during the shooting phase, but neither model may shoot during the turn. If a gang member takes an enemy carrying the vial out of action in hand-to-hand combat he automatically captures the vial.

### ENDING THE GAME

The game ends when one of the gangs has obtained the vial and exits the board from the side they entered.

Any gangers left on the table (i.e Down when the rest of his gang has left) is devoured by the zombies.

### EXPERIENCE

At the end of the game, gang members gain the following experience:

**+2D6 Survives.** Each fighter who survives the battle earns D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.

**+1 Zombie Kill.** A fighter earns 2 points for each zombie that he puts out of action.

**+5 Rescued Vial.** The ganger who leaves the table carrying the vial, gains 5 points.

## SCENARIO 2 – DEAD END

*You've got the antidote, but can you delivery it into the ventilation system? Zombie numbers are still increasing and every other gang in the area is out to get the antidote and take the credit for the rescue of the underhive. Just one more battle and your gang could go down in hive history...*

In this scenario, the gang must try to deliver the antidote into the underhive ventilation system; the opposing gang must try to capture the vial so they can take the credit for themselves. This scenario can only be played when one of the gangs has obtained the vial from 'Scenario 1 - Antidote'.

### TERRAIN

Terrain is placed according to normal rules. Choose a suitable terrain piece to represent the ventilation system entry point and place it as close to the centre of the table as possible.

### GANGS

Each player rolls a dice. The high scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. The opposing gang then sets up within 8" of the opposite table edge.

When gangs have been set up; roll for zombie numbers and set them up as normal.

### STARTING THE GAME

The gang holding the vial moves first.

### ENDING THE GAME

The player who gets to the vent while holding the vial must spend his shooting turn there to introduce the antidote into the system. The antidote will take effect at the end of that player's turn, all the zombies collapse to the ground, the plague is finished and the gang is victorious!

Note: Plague Zombies belonging to Scavvy gangs are not affected by this antidote!

### EXPERIENCE

The winning gang receives the adulation of the underhive, to represent this fame, the gang automatically receives a 'settlement' territory. In addition, both gangs receive experience as shown below:

**+2D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

**+1 Zombie Kill.** A fighter earns 1 point for each zombie that he puts out of action.

**+10 Antidote Administered.** A fighter earns 10 points for administering the antidote into the air vent.

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## ABOUT THE AUTHOR

I live in York and I've been playing GW games since 1990. I'm currently introducing my son to the hobby with an old copy of HeroQuest. I also wrote the 'Lucky Sevens' article for the recent BB comp.