



APOCRYPHA NECROMUNDA



SUMP CITY SINKING



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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SUMP CITY SINKING

Sump City has always been sinking. Since its original settlers built the first collection of holesteads on the shores of the Great Sump at hive bottom – about as far below Hive City as you can get and still be in the hive – one part or another of the settlement had been slowly sinking into the rotten bedrock on which it stood. By the reckoning of the locals the current Sump City is the eleventh to stand on the site, though it's difficult to tell given the tangle of sunken structures that make up its foundations. Some say the first Sump City was built on the ruins of Downtown – for a long time the lowest settlement in the underhive – though others say Downtown was further up the Abyss and had fallen to raiders even before Sump City was first founded. Either way, for as long as there has been a sump, spider hunters have used the shores around Sump City to moor their harpoon barges in between trips out into the black to bring back diamond spider eyes.

Where all those fallen buildings, collapsed domes and flooded tunnels ended up when they sunk, no one gave much mind – simply building the new over the old. According to Mad Mercia though, an old legless sumpfarer who frequented the Sump City docks, under the settlement was a nest of Delaque. He would tell anyone willing to listen (and maybe buy him a bottle of Wild Snake or two) that he'd seen their sunken city with his own eyes – even sailed his ship into its subterranean lake where they keep their cephalopod creatures and stone gods. Most people scoffed at Mercia's ravings, saying there was nothing under Sump City but starving muties and mangy critters. It would come as a great surprise to everyone that not only was Mercia telling the truth, but that once, he wasn't quite so mad – at least before the Delaque got their hands on him.

It was in this warren of shadows, under the very feet of the residents of Sump City that those touched by Chaos were hearing the whispers of the Dark Gods grow ever louder in their diseased minds. One such

individual was the once-man-thing known as the Ravenous One. Until recently, the Ravenous One had worked the corpse farms of Hive City 313-Gamma, his every waking moment filled with the taste and smell of the recently slain. When the Lord of Skin and Sinew spoke to him from a twisted visage with glowing eyes formed in the congealing blood of the industrial exsanguinators, its voice the screech of grinding machinery and the tearing of wet flesh, he first felt the endless hunger come upon him. It was a hunger only sated when he dipped his hands into those same exsanguination pools and drank deep of their gory contents. The overseers were the first to feed his growing cult, the corpse farm already struggling with the unrest engulfing the rest of the hive. The Enforcers arrived too late and too few to stop the Ravenous One's escape – the cult leader and his followers leaping down the waste sluice and falling all the way to hive bottom with the rest of the rotten meat. There the Ravenous One's tale might have ended – his broken body left on a pile of splintered bones and torn flesh – but the Lord of Skin and Sinew was not done with him.

As the Ravenous One called out to the dark powers of Chaos, demanding that his hunger was not yet sated, a daemonic servant of the Meat Lord wormed its way into the cultist's body, taking control of his flesh and multiplying the hunger in his mind tenfold. Clawing his way out of the refuse, the Ravenous One and his followers – risen like their master through daemonic power – stalked hive bottom looking for prey. By chance, their hunt led them through hidden tunnels and abandoned domes to the domain of the Delaque. Where dome runners and exploring gangs had failed to find the hidden Delaque settlement under Sump City, the psychic scent left by the Psychoterica drew in the Daemons and their meat puppets. What began as curiosity soon turned to hunger as the Corpse Grinders sensed the flesh tethered to these strange new minds. Sharpening their weapons, the Cult of the Ravenous One readied themselves for the feast to come.

Not far from the blood-crazed cannibals, in the heart of the cavernous Confluence of Shadows, the Star Chamber was holding council in one of its rare meetings in the underhive. Delaque from throughout the hive had made their way to the meeting, drawn by the will of the Psychoterica and the whispers of the Silent Ones. Echoes from the depths of the world had been warning the Delaque for weeks of the coming darkness. And if the Psychoterica had not drawn them together then the secrets gathered by their vast web of informants, spies and agents surely would have. For longer than the Silent Ones had been sending out their warnings, the Delaque had been piecing together a grim picture of things to come. While the Noble and other Clan Houses remained ignorant of the unfolding events, the Delaque were making preparations.

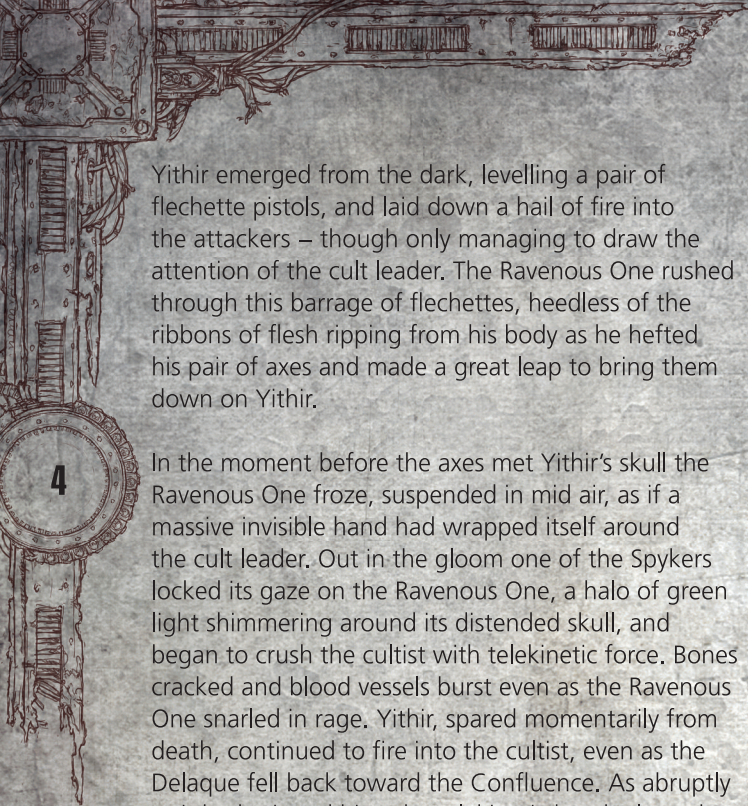
Among the gathered members of the Star Chamber was Yithir the Fade, also known as the Faceless, or Shadow's Shadow to outsiders. To the other Delaque, Yithir was simply another voice within the Psychoterica and another fragment of the will of the Silent Ones. With lens-covered eyes they regarded the gathered Delaque in the weak light of the Confluence, the structure's twisting asymmetrical design disturbing to look upon – at least for those outside the Psychoterica. Beyond the misshapen arches surrounding the members of the Star Chamber shapes moved in the gloom and Yithir knew dozens of the Clan watched the proceedings – both with their augmented eyes and their telepathic 'sight' gifted to them by the Silent Ones. But it was not the onlookers Yithir focused on. In the centre of the chamber three Spykers were tethered to a worn stone likeness of Urgothon, the Deep God of Piscea. Forced on refined Ghast, the Spykers struggled to keep their swollen heads aloft, even as their unfocused eyes rolled and they babbled secrets in a dozen ancient languages.

Suddenly, the Spykers' eyes came into focus and their massive heads twisted around to stare off into the darkness. Yithir felt it before any movement could be seen or any sound heard – something was coming. Moving with a fluid grace, the Faceless leapt down into the midst of the Spykers and released the chains holding them. Freed, the Spykers drifted aloft and began to float out into the shadows surrounding the Confluence, with Yithir and many of the Delaque following behind.

Beyond the meeting place the cavern was a triangle of platforms, half-sunken tunnels and fallen girders. Far overhead, lost in the perpetual gloom, the foundations of Sump City thrust out from the ceiling like stalactites, cables and pipes reaching down in places to meet the wreckage below. Around the Confluence a lake of inky black spread out, crossed by walkways, fallen towers and rubbish piles. The almost complete darkness was lit only by the pale glow of consoles and control panels – connected to the hive above by snaking cables and feeding the Delaque a constant stream of information. The Spykers drifted out into this nightmare landscape while the other Delaque melted into the shadows as they drew knives and silenced firearms.

The Ravenous One stalked out into the chamber, his daemon-sight piercing the gloom and picking out the shapes of the approaching Spykers. Both Daemon and man could taste the creatures on the air and hungered to rip into their flesh. With a howl that crashed across the ruined cavern the Corpse Grinder Cult leader rushed forward, his bounding leaps carrying him from one piece of floating debris to another. Close on his heels his fellow cultists followed, their blades and chain weapons gleaming dully in the gloom, the fighters eager for blood.

Needle rounds whispered out of the darkness towards the approaching Corpse Grinders – tiny slivers of metal piercing sinewy muscle and corded flesh. Toxins that should have stopped humans in their tracks found little purchase in the daemon-infected meat of the cultists, and the incoming fire only served to tell them where their enemies were. Running, crawling and climbing, the Corpse Grinders rushed through the ruins toward the Delaque, who were forced to retreat into the shadows before them. One sniper, not as swift as the rest, turned to flee too late, and was torn apart in a shower of gore by a chainaxe blow, while another nearby was caught by a flung boning blade, its razor edge taking the Delaque's head off in a fountain of blood.



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Yithir emerged from the dark, levelling a pair of flechette pistols, and laid down a hail of fire into the attackers – though only managing to draw the attention of the cult leader. The Ravenous One rushed through this barrage of flechettes, heedless of the ribbons of flesh ripping from his body as he hefted his pair of axes and made a great leap to bring them down on Yithir.

In the moment before the axes met Yithir's skull the Ravenous One froze, suspended in mid air, as if a massive invisible hand had wrapped itself around the cult leader. Out in the gloom one of the Spykers locked its gaze on the Ravenous One, a halo of green light shimmering around its distended skull, and began to crush the cultist with telekinetic force. Bones cracked and blood vessels burst even as the Ravenous One snarled in rage. Yithir, spared momentarily from death, continued to fire into the cultist, even as the Delaque fell back toward the Confluence. As abruptly as it had gripped him, the telekinetic hand released the Ravenous One – the leader falling to the ground like a mangled bag of meat. Yithir looked over at the Spyker to see why it had released their foe, only to watch as three cultists hacked at it with blades and knives. Then, from the dark a massive figure emerged, swinging a rotary saw around its head. The Spyker unleashed a wave of witchfire, green flame scorching the cultists and sending them thrashing to the ground. However the flames merely licked at the hulking figure, unable to find any purchase as he grinned maniacally through his mask. With a roar he swung his saw into the bulbous skull of the Spyker, releasing a spray of brains.

At Yithir's feet the Ravenous One was already rising again, bones snapping back into place, skin and muscle reforming into a gross parody of the human body. The Delaque did not pause to see the process complete and instead turned and retreated to the Confluence. When Yithir reached the sanctuary most of the Star Chamber had departed, though a handful of Delaque remained, intent on defending their territory to the last. Only a single Spyker drifted in from the darkness, and following in its wake the first Corpse Grinders pulled their way up through the arches of the Confluence.

Rather than turn their weapons on the cultists, the Delaque, Yithir with them, gathered around the Spyker, lending their connection to the Psychoterica to the wretched creature. Thrashing in the air, the Spyker unleashed a reality bending shockwave – the surrounding landscape changing to its unknowable whims. What was once up became down, stairs coiled away to nowhere and platforms, pipes and gantries drifted free from any tethers. Ensnared within the mind maze, the first cultists sought to hack apart the gathered Delaque but discovered their weapons passed through them like smoke. Mirrored images of their prey then appeared on all sides as the floor, walls and ceiling melted away to reveal an endless wasteland of floating debris.

Enraged, the Daemon cultists charged after shadows and illusions – the Delaque using the concealment created by the mind maze to strike at the Corpse Grinders one by one. Flamers, plasma blasts and even melta beams were directed at the raging creatures, the Delaque forced to literally sear their flesh away before they would stay down. It was not a process without peril, and more than one Delaque was caught by a blade or serrated chain as the psychic illusion failed to protect them.

Yithir stalked up behind the Ravenous One – plasma grenade primed – when the Daemon at last managed to break free of the mind maze. Turning with blinding speed, the creature buried its axes into the Spyker at the centre of the illusion, bearing it down and howling like a fiend. All at once the maze shattered, the remaining cultists turning on the Delaque now revealed in their midst.

Yithir did not hesitate and dashed towards the Ravenous One. Before the beast could ready its axes Yithir forced the grenade into its distended mouth, silencing its blood curdling cry, moments before its head vanished in a cloud of superheated plasma.

As the headless cult leader fell to the ground to rise no more, Yithir looked up, taking in the handful of surviving Delaque standing over the remains of the last of the Corpse Grinders. They wished the Delaque could count this as a victory, but knew it was merely a foreshadowing of the dark days Yithir could feel coming...

DESIGNER'S COMMENTARY:

NEW RULES FOR DELAQUE AND CORPSE GRINDER CULTS

Presented below are special rules that will allow you to recreate the events described in Sump City Sinking; if the Arbitrator wishes, these rules can be used by any Delaque or Corpse Grinder Cult gang during a campaign.

THE CONFLUENCE OF SHADOWS

During the Choose Crews step of the Pre-battle Sequence, any Spykers may choose to use the following wyrd powers instead of those presented in *Necromunda: House of Shadow*.

Crush (Basic): 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.

Witchfire (Double): All enemy models within 3" of this fighter suffer a S5, D2, AP -1 hit as if from a weapon with the Blaze trait.

Mind Maze (Basic, Continuous): Target a single Standing and Active enemy fighter that is both within 6" and line of sight of this fighter. The target must make an Initiative test, if the test is failed they change their status to Prone and Pinned. Additionally, while this power is maintained, each time the target activates they must make an Intelligence test, if the test is failed then any ranged or melee attack they perform during their activation suffers a -1 penalty to hit.

One additional enemy fighter may be chosen as the target of this power for each friendly Delaque fighter within 3" of the Wyrd that is Standing and Active.

BLESSED BY THE LORD OF SKIN AND SINEW

When a Corpse Grinder Cult fighter with the Gang Hierarchy (X) special rule is activated, their controlling player may attempt to Invoke the Dark Gods before performing any actions:

Invoke the Dark Gods: This fighter makes a Willpower test, with a +3 modifier if they took an enemy fighter Out of Action in their previous activation. If the test is failed, roll an Injury dice and apply the result immediately to this fighter. If the test is passed, the fighter gains the following benefits for the duration of this activation:

- +1 to their Strength, Toughness and Attacks characteristics.
- Roll a D6 at the end of their activation. On a result of a 4+, they can remove a single Flesh Wound or recover a single lost Wound.



STAR CHAMBER ATTACK

'Behold the Ravenous One! Blessed by the Lord of Skin and Sinew, his hunger is unending!'

C'mor Preyborn, Propagandist, Cult of the Ravenous One

In this scenario, a gathering is interrupted when a rival gang attacks.

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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 can be played as either a Zone Mortalis or Sector Mechanicus battle; vehicles and wargear that grant the Mounted condition cannot be included in either gang's crew or Reinforcement deck.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew as described in the Battlefield Set-Up section of the *Necromunda Rulebook*. The defender uses the Custom Selection (8) method. The attacker uses the Random Selection (D3+2) method. The rest of the attacker's Fighter cards are set to one side to form the Reinforcements deck.

DEPLOYMENT

The defender deploys their starting crew within 9" of the centre of the battlefield. The attacker then deploys their entire starting crew within 3" of any battlefield edge.

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 at the end of the sixth round.

VICTORY

If, at the end of the battle, the attacker has at least 2 fighters within 6" of the centre of the battlefield 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.

If a fighter takes the opposing Leader Out of Action, that fighter earns an additional D3 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.

REINFORCEMENTS

The attacker can use Reinforcements, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. At the start of each End phase, D3 attacking fighters arrive.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario.

SUMP CITY SINKING

If players wish, they may use this scenario to represent the battle between the Delaque and the Cult of the Ravenous One. In order to do this, make the following changes:

- The defender's gang should be a Delaque gang and should include at least one Spyker.
- The attacker's gang should be a Corpse Grinder Cult gang.
- The Confluence of Shadows and Blessed by the Lord of Skin and Sinew rules are both in effect (see page 5).



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