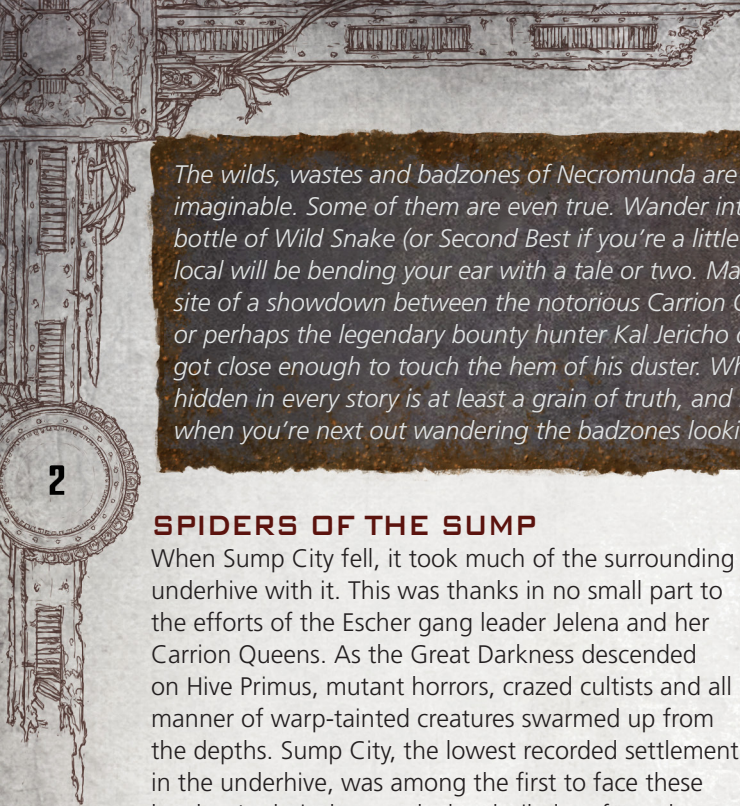




APOCRYPHA NECROMUNDA



SPIDERS OF THE SUMP



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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SPIDERS OF THE SUMP

When Sump City fell, it took much of the surrounding underhive with it. This was thanks in no small part to the efforts of the Escher gang leader Jelena and her Carrion Queens. As the Great Darkness descended on Hive Primus, mutant horrors, crazed cultists and all manner of warp-tainted creatures swarmed up from the depths. Sump City, the lowest recorded settlement in the underhive, was among the first to face these hordes. In their thousands they boiled up from the shadows, their minds filled with the madness of the Dark Gods. Far from the protection of the Imperial House and its Palanite Enforcers, the locals turned to the gangs to protect them. Not one to let someone else muscle in on her turf, Jelena stepped up to organise the defence.

For several desperate cycles the Escher, guilders, scum and outlanders fought to hold back the tide of heretics, though hopelessly outnumbered as they were, they were forced to give ground, the city torn to pieces around them by the frenzied attackers. Eventually, realising the futility of the situation, Jelena led the survivors to the docks, where ancient sludge barges and skiffs hung in their berthing cradles over the inky black surface of the sump sea. These were used by underhive mariners to hunt the giant spiders who called the sump their home; the arachnid creatures prized for their diamond-like eyes. This day they became the salvation of the defenders of Sump City, and as Jelena, her gang sisters and their allies piled into the boats, she had fighters set charges beneath the docks. In a final chaotic battle the boats were lowered into the sump, mutants and cultists leaping from the docks onto their decks, only to be gunned down or hurled off into the murky filth below. Even before the ragtag fleet was clear of the city Jelena ordered the explosives detonated, and with a deafening roar the mutant horde, settlement and sump were all engulfed in fire. A putrid wave

rolled out from the city as it fell into the sea, driving Jelena's fleet out into the vast gloom of hive bottom. The last sight the survivors had of their home was the dome, and the ramshackle elevator leading back uphive, coming down in a rain of twisted girders and rusted metal.

That was twelve days ago.

Jelena's only plan had been to escape the destruction of Sump City, and now her tiny fleet was lost at sea. From the flagship, the aptly named *Sump Queen*, the Escher gang leader held council with the leaders of the other gangs, guild masters and the handful of spider hunters who had made it to the boats. Few, if any, of the gangers had ever been out on the sump sea, and even fewer guilders – the merchants preferring to conduct business from the safety of more reputable settlements like Two Tunnels or Dust Falls and only visiting Sump City for brief stays. Among the spider hunters, the oldest and most experienced was a mariner known as Ismur Blackwater. If his grizzled voice, stained coveralls and stern gaze wasn't enough to convince Jelena and the other gang leaders of his skill, then the missing leg and arm, both replaced with crude bionics, certainly spoke of a life of adventure on the black seas. Though he could not be certain, Ismur believed their fleet had drifted right through the Ghost Deeps and the Salvage Reefs beyond, where hunters came to plunder the nests of the oldest sump spiders. It was said that in the most remote parts of the reef there were spiders the size of hab blocks, who spun webs large enough to snare a sludge barge. In fact, Ismur claimed to have seen places where these webs stretched from sea to dome, a wall of strands a hundred metres or more in height hung with the rusted remains of lost ships.

That the fleet had avoided these places was a mixed blessing. Though it meant they were unlikely to run afoul of the largest sump spiders, it also meant they were far from land, and any way back into the upper reaches of the underhive. Their only hope of escape, Ismur said, before they either ran out of supplies or became spider food, was the Aquila Archipelago. This was a series of islands created from the shattered remains of a gigantic Aquila, said to have once adorned the central spire of Hive Primus in millennia past before falling kilometres from its perch, through the skin of the hive, and into the black sea below. Ismur had never set foot on the isles himself, far from the hunting grounds as they were, but he had seen them from his ship, along with the towering piles of scrap on them that led like a stair into the underhive above.

With few options left to her, Jelena ordered her fleet to set sail for the archipelago, the ships following the old mariner's directions as they set out through the pitch darkness of hive bottom.

For two more days the fleet sailed, unaware of the chaos rocking the hive above their heads. Even if they had known of the battle for Dust Falls, the assassination attempt against Lord Helmawr or the great storms lashing the outlands, they would doubtless still have been fixated on their own hunger and the despair of being lost in a seemingly never ending realm of darkness. When the first feeble glow from the archipelago appeared in the distance, light from gaps in the dome overhead reflecting off mounds of twisted metal, the survivors pressed themselves against the railings of their ships and hoped an end to their ordeal was in sight.

Jelena was not so sure. While most were gazing hopefully at the faint light overhead, she was watching shadows cast off from the edge of the closest island. At first she thought they might be sumpkrocs, or rift sharks coming to see if the fleet offered an easy meal, but as they drew closer she saw the irregular shapes of sludge runners and scrap rafts, their decks filled with misshapen forms.

'Scraggers to port!' Jelena screamed, using the old mariner slang for '*near the side of the boat*'.

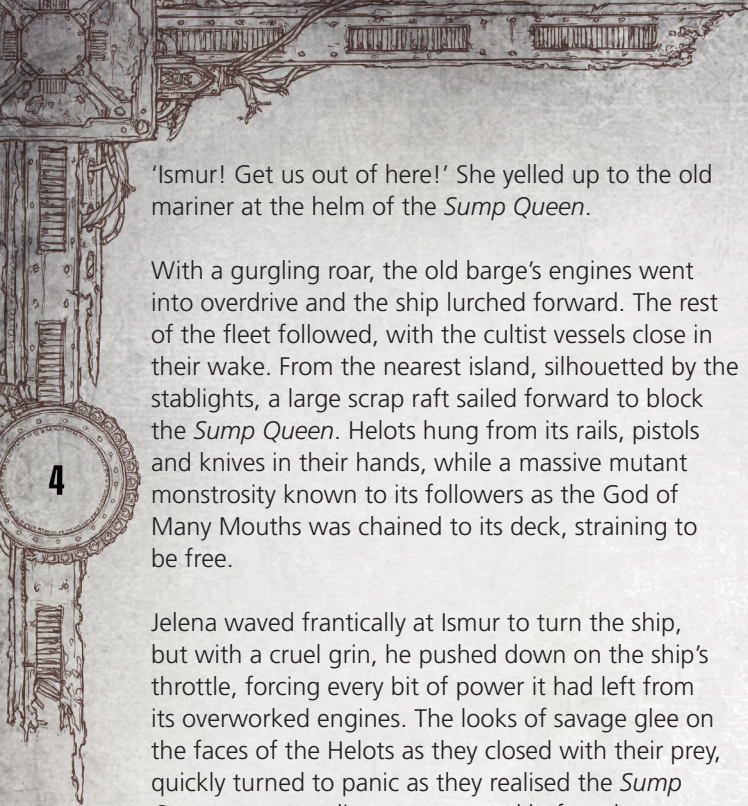
For a moment her girls looked confused, until Jelena opened up with her bolter at the approaching craft. As soon as the first explosive round hit home, lights blazed to life on the closest island, stablights illuminating the *Sump Queen* in a halo of white.

Return fire from the attackers also lit up the gloom, auto rounds pinging off the hull of Jelena's sludge barge and sending passengers scrambling for cover. Now the Carrion Queens needed no further instruction, taking up firing positions and filling the vast ocean cavern with the roar of gunfire.

Rhosinn, using a heavy stubber she had liberated from the docks of Sump City, hosed down the approaching craft. Rounds kicked up viscous plumes in the 'water' while some found fleshy bodies, sending attackers tumbling into the sea in sprays of crimson. Reina and Tumala, two of Jelena's other gang sisters, clambered up the rusting mast of the *Sump Queen*. Perched on its top they snapped off lasgun shots with deadly accuracy. Meanwhile, Zarann and Marika focused their fire on the island, where the stablights were still tracking the ships.

With all pretence of stealth abandoned, the attackers gunned the engines of their craft and roared across the black waves. In the blaze of the stablight, as well as the lumens hung from the *Sump Queen*, Jelena could now see the deformed faces of their attackers. Helot Cultists. Dressed in filthy, ragged clothing, they clutched battered looking weapons, while their bodies were adorned with serrated discs, sharpened bones and other profane symbols of the foul gods they professed to follow. With the light, and the quickly shrinking distance to the nearest island, Jelena could now also see the archipelago more clearly. What in the shadows she had taken for mounds of refuse, were now revealed to be the pillars of a great temple, built in honour of some dark mutant god. Crucially though, she noted that the temple still reached up to the dome above.

The firefight between the Escher and the cultists was intensifying as the heretic craft drew closer and several gangers were already nursing wounds. Worse, Jelena saw that the *Sump Queen* was not the only craft under attack. Dozens more cultist vessels were converging from the other side of the fleet. Already one small craft had been boarded, and even over the sound of gunfire, Jelena could hear the screams of those on board as the Helots slaughtered them. She knew if they stayed on the open sump, they would be quickly surrounded and overwhelmed.



'Ismur! Get us out of here!' She yelled up to the old mariner at the helm of the *Sump Queen*.

With a gurgling roar, the old barge's engines went into overdrive and the ship lurched forward. The rest of the fleet followed, with the cultist vessels close in their wake. From the nearest island, silhouetted by the stablights, a large scrap raft sailed forward to block the *Sump Queen*. Helots hung from its rails, pistols and knives in their hands, while a massive mutant monstrosity known to its followers as the God of Many Mouths was chained to its deck, straining to be free.

Jelena waved frantically at Ismur to turn the ship, but with a cruel grin, he pushed down on the ship's throttle, forcing every bit of power it had left from its overworked engines. The looks of savage glee on the faces of the Helots as they closed with their prey, quickly turned to panic as they realised the *Sump Queen* was speeding up, a second before the two craft crashed into each other with a scream of twisted metal and tearing hulls.

Of marginally better manufacture than the scrap raft, the *Sump Queen* carved through the other vessel like a knife opening flesh. Cultists leapt clear into the black muck, or vanished under the prow of the sludge barge. A few were lucky enough to land on the deck of the *Sump Queen*, where the Escher rushed forward with blades and pistols to drive them back. With a popping of chain-links, the mutant spawn that had been fixed to the Helot vessel came free. A nightmare of limbs and mouths, it rolled onto the *Sump Queen*, crushing a half dozen combatants in the process.

Jelena, seeing the danger, turned her bolter on the thing, and fired a burst of rounds into its fleshy side. The abomination didn't even seem to notice. Rolling toward the helm where Ismur was fighting with the ship's wheel, it tore, crushed and devoured anything or anyone foolish enough to get in its way. As it moved, the weight of the thing caused the *Sump Queen* to list dangerously to one side, the ship veering toward the nearby shore. Ismur grimaced at the spawn, unwilling to give up the helm, though the look on his face showed he knew he was about to die.

Just before the creature could envelop the old mariner there was a hiss of steam, a wet thunk, and it stopped. Misshapen legs scrabbling on the deck, it tried to move forward but couldn't. From the prow of the *Sump Queen* Jelena wrestled with the harpoon launcher she had used to spear the spawn, the ancient weapon trying its hardest to rip free of its mount.

'Port! Hard to port!' Jelena screamed across the din of battle.

Ismur nodded and with all the strength in his bionic arm heaved the wheel to port. The ship suddenly heeled over on its keel and the spawn, still attached to the harpoon, swept across the deck like a wrecking ball. Anyone who didn't leap clear was flung out into the sea, though most of the Escher were fast enough to get out of the way. But the ball of writhing flesh didn't stop there.

Swinging clear of the *Sump Queen*, the God of Many Mouths, still clawing and biting anything within reach, ploughed through the nearest Helot rafts, reducing them to scrap. Then it smashed into the shore, demolishing the stablight tower and the gates to the Helot fane. There it stopped, mangled and mostly dead, impaled on the very temple that had been raised up to worship it.

Anchored by the spawn, the *Sump Queen* righted itself and swung back toward the shore. Even before the side of the ship touched the crude dock built by the cultists, Jelena and her Escher were jumping down to storm the fane. Most of the cultists, seeing underhive gangers climbing through the savaged remains of their god, turned and fled. Those that remained were no match for the Carrion Queens.

When at last the fane was clear and the rest of the fleet nestled around the battered hull of the *Sump Queen*, Jelena broke out a bottle of Wild Snake she had been saving. Taking a swig, she turned to Ismur, and offered him the bottle. He gratefully accepted, looking down at the remains of the spawn.

'You know, you would have made a good spider hunter.'

Jelena's laughter echoed out across the sump before it was lost in the darkness.

DESIGNER'S COMMENTARY: BATTLES ON THE SUMP SEAS

Presented below are the rules for Sludge Barges, Scrap Skiffs and Sump Sea Environments, allowing you to recreate the events described in *Spiders of the Sump*. If the Arbitrator wishes, these new rules may be included in their campaign.

SUMP SEA VEHICLES

There are almost as many vehicles that ply the sump seas and run-off rivers of Necromunda as there are on its dusty plains and wind-blasted ridgeways. The following vehicle construction rules can be used alongside the Wasteland Workshop rules found in *Necromunda: Book of the Outlands* allowing players to create vehicles capable of traversing the black seas of Necromunda.

Note: Some of the upgrades available to vehicles presented in the Wasteland Workshop might not be appropriate for Sludge Barges and Scrap Skiffs (such as wheel scythes or tyre claws, for instance), though as always the Arbitrator can decide which ones they wish to include in their campaign.

LOCOMOTION SPECIAL RULES

Waterborne: Waterborne vehicles can only be used in Sump Sea environments (see below). These vehicles also build up momentum as they move, and can be difficult to turn or slow down quickly. When a Waterborne vehicle is activated, but before it takes any actions, it must roll for its Drift Movement. Scrap Skiffs Drift D3" directly forward, in the direction they are facing, while Sludge Barges Drift D6" directly forward, in the direction they are facing. Drift Movement does not use any of the vehicle's actions, though it may still cause collisions, etc.

SUMP SEA ENVIRONMENTS

The sump seas, whether they are in the midnight realm beneath a hive or the storm-lashed expanses of the surface, are deadly and unforgiving environments. If a battle takes place on the sump seas then the entirety of the Battlefield Surface (see *Necromunda: Book of the Outlands*) is considered to be Sump. The Sump has the following rules:

- Only Waterborne or Skimmer vehicles can traverse the Sump. Tracked, Walker or Wheeled vehicles cannot be fielded in a sump seas environment.
- Fighters subject to the Mounted condition are considered to be riding on small craft, grav-cutters, sump creatures, etc, that can operate in a sump seas environment.
- If, for any reason, a fighter not subject to the Mounted condition starts their activation not on either a piece of terrain or a vehicle with the Waterborne or Skimmer rule (and they themselves do not have a special rule such as flight that allows them to ignore terrain), then they must test to see if they drown (see below).
- As soon as a fighter who is not subject to the Mounted condition falls or moves onto the Sump then their activation ends.
- Fighters on the Sump are considered to be in Full Cover and cannot become Prone and Pinned (note, this means that fighters subject to the Mounted condition are not affected by the "I Get Knocked Down..." rule). If a fighter on the Sump ever becomes Prone and Seriously Injured, they are instead taken Out of Action.
- Fighters that fall onto the Sump do not take falling damage.

DROWNING

If a fighter begins their activation on the Sump, they must check to see if they start to drown. Make a Strength check for the fighter. If they pass, they may move D6" in any direction (which may get them back onto a vehicle or terrain piece). If they fail, then they remain in place and suffer a Flesh Wound. In both cases their activation immediately ends.



SLUDGE BARGE 165 CREDITS

The spider hunting ships of the sump are known by many names – spiderhaulers, bilgerunners and harpooners to name but a few. Collectively, these purpose-built vessels are known as Sludge Barges, encompassing the myriad boats, ships and scows created in places like Sump City to ply the midnight seas in the pursuit of the precious diamond-like eyes of giant sump spiders.

VEHICLE CHARACTERISTICS

TOUGHNESS

M	Front	Side	Rear	HP	Hnd	Sv
6"	7	6	6	5	8+	4+

CREW CHARACTERISTICS

BS	Ld	Cl	Will	Int
*	*	*	*	*

SPECIAL RULES

Weapon Hardpoints: A Sludge Barge has 2 Weapon Hardpoints as standard.

Locomotion: The vehicle has the Waterborne special rule.

Upgrade Slots: A Sludge Barge has the following Upgrade slots available.

Body	Drive	Engine
3	1	2

EQUIPMENT

A Sludge Barge may be equipped with vehicle Upgrades, vehicle Wargear and weapons from the Sludge Barge equipment list.

- During the course of a campaign, a Sludge Barge may be fitted with additional vehicle Wargear from the Sludge Barge equipment list, the Trading Post and the Black Market.
- During the course of a campaign, a Sludge Barge may be fitted with additional vehicle Upgrades from the Sludge Barge equipment list.
- During the course of a campaign, a Sludge Barge can be equipped with weapons from this list or the Basic, Special or Heavy sections of the Trading Post and the Black Market.

SLUDGE BARGE EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour..... 15 credits
- Ram..... 15 credits
- Transport bed 15 credits
- Weapons stash 20 credits

DRIVE UPGRADES

- Redundant drive system..... 15 credits

ENGINE UPGRADES

- Easy turnover..... 5 credits
- Gas promethium engine 25 credits
- Glys injector..... 20 credits
- Smoke vents 25 credits

WEAPONS

BASIC

- Autogun..... 15 credits

SPECIAL

- Grenade launcher with frag and krak grenades..... 65 credits
- Web gun 125 credits

HEAVY

- Harpoon launcher..... 100 credits
- Heavy stubber..... 130 credits

VEHICLE WARGEAR

- Body spikes..... 10 credits
- Booby-trapped fuel tanks..... 10 credits
- Flare launchers..... 10 credits

SCRAP SKIFF 45 CREDITS

As countless gangers, mutants and outcasts have discovered, pretty much anything that floats can be turned into a Scrap Skiff. Often little more than a raft of old promethium barrels lashed to a rusted piece of dome plating, a Scrap Skiff can make for a serviceable craft, some even armoured and armed enough to make dangerous, if ramshackle, pirate vessels. And, of course, it is better than swimming...

VEHICLE CHARACTERISTICS

TOUGHNESS				HP	Hnd	Sv
M	Front	Side	Rear			
8"	3	3	3	1	6+	5+

CREW CHARACTERISTICS

BS	Ld	Cl	Will	Int
*	*	*	*	*

SPECIAL RULES

Jury-rigged: This vehicle is cobbled together out of a mix of parts that were never designed to work together. Whenever the Negotiate Repairs post-battle action is taken for this vehicle, double the credit cost of any repairs.

Weapon Hardpoints: A Scrap Skiff has 1 Weapon Hardpoint as standard.

Locomotion: The vehicle has the Waterborne special rule.

Upgrade Slots: A Scrap Skiff has the following Upgrade slots available.

Body	Drive	Engine
1	1	2

EQUIPMENT

A Scrap Skiff may be equipped with vehicle Upgrades, vehicle Wargear and a weapon from the Scrap Skiff equipment list.

- During the course of a campaign, a Scrap Skiff may be fitted with additional vehicle Wargear from the Scrap Skiff equipment list, the Trading Post and the Black Market.
- During the course of a campaign, a Scrap Skiff may be fitted with additional vehicle Upgrades from the Scrap Skiff equipment list.
- During the course of a campaign, a Scrap Skiff can be equipped with weapons from this list or the Basic, Special or Heavy sections of the Trading Post and the Black Market.

SCRAP SKIFF EQUIPMENT LIST

VEHICLE UPGRADES

BODY UPGRADES

- Ablative armour..... 15 credits
- Weapons stash 20 credits

DRIVE UPGRADES

- Redundant drive system..... 15 credits

ENGINE UPGRADES

- Easy turnover..... 5 credits
- Gas promethium engine 25 credits
- Glys injector..... 20 credits

WEAPONS

BASIC

- Autogun..... 15 credits

SPECIAL

- Grenade launcher with
frag and Krak grenades..... 65 credits

HEAVY

- Harpoon launcher..... 100 credits
- Heavy stubber..... 130 credits

VEHICLE WARGEAR

- Booby-trapped fuel tanks..... 10 credits
- Flare launchers..... 10 credits



MIDNIGHT SEA

"Hard to starboard! And don't shoot until you see the glint of its diamond eyes!"

Ismur Blackwater, Captain of the *Sump Queen*, Spider Hunter's Lodge

In this scenario, two gangs fight it out for survival on the midnight seas of the great subterranean sump, in the deepest depths of the underhive.

BATTLE TYPE

This scenario is an Ash Wastes battle – though a special one that takes place in the depths of the underhive. Vehicles and Wargear that grant the Mounted condition may be included in any gang's crew.

BATTLEFIELD

This scenario is designed to be played on a 4'x4' battlefield. Starting with the winner of a roll-off, players take turns placing 3+D3 large pieces of terrain (between 6" and 12" in diameter) on the battlefield, so they are at least 8" from the edge of the battlefield or another piece of terrain (unless it would not be possible to do so).

CREWS

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

DEPLOYMENT

Starting with the winner of a roll-off, players take turns placing their fighters and vehicles within 12" of a battlefield edge and at least 6" from any enemy models. Only vehicles or fighters subject to the Mounted condition may be placed on the battlefield surface, all other fighters must be placed on a friendly vehicle or piece of terrain.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang.

ENDING THE BATTLE

If, at the end of any round, only one gang has models remaining on the battlefield, the battle ends.

VICTORY

If, at the end of the battle, only one gang has models remaining on the battlefield, that gang is victorious.

REWARDS

CREDITS

The winning gang adds 2D6x10 credits to their Stash.

EXPERIENCE

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

If a gang's Leader is on the battlefield when the battle ends, they earn an additional 1 XP.

REPUTATION

The winning gang gains D3 Reputation.

DARK TIDES

The battle takes place on the sump sea and uses the rules for Sump Sea Environments (see page 5).

PITCH BLACK

This battle uses the rules for Pitch Black (as detailed in the *Necromunda Rulebook*). Note that vehicles that move during their activation (drifting does not count), are revealed just as if they had fired a weapon.

VOYAGE OF THE SUMP QUEEN

If players wish, they may use this scenario to represent the battle between the Carrion Queens and the Followers of the God of Many Mouths on the pitch-black sump sea beneath Hive Primus. In order to do this, make the following changes:

- One gang should be represented by an Escher gang with at least one Sludge Barge to represent the *Sump Queen*.
- The other gang is represented by a Chaos Helot Cult gang, and must include a Chaos Spawn and at least three Scrap Skiffs.
- Both gangs can include Mounted fighters and vehicles as per the rules for creating Wasteland gangs.

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