



NECROMUNDA[®]

WEEKEND CAMPAIGN

RICHES IN THE WASTES

RECAP



The Father is leaning on the alcohol soaked bar sipping on his drink, a glimmering lho stick in hand, while the newest member to his flock, the Juve Humility, is standing next to him, having an eye on that weird looking guy hiding in the shadows of one of the corners of the drinking hole. His skin looks like it has a strange purple tint to it, but that must probably come from the dimmed lumen in the bar.

On the table behind them, three guys wearing strange masks, one of them looking way too beefed up, observe the crowd almost as if they were on the cattle market. These must be members of „The Bond of Shared Meat“ she heard all the disturbing rumours about.

Next to them, three members of the up and coming „Metal Bros“ Goliath gang are having a drink after finishing their shift in the Munitorium.

Close to the door, six members from two different House Orlock gangs are having a verbal competition about who killed more filthy Dustback Helamites with a single harpoon shot from the back of a quad going full send.

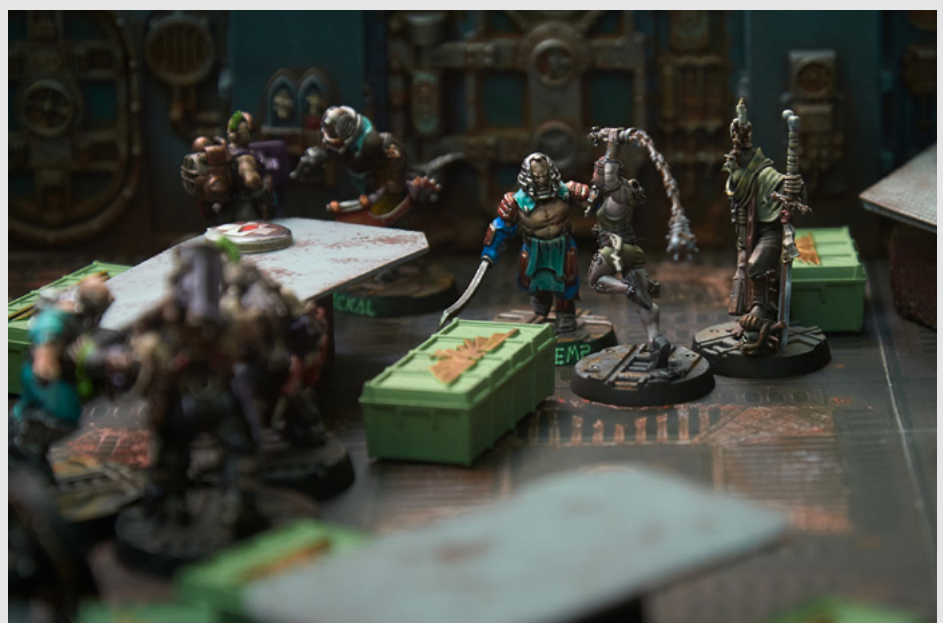
Suddenly the rusty door swings open and from the stinking streets of the wasteland outpost Territous, the ganger Misery runs into the bar shouting across the drinking hole that he has very important news for his leader.

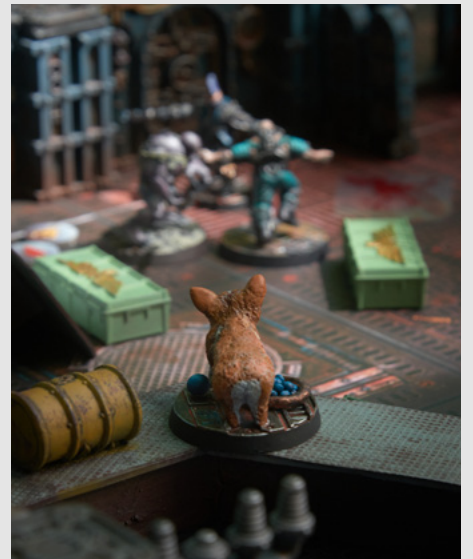
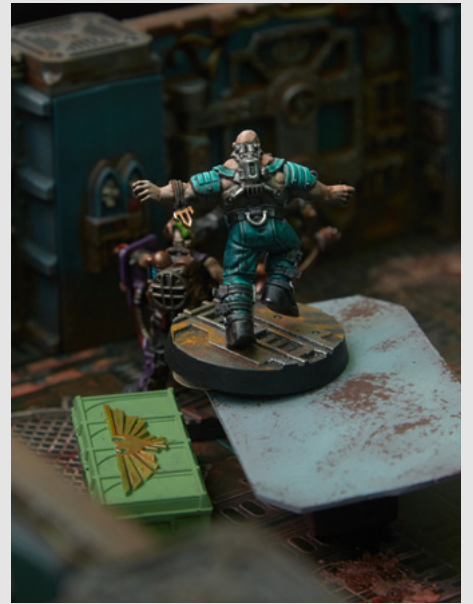
The Orlocks, standing right next to the door, turn their attention to Misery, eager to know what could be so important to interrupt their bragging contest.

Next thing Misery knows: He gets a high five, in the face, with a chair by one of the - way too drunk - Orlock leaders and all hell breaks loose.

Humility, still watching the guy in the shadows, thinks she sees a third arm grabbing a bottle from a table and it's owner charging at the Orlocks, but her attention swiftly turns to the strange mask wearing guys behind her, that just started shouting unspeakable heretic blasphemies. She decides to silence them once and for all and charges the closest guy. After an intense fist fight, she manages to knock

him out and while getting ready to finish off the next depraved heretic, she notices someone coming up from behind: One of the Goliaths, way too big to be called human anymore, grabs her head with one hand, lifts her in the air and smashes her body into the floor, taking her out cold. The Father opts for a tactical retreat. He desperately tries to reach Humility and Misery and drags them out of the bar lucky to still be alive while the fight rages on.





After recovering from his wounds Misery reveals he heard word of a lost and abandoned Ridge Hauler deep in the Wastes filled with riches one can't even imagine. The Father decides to gear up and head on a righteous crusade to retrieve the riches for his House. The one and only House Cawdor.

Aware that heading out into the Ash Wastes without proper equipment would lead to certain death, the gang „Ash is Truth“ decides to raid a local Manufactorum and grab what they can.

Upon arrival, they realise they weren't the only ones with this plan. Some Orlocks seem to make their way to the Manufactorum too. Humility sneaks around a corner and at the end of a long, dark hallway she sees that purple skinned thing from the bar just slipping into the shadows. Now she is convinced: It has three arms. What in the name of the Emperor is going on?

Torment, a newly aquired Juve, get's the job to scout ahead and break open the door. He manages to unlock it, decides to rush straight into the room and to grab one of the loot caskets. All of a sudden a huge tentacle emerges from a sewer right in front of him, grabbing Torment and ripping him into two pieces. Humility, having to watch him die in such a horrible way, panics and flees.

Meanwhile, outside of the Manufactorum, Misery astoundingly manages to hold off 4 members of the Orlocks by raining righteous fire upon them, forcing them to retreat. The Father will be pleased.

After The Son, the Fathers most trusted Champion armed with a Heavy Crossbow, takes out the tentacle in the Manufactorum with a well aimed Krak Grenade, The Father and the third Juve of the Gang, called Agony, rush into the Manufactorum and retrieve one loot casket each.

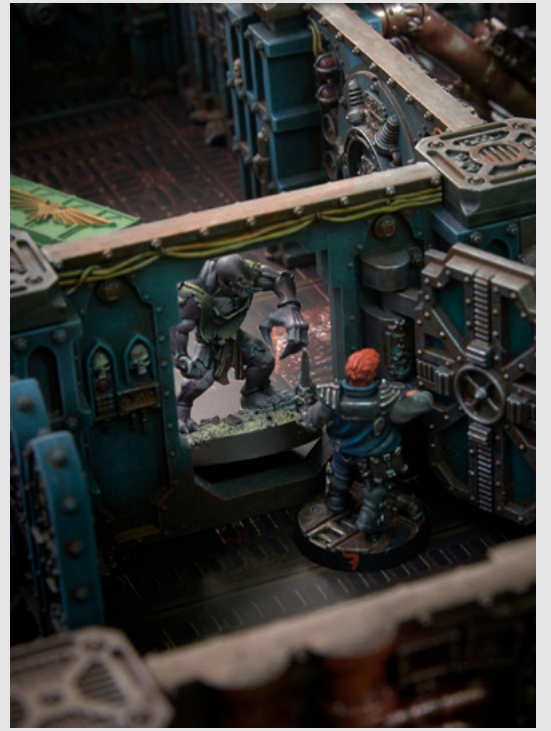
Victory for house Cawdor.



The purple, three armed abomination wasn't sighted again, but Humility can't shake off the feeling that this will change soon...

R.I.P Torment, you will not be remembered. You will be replaced by Juve Mercy, who was just waiting for someone to lose their life to take up their spot and proof he's worthy to spread the word!

After finding a few Credits, a Respirator and some Gutterforged Cloaks in the stolen caskets, all members of the „Ash is Truth“ gang head out into the Wastes to search for the broken down Ridge Hauler hidden deep in the deadly expanse.





The first tip is leading them straight up to Heloth's Path, when suddenly The Father notices the sound of screeching tracks in the distance.

He decides to send the two Ridge Walker riders Hate and Rage to scout ahead and take positions on the flanks, while The Daughter, armed with a Long Rifle climbs a nearby structure to get the high ground. The Son with his Heavy Crossbow finds himself a similar position a little to the West, accompanied by the Juve Agony, waiting for targets to emerge from the dust clouds.

All of a sudden and without warning something jumps out of the shadows right next to the Cawdor's own Waste Runner and throws something at the vehicle.

To the crew's luck, the demolition charge lands in the sand detonating in a rain of ash, rocks and fire but too far away from the Waste Runner to do any damage.

Hate, one of the Ridge Walker riders armed with a Blunderbuss reacts quickly and burns the thing that threw the charge to a crisp. By doing so he draws the attention from the Genestealer's sniper and gets shot off his Ridge Walker coming to a hold, face down in the sand.

As the sound of the tracks is getting louder and louder, Rage, the second Ridge Walker rider on the other side of the battlefield prepares his Krak Lance, ready to charge the approaching vehicle, while The Daughter and The Son are providing cover fire. Rage decides: Now is the time! He charges out of cover trying to get close enough to

place a deadly blow to the heavy vehicle - but miscalculates the distance and is caught in the open, staring down the barrel of a Heavy Stubber. Luckily the Ganger Failure was following in his tracks and covers the vehicle in righteous fire just to see something huge falling off the transport bed. The thing gets up screaming full of rage. So the Juve Humility was right about the three armed monster she was obsessed with after all...

Considering the new events, Rage charges the three armed, screaming Aberrant. With

a prayer to the God Emperor on his lips he smashes into the beast and his Krak Lance explodes right in the Aberrant's chest, bursting the thing into pieces.

„He who allows the Alien to live shares its crime of existence“

This event marks the beginning of the end of the Genestealer Cults' ambush and House Cawdor manages to drive the filthy Xenos infested scum off the battlefield, lucky to give their lives another day.





Thunder in the distance is the first sign of an approaching dangerous Ash Storm and even though they move quickly, the gang is hit by the Storm so thick one can't even see ones own hand - and gets scattered all over a waste area in the Deep Wastes.

The Next day the gang tries to regroup in an abandoned settlement reaching it from random directions. While Agony and Failure are searching some left behind crates for scrabs, Agony all of the sudden sends out a horrific

scream. Failure quickly turns around just to find a huge harpoon sticking out of Torments chest. Help comes too late for this one. Failure tries to make out the shooter and sees two Corpse Grinders emerging behind a platform. Without flinching, he grabs his Blunderbuss and lights the two on fire, seriously injuring the Harpoon launcher and forcing the Corpse Grinder Champion to flee in panic while burning.
„Not so tough after all those guys. Hah.“

But the Emperors light stops shining on the Cawdors soon after.
Hate and Rage, the two Ridge Walker riders find themselves on the wrong side of the battlefield, running into the Corpse Grinders Rock Grinder armed with a Multimelter and they both get pulverized.
Amidst the chaos, the Cawdor Hive Preacher „The Truth“ is unfortunate enough to reach the battle on the same side with the Corpse Grinders Leader and get's torn into shreds. Even his faith couldn't protect her.

One by one believers fall, heretics are slayed, vehicles are wracked and dirtbikes crashed. The destruction is unprecedented.
The battle seems lost, but in a last, desperate attempt House Cawdor invokes the article of faith “And a river of blood did drown them!”, adding their own dead for the enemys bottle test, forcing the Corpse Grinders to flee the battlefield.

What a fight.
With four important fighters in recovery, the final stretch will be a tough one for House Cawdor.



The Gang decides to leave their wounded fighters behind in the settlement to recover from their injuries and pushes on to the suspected location of the abandoned Cargo 8 Ridge Hauler as fast as possible before others might arrive.

By their own surprise they arrive at the site with no other gangs apparent. The Father, The Son, Misery and Failure decide to get into position on a small ridge to have a good advantage point overlooking the area while sending the Juves Agony, Humility and Mercy forward to try and restart the Ridgehauler.

Just as the three get close to the truck they are shaken by the familiar sound of dirtbikes. Looks like „The Bond of Shared Meat“ is back for revenge, planning to harvest more meat for the grinder. The Dirtbikes charge into the juves, who -

because of pure numbers - manage to bring down one biker, forcing the second one to flee and so fight off the Corpse Grinders for now.

The sound of roaring engines grabs The Fathers attention and he watches as the Ash clouds part, revealing an armed to the teeth Orlock gang called „The Vultures“ riding in on a heavily armed Rock Grinder and two Outrider Quads equipped with Heavy Bolters. That can't be good.

Out of the Orlocks two Jumpacks get activated and Wreckers jump right in front of the Ridge Hauler followed by the Gangs Arms Master Marduk for some backup.

The Corpse Grinders reckon it's a good idea to shoot the Orlocks right next to the Ridge Hauler with their Multimelter. Not great with guns, they miss the shot and almost blow up the Ridge Hauler and it's precious cargo by accident.





After successfully fighting off several enemies, the Orlock Wrecker named Pistoleira manages to jumpstart the Ridge Hauler, climbs aboard and tries to crush The Father and Misery on her way off the battlefield under 8 huge wheels. Deciding to willingly sacrifice her, The Father orders his favorite Juve Humility to run at the Arms Master, who takes the bait, charges her and takes her out of action with a critical injury.

That's what The Father needed. He invokes the Article of Faith:
 „And upon a Fortress of Bone shall my Strength be built!“ giving him +1 Strength and +1 Toughness for each Cawdor fighter that has gone out of action, making him Strength 8 on the charge. Barely escaping the deadly wheels, he attacks the Ridge Hauler trying to stop its escape, hits three times with his Great Sword, but fails every single 4+ Wound roll. The Truck is unharmed.

Humility's sacrifice was for nothing. In a second attempt to somehow stop the Ridge Hauler, Misery jumps out of the Ridge Hauler's way and tries to set the truck on fire with his Blunderbuss playing a tactics Card. He needs only a 2+ to get the blaze going: He rolls a one.

In the meantime the second Orlock gang „The little brothers Karamazov“ has arrived to the fray and the two Orlock gangs turn their verbal dispute from the bar into a physical one, blasting Shotguns and Heavy Bolters at each other.



The sinister Corpse Grinders Leader Vitea Rex gets caught in the crossfire and is ripped apart by Heavy Bolter fire exploding all around him.

One of the Vultures Outrider Quads drifts around an armoured container and opens fire with it's heavy Bolter destroying the Multimelter on the Corpse Grinders vehicle and knocking the crew unconscious. In its pursuit the quad unintentionally drives directly into line of sight of The Son, who happily sends a Krak grenade straight into the drivers face, taking the vehicle out.

Using all the chaos as a distraction, Pistoleira drives her newly acclaimed Cargo 8 Ridge Hauler full throttle right up to the battlefields edge, ready to escape in the end phase, potentially winning the Game and the Campaign.

Attracted from the sounds of war, out of the ashes a group of Ash Waste Nomads riding on Dustback Helamites appear just to the side of the Ridge Hauler.

The Haulers Gunner frantically pivots his Grenade Launcher and releases a Frag Grenade into the three Dust Riders – not enough to stop the Nomads from charging with their roaring Chain Lances.

Bugs screech, chainlances scribe over metal sending sparks flying, but the Ridge Haulers Armor holds and Pistoleira successfully escapes with the cargo and secures the win for The Vultures from House Orlock. Behind her nothing but dust, ash and death.

But wait, what were the „unimaginable riches“ the gangs risked their lifes for? Well, that's going to be revealed in a future campaign...



