

INTRODUCTION

Necromunda is a game of fierce combat between rival gang fighters in the dangerous underworld of the Necromundan hives.

Your gang will also improve with time. Every time a gang fights, its members gain in skill and experience. Young Juves quickly progress to become full gang fighters, and fighters learn new abilities which make them superior combatants.

A hive is an ancient and incomprehensibly vast city, built up layer upon layer, stretching ten miles into the planet's atmosphere. To those who live in the depths the dark and ruinous Underhive offers every opportunity for wealth and power. Its collapsed caverns conceal the riches of the distant past: rare and precious metals, unfathomable Archeotech devices, wondrous mutated fungi and much more. It is also a place of danger, where mutant creatures, renegades and killers hide from the laws of House and Hive. And, of course, there are others who want the riches of the Underhive for themselves.

As the gang's leader becomes richer and his followers ever more deadly, his fame will spread throughout the Underhive. Famous gunfighters and other renegades will come and seek him out, perhaps to join him, maybe to collect the inevitable bounty that piles upon his head!

By recording the details of your gang you can watch it grow from a bunch of young hopefuls to hardened fighters feared and respected throughout the domes.

Outside the hives the planet's surface is covered by endless miles of toxic ash

wastes and the atmosphere is so polluted that it corrodes the hive's armoured walls.

Above is a harsh sky and the sun's deadly light. Beyond the planet itself is the wider galaxy and the great realm of the Imperium of Man, an empire of a million worlds held in thrall by the Adeptus of Earth. But such things are nothing but legends in the Underhive where sky and space, planets and even the ground itself are concepts so wild and abstract that many refuse to believe they exist.

Out amongst the badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful guilders. They fight constantly with the rats, mutants, plague zombies and scavvies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes settlement life look an Off-World holiday.

Renegade ratskins, escaped pit slaves and mad wyrds wander the wastes and may help or hinder other outlaws as the mood takes them. Crazy bands of Redemptionists mount crusades against the forces of darkness who are in plentiful supply downhive, though fanatic zeal of the red brethren normally makes them outlaws too. But though the Redemption are far from kindly in their ministrations the outlaw scum of the badzones dread the spyrers more than anything else.

Every outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the Badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or Ratskins as readily as anyone. Everyone in the Badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

The further you travel downhive, the harsher it gets. This maxim is well known through the hab-zones and is a rule that many people live by - it gives a real meaning to the idea of "moving up in the world".

Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place.

Out in these desperate deadzones life is cheap, and generally short, but if you can carve yourself a reputation there is a living to be made.

THE RULEBOOK

This book, the Necromunda rulebook, contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the rulebook before attempting your first game. The most important rules are summarised on the separate playsheets, and you'll quickly find these are all you need in most situations. For more

detailed rules and to resolve more complex situations, you can always refer to the rulebook itself.

Combined within this compendium are the rules for The Outlanders Community Edition which is based on the Necromunda: Outlanders supplement published in 1996. It also includes The Heist scenario and Pit Slave Gang rules from White Dwarf. The OCE is not an attempt to overhaul or hugely expand the original rules, instead it's intended to be a fan update to an already solid set of rules.

The main aims are to balance the variety of Outlander gangs using minimal rewrites where possible and to fully incorporate the NCE ruleset. Also to clarify ambiguities, patch up rule holes and make minor tweaks and additions to improve general gameplay.

TABLETOP CONFLICT

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by models, assembled and painted by yourself, each representing an individual gang fighter. You'll find more information about the different cultures and peoples of Necromunda in the later sections of this book. Your tabletop becomes a part of the Underhive, the scene of the action, with ruined buildings, gantries and multi-level walkways.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You'll also want to expand your gangs beyond the models provided in the game. Many models are available for the different gangs and new models are coming out all the time. With these you can expand

your collection, equip fighters with different weapons and add more powerful characters.

WHAT IS THE SURVIVAL EDITION?

The NSE is not an attempt to overhaul or hugely expand the Necromunda universe, instead it's intended to be a fan update to compile the three separate rulebooks of the Necromunda Community Edition, Outlanders Community Edition and Inquisimunda Rulebook into a single compendium whilst adding more realism to the game.

There are three main aims to this project.

- To provide more realism and brutality to the weapons and skills alongside minor tweaks to improve general gameplay.
- To clarify ambiguities and streamline rules.
- And finally to introduce an appropriate sense of scale to the game.

BUILDING THE GANG

Every time you play Necromunda you earn the opportunity to improve your gang. By winning games you gain territory, discover ancient artifacts, uncover mineral wealth, and so on. With this wealth you can buy more weaponry and hire more gang fighters.

WHAT YOU WILL NEED

MODELS!

Games of Necromunda are fought out using model fighters, each approximately 28mm tall. Before playing you need enough models to assemble a complete gang as detailed later in the rules. A large variety of different models are available various vendors.

TEMPLATES

Special templates are used to determine the effects of many weapons. For example, grenade and shell bursts, and the gout of burning fire projected by a flamer.

The templates used are the 3" and 5" diameter blast markers and the Standard Flamer Template.

WHAT ELSE YOU WILL NEED

In addition to the game components mentioned above you will need two or more players and a firm, level tabletop or area of floor. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage.

DICE

A variety of different dice are used in the Necromunda game, as follows.

You will need at least one retractable tape measure marked in feet and inches. All distances in Necromunda are given in Imperial units.

From left to right: Two D6's, a scatter dice, and an artillery dice

Pens and pencils, and plenty of paper will also be required. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is most easily done using a roster sheet, an example of which is included in this book. We recommend that you copy or photocopy additional roster sheets and use them to record details during the game. We'll explain more about roster sheets and how to use them later in this book.

Ordinary dice (known as D6's) are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where D stands for dice). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

The Scatter dice is marked with four arrows and two HIT symbols. This dice is used to determine where grenades and shells land if they miss their target, **hence** "scatter". The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

The Artillery dice is marked 2, 4, 6, 8, 10 and MISFIRE. This dice is used in conjunction with the Scatter dice to determine how far shells land from their mark. A MISFIRE result can result in a shell proving dud or even exploding in the breach.

In some cases, you will also find references to a dice called a D3. There **isn't** actually any such thing as a 3sided

dice, instead a D3 means roll a D6 and halve the result rounding up.

So, for a D3, a roll of a 1 or 2 = 1, a roll of 3 or 4 = 2 and a roll of 5 or 6 = 3.

RE-ROLLS

Sometimes you may be offered the chance to re-roll a dice throw. This is exactly what it sounds like, pick up the dice and roll them again. You must accept the result of the second roll even if it's worse than the first roll and re-rolled dice cannot ever be re-rolled a second time. Note if you re-roll a single 2D6 or D66 roll then both dice must re-rolled.

For example, when taking a Leadership test you cannot re-roll just one of the dice, both dice must be re-rolled.

HALVING VALUES

Sometimes you may need to halve a value, in which case fractions are always rounded up e.g. a fighter with a Weapon Skill of 5 that finds himself inside a smoke cloud must halve his Weapon Skill to 3.

THE RULES

CHARACTERISTICS

CHARACTERISTIC PROFILE

The Underhive fighters of Necromunda have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristics and special skills. Right now we won't worry about the special skills as these come later with practice and battle experience.

A model's characteristic values are written in the form of a convenient chart which we call his characteristic profile. Below is the average profile for a "Ganger".

GANGER - GRUM DOG							
WS	BS	S	T	W	I	A	LD
3	3	3	3	1	3	1	7

When you raise your first gang it will include many gangers with exactly this profile. As you fight games against other players your fighters will get better and their characteristics will rise. All these details are recorded using your gang rosters. This is explained properly later on. For now it's enough to know what the characteristics are and how the values vary.

Each model fighter is defined by their characteristics which are assigned a value of between 1 and 10. The higher value your model has for any characteristic the better it is, for example, a model with a Strength of 6 is stronger than a model with a Strength of 2.

Descriptions of the characteristics are given below.

WEAPON SKILL (WS): Weapon Skill is a measure of close combat ability and how good the person is at hand-to-hand fighting.

BALLISTIC SKILL (BS): Ballistic Skill shows how good a shot the person is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill.

STRENGTH (S): Strength simply shows how strong a person is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit or thrust.

TOUGHNESS (T): Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher you are the harder you are to wound or kill.

WOUNDS (W): A model's Wounds value shows how many times a fighter can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wounds value of only 1 but tough veteran gangers might have a value of 2 or more.

INITIATIVE (I): The Initiative value represents alertness and reaction speed. **It determines a fighter's** chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him.

ATTACKS (A): The Attacks value indicates the number of Attack dice rolled when the model fights in hand-to-hand combat. The more dice you roll the more chance you have of beating your opponent!

LEADERSHIP (LD): Leadership represents raw courage and self-control.

The **higher a person's** Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him.

WHERE'S THE MOVEMENT STAT?

To simplify the game all models will **now have a standard move of 6"**, although they can move faster when they are running or charging.

MINIMUM VALUES

Gang fighters can sometimes suffer penalties to their characteristic profile, usually due to serious injuries. Even if a model suffers multiple penalties to the same value it's not possible to modify a characteristic to below 1. The only exception to this is Wounds which can be reduced to 0 if the fighter becomes injured.

MAXIMUM VALUES

Some Gang fighters continue to live to fight another day each time honing their skills becoming more adept. There does however reach a point where it is impossible for a Gang fighter to develop their skills any further. These are reflected as a Maximum Value – a truly heroic feat.

The maximum values for ALL models are as follows:

WS	BS	S	T	W	I	A	LD
7	7	7	7	6	8	6	10

CHARACTERISTIC TESTS

During a game fighters will often be required to take characteristic tests. For example, a model hit by a scare grenade must take a Toughness test to see if he succumbs to the effects of the gas.

If a model must take a characteristic test then roll a D6. If the result is equal to or

below the characteristic involved then the test is passed. If the result is higher than the characteristic then the test has been failed.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared against the model's Leadership value to see if the test is passed.

Some experienced gangers can have a characteristic value that is 6 or even greater. Obviously it's not possible to roll above that value using a D6, but it's still possible for the model to fail the test. If a model is required to take a characteristic test against a value that is 6 or above and you roll a 6, roll a second D6. If you a roll 1-3 then the test is failed, while a roll of 4-6 results in the test being passed. Note Leadership tests ignore this rule as gang fighters cannot have a Leadership value of 12 or greater.

It's possible for a model to have two separate Strength values, one for each arm. This can happen if the fighter suffers an Arm Wound or is using a bionic arm.

If the model is required to take a Strength test then the arm with the highest Strength is used for the test.

THE TURN

During the game you take command of a gang of Necromundan Underhive fighters.

Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict.

The model fighters and scenery are set up on the tabletop as appropriate for the encounter you are fighting (see the Scenarios section in the Sourcebook). There are many different types of encounter, varying from the straightforward shoot-out to rescue missions, ambushes and daring raids.

Depending on the encounter played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion.

A turn in a game of Necromunda simulates all possible actions that would be achievable for a fighter to complete within a 10 second period.

ACTIVATION

Individual model activation works by randomly drawing from a pool of tokens with each token representing a model.

DECK OF CARDS METHOD

One way to easily represent your models is to use a cheap deck of playing cards. Red cards for one player and Black for the other. Each player can then make a note of which model is represented by which card e.g. The Jack of Clubs **represents Player One's Heavy carrying a Flamer.**

It may be appropriate to allocate more than one token to a single model to represent their heightened abilities or to speed up game play e.g. All Face cards **represent the Player's Leader.**

Shuffle the cards together and draw each card one at a time.

Each player takes a turn to draw a token from the pool. The model represented by the token is now considered **"activated"**. **When a model is activated** can move, shoot with if that model is able to do so, and fight hand-to-hand combats.

Note: Once activated the model must either perform its allowed actions or forfeit its activation for that turn.

Each activation is divided into 4 distinct phases.

1. MOVEMENT

During the movement phase you may move your gang fighters according to the rules given later for movement.

2. SHOOTING

In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

3. HAND-TO-HAND

During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

4. RECOVERY

During the recovery phase you can attempt to recover the nerve of broken fighters, or see the extent of injuries for downed fighters. These are explained in detail later on.

Once that model's activation is complete draw another token from the pool, it is **now that model's turn to move**, shoot and fight.

Remember: It may be that one player gets several activations in a row. This may or may not be a bad thing! The turn is complete once all models have been activated. Reshuffle or otherwise randomise the activation tokens and begin a new turn.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some encounters, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special encounters describes what you must do to win, and therefore, end the game.

MOVEMENT

During the movement phase you can move your models as you wish in accordance with the rules given below. Move your model fighters one at a time and finish moving each before moving the next one. You can move your fighters in any order except where noted below.

1. CHARGES

If you want a model to charge at an enemy and attack him hand-to-hand then you must do this before moving any other models. When you charge you must declare to your opponent that you are charging and indicate which enemy model you are attacking.

2. COMPULSORY MOVES

Sometimes a model is obliged to move in a certain way and this is called a “Compulsory Move”. For example, a fighter whose nerve breaks must run away from his enemies and take cover.

Make all your compulsory moves before finishing any remaining movement.

3. THE REST

Once you have moved chargers and compulsory movers you can move the rest of your models as you wish.

MOVING

All models have a standard movement of **6" and can move up to this distance in** any direction including going up or down ladders

In normal circumstances you do not have to move the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve charging or compulsory moves.

At the end of a fighter's move the model can be turned to face in any direction. Pivoting on the spot does not count as movement. This is important to remember as some weapons can only be fired if the model remained stationary.

RUNNING

The normal 6" move represents a person moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around him. If you wish a model can move much quicker than this - he can run! A running fighter can move at double speed: 12" rather than 6", for example.

Unless carrying a weapon which allows him to do so a running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having shouldered his weapons or replaced them in holsters.

You should declare that models are running as they move, as this will help to remind both players that the model is unable to shoot that turn.

If a fighter starts the turn with any enemy models within 12" then he cannot run that turn. The fighter is unwilling to holster his weapons with enemy gang members so close and must stay alert to them. Note this applies even

if the fighter cannot visually see the enemy as he could well have heard them moving or loading their guns.

Any enemy models in hiding are ignored as the fighter is unaware of their presence.

FLOATING

Some models possess special power, antigravity motors, and Warp powers which allow them to hover a few inches above the ground. These models are said to have the Float ability. Floating models are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

CHARGE!

If you wish a model to engage an enemy in hand-to-hand combat then you must declare and make a special move called a charge. The reason we do this is that the enemy may get a chance to shoot as you leap towards him waving your weapons and yelling a bloodcurdling cry. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. You can declare a charge against any enemy model that is not in hiding, even enemy models that the charger cannot see at the start of his move.

A charge is like a run, at double move rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

If you can move your fighter into base-to-base contact with more than one enemy model with his charge move, he can charge them both. This might be inadvisable as he will then be fighting two enemies at once!

Note that you cannot move models into hand-to-hand combat except by charging.

Any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

FAILED CHARGES

It can happen that you charge an enemy but fail to reach him because you have miscalculated the distance or your model has been shot down.

In the event of simply miscalculating the model is moved as far as possible towards his enemy and can do nothing for the rest of the turn.

In the event that the model would have otherwise reached hand-to-hand combat the sheer weight of momentum results in their body crashing into the defender follow the rules for knocking down an opponent.

HIDING

The Hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A model can hide if it is behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal

himself. The player declares that his fighter is hiding at any point during the move and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover. While hidden a model cannot shoot without giving away its position or coming out of hiding. If a hiding model shoots or moves so that it can be seen then it is no longer hidden and can be shot at as normal.

A model that runs or charges is not able to hide that turn. His sudden burst of speed does not give him time to conceal himself from view.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the model cannot claim to be hidden any longer and the counter is removed.

A model may not hide if it is too close to an enemy - he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy within 3".

SILENT ATTACKS

Normally a hidden fighter that shoots must come out of hiding, the sound of the gunshot and flare of its muzzle flash easily giving away his position. However, some weapons emit no sound nor flare. If a hidden fighter fires a silent weapon then there is a chance he will remain

undetected. After the shot has been made, roll a D6. On a roll of 4+ the enemy gang is unable to detect the shooter's position and so will remain in hiding. On any other roll the shooter is spotted and must come out of hiding as normal.

TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

VERY DIFFICULT GROUND

This is the really nasty stuff you **wouldn't** want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawl holes through the rubble.

Models may move 2" per turn over very difficult ground.

A fighter is not permitted to run through very difficult ground.

OPEN GROUND

The tabletop surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect your movement. You can also move through doors or hatches without slowing your speed.

IMPASSABLE GROUND

Much of the Underhive is simply impossible to move over or through, such as deep or corrosive pools, enveloping layers of soft hive dust, and,

of course, solid walls, collapsed tunnels and the like.

DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust.

Models may move 4" per turn over very difficult ground.

A fighter who is running is slowed down by difficult ground. He will run at 6" rather than 12" over steep slopes for example.

WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier less than 1" high and no more than 1" deep without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.

IGNORING TERRAIN

Note that Warp Creatures are unaffected by Difficult and Very Difficult terrain. Warp Creatures must still follow the rules for Impassable terrain and moving up/down, as normal. Some beasts and species have special rules for terrain. These are explained under their particular entry.

SHOOTING

Necromundan Underhive fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

So long as the shooter can see at least a part of **the target's** body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the **target's body**. **If in doubt, and if you've** checked the shot from both the **firer's** and the target's view and still **can't** decide, then roll a dice - on a 1, 2 or 3 you **can't** see and on a 4, 5 or 6 you can.

During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example.

Work through your models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you can fire at a more distant target if it is easier to hit.

For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.

Any model may take an Initiative test to ignore this rule. If passed, they may

target any model within LOS. If failed, they follow the above rules.

Additionally Models of Leadership 9 or more, Warp Creatures and constructs may target any model they choose within LOS.

WHO CAN SHOOT

Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable ranged weapon or a supply of grenades.

Models have a 360° field of view and may shoot at any target if they are able to see it, and the only way to check this is to stoop over the tabletop for a **model's** eye view. Sometimes it will be obvious whether a target can be seen, at other times it will be more difficult as buildings and girders will be in the way. Note fighters can also block line of sight just like terrain.

MOVING AND SHOOTING

All fighters carrying non-Heavy weapons can move at their normal movement rate and shoot in the same turn. There is no penalty for this as a normal move assumes a certain amount of time spent stationary or nearly so.

Any model carrying a Heavy weapon must decide whether they move or shoot during their activation.

In some instances a model may have certain skills which allow them to carry certain weapons and also run.

RANGE

Unlike other incarnations of Necromunda the Survival Edition does away with Range. It is assumed that a rifle or pistol is capable of firing accurately at the real-life distances simulated by the size of the tabletop.

The tight confines of the Underhive will in most cases prevent long range sniping of targets – **unless they're** foolish enough to walk out in the open!

HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away.

These are represented by the following modifiers.

-1 IN PARTIAL COVER

The Torso and/or Upper Legs are visible.

-2 IN COVER

Only the model's extremities are visible i.e. the model's lower legs and/or arms

-1 OVERWATCH

The shooter is firing at a target whilst on overwatch. Subtract a further -1 for each subsequent target the shooter fires at during overwatch.

-1 CHARGING INTO OVERWATCH

The shooter is firing at a target that is charging him whilst on overwatch. Note this rule does not stack with the Modifier for Overwatch

-2 CHARGING

The shooter is firing at a target that is charging her. Note that some weapons such as Flame Template or particular Shotgun Shells have special modifiers which ignore this rule.

-1 RAPID MOVING TARGET

The target ran or otherwise moved faster than 6" in his previous move phase. Note this modifier does not stack with the -2 Charging Modifier

-1 FAILED NERVE

If a model has failed a nerve check it may still shoot but is otherwise occupied with finding a safe location to hide.

SPECIAL WEAPON MODIFIERS

Certain weapons are particularly deadly at close range. Those foolish enough to Charge at an enemy carrying one of these weapons will be considerably easier to hit.

-1 SHOOTING WITH A PISTOL

Shooting accurately with a pistol at range requires extra coordination.

This penalty does not apply in HtH combat.

+2 CHARGING INTO... SHOTGUN

Shotgun shells fire a deadly spray of ball bearings without the firer to pay particular attention to what they are aiming.

+1 CHARGING INTO... SUSTAINED

Weapons with the Sustained Fire rule fire a deadly hail of bullets at their target. Models charging into an enemy armed with one of these weapons is much easier to hit.

SMALL & LARGE TARGETS

These modifiers are not normally used unless the encounter involves a specific target which is especially large or small. For example, perhaps you must destroy a water still collecting vane or a chemical storage tank to achieve your objective.

Enemy fighters are never small or large targets.

-1 SMALL TARGET

The whole target is less than 1/2" tall or wide.

Such targets might include unexploded bombs, mechanical devices, or a specific point on the floor.

Gang models are always larger than this!

+1 LARGE TARGET

The whole target is 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

PSYCHOLOGY

There are many fierce and terrible creatures lurking throughout the Underhive. The rules for both Fear and Terror are explained in their subsequent sections however the modifiers for shooting at these horrific creatures is as follows.

-1 FAILED FEAR TEST

If the Model is shooting at a Feared target for which it has failed a Leadership test.

-2 FAILED TERROR TEST

If the Model is shooting at a Terrifying target for which it has failed a Leadership test.

+2 PASSED TERROR TEST

If you are shooting at a Terrifying target for which the Model has passed a Leadership test AND it is the nearest target.

The Ganger decides to **fire all he's got at** her target and must take an automatic Ammo Roll.

HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by her Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

SCORE NEEDED TO HIT							
BS	1	2	3	4	5	6	7
D6	6	5	4	3	2	1	0

Note that a natural roll of 1 is always a miss and a natural roll of 6 is always a hit.

7+ HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 - the additional score required is shown on the chart below.

TO HIT	7+	8+	9+	10+
D6	4+	5+	6+	MISS

Example: A Juve is shooting a stub gun at a target that ran in its turn and is **behind partial cover**. The Juve's BS is 2 so he requires a 5 to hit. The modifiers are -1 for a rapid moving target and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the Juve must roll a 6 followed by a further roll of a 4 or more.

COVER

The many walls, girders, buttresses and ruined buildings in the Underhive provide plenty of cover. If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends upon how much of the target is obscured by the cover. Although fighters in the way of a shot can block line of sight, they do not provide any cover modifiers and so are ignored when working out how much of the target is obscured.

If the shooter can see at least half of the **target's** body (nominally the Torso and Upper Legs) but not the entire body, then the target is said to be in partial cover.

The shooter suffers a -1 to hit penalty.

If the shooter can see some of the **target's** body but less than half of it (nominally the Extremities of the Lower Legs and Arms), then the target is said to be in cover.

The shooter suffers a -2 to hit penalty.

If a target model is in cover or partially in cover and hiding, then it cannot be seen or fired at even if the shooter can **see a portion of the model's** body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see Hiding in the Movement section).

A certain amount of judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest scorer deciding in that instance.

In Cover: *less than half of the fighter's* body is in view.

In Partial Cover: more than half of the *Fighter's* body is in view.

In The Open: a shooter would incur no penalties to hit.

PRONE TARGETS

When a fighter is pinned or down the model is placed on its back or its front to reflect that he has hit the dirt and is keeping his head down. It's important to take this into account when working out if the prone target can be seen and when working out cover modifiers. For example, if a fighter becomes pinned behind a barricade then it might not be possible to target the model again as he

may no longer be visible behind the barricade.

This requires fair judgement from both players as the model itself won't always make this obvious.

PINNED

As soon as a fighter is hit the model is counted as pinned and layed down face up to indicate this. We say the model has been pinned by enemy fire.

The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without significant harm. Even if he survives he is momentarily confused, or, at best, his instincts force him to hit the dirt and keep his head down.

Later we'll deal with what happens to the pinned fighter if he survives **unharmed**. **First, we'll** find out whether the shot has wounded him.

WOUND DAMAGE

Once you have hit a target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because **it hits part of the target's** equipment or weaponry, or perhaps it just scratches the skin or causes some very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still knocked down by enemy fire as described later.

If a shot successfully inflicts a wound on a target then he will usually suffer a single wound. However, some wounds are more severe than others and especially powerful weapons can inflict truly horrific wounds. This is represented by the weapon's Damage value, some examples of which are given below.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target.

You will find a complete description of the various weapons together with their Strength and Damage values in the Armoury section.

Each hit that passes its To Wound roll, and isn't saved by an armour or special saving throw, will inflict a number of wounds equal to the weapon's Damage value. Sometimes the amount of damage

is random, in which case you simply roll the dice shown to determine how many wounds are inflicted. For example, a meltagun has D6 Damage, so can inflict between 1 and 6 wounds.

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic value is 3 for gangers and other humans. However, the Underhive depths contain many foul denizens and monstrous beasts whose toughness can range from average to unbelievable high proportions.

		DEFENDER'S TOUGHNESS									
		1	2	3	4	5	6	7	8	9	10
ATTACKER'S STRENGTH	1	4+	5+	6+	6+	6+	6+	6+	6+	6+	6+
	2	3+	4+	5+	6+	6+	6+	6+	6+	6+	6+
	3	2+	3+	4+	5+	6+	6+	6+	6+	6+	6+
	4	2+	2+	3+	4+	5+	6+	6+	6+	6+	6+
	5	1+	2+	2+	3+	4+	5+	6+	6+	6+	6+
	6	1+	1+	2+	2+	3+	4+	5+	6+	6+	6+
	7	1+	1+	1+	2+	2+	3+	4+	5+	6+	6+
	8	1+	1+	1+	1+	2+	2+	3+	4+	5+	6+
	9	1+	1+	1+	1+	1+	2+	2+	3+	4+	5+
	10	1+	1+	1+	1+	1+	1+	2+	2+	3+	4+

INJURIES

A player must roll to see what happens to any of his fighters who are knocked down at the end of his recovery phase. Fighters may recover, stay knocked down, or go out of action. Roll a D6 and consult the Injury chart again. Models which recover to flesh wounded pinned for one turn (see Pinned). Place an appropriate marker next to the Model to indicate this. Models which stay down remain with their respective marker. Models which go out of action are removed from play.

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight.

As soon as a fighter suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 consults the following chart.

During his movement phase a model who is knocked down can crawl 2", but other than this the fighter cannot do anything else. This enables a badly wounded character to get behind cover (if he's lucky!).

A model knocked down in Hand-to-Hand combat may not move.

1 FLESH WOUND

The target has sustained a minor wound and may resume fighting at the start their following turn.

2-4 KNOCKED DOWN

The target falls down to the ground where he laying badly wounded or cowering in fear.

Place an appropriate marker to indicate the model is knocked down.

5-6 OUT OF ACTION

The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

OUT OF ACTION

Out of Action indicates a man is out of combat and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see the later Campaign sections for details).

MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A model cannot be reduced to fewer than zero wounds, but each extra wound inflicted means you roll another Injury dice. So, if a fighter has 1 wound remaining and suffers 4 wounds he rolls four Injury dice.

FLESH WOUND

If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. His Wounds value is reinstated to 1 and he can move and act as normal.

A fighter can sustain several flesh wounds and still continue to fight. Leave the model lying face uppermost to show it is only Pinned (see later).

HIGH IMPACT

Some weapons inflict hits with such devastating force that any fighters struck by them are likely to be severely injured. All weapons with a strength of 7 or more are known as high impact weapons.

When a fighter is hit by a high impact weapon they will go out of action on a roll of 4+ on the injury chart rather than the normal 6. In addition, if a 4+ is rolled then make a special note on the gang roster as there is a greater chance of the impact causing fatal injuries.

KNOCKED DOWN

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Mark the model appropriately to indicate it has been Knocked Down. A model which goes down may do nothing except crawl as noted below.

Note these rules only apply when making the initial injury rolls. Injury rolls made during the recovery phase follow all of the normal rules as described in the Knocked Down paragraph instead.

SPECIAL INJURIES

Note that some species have their own Injury Chart. This is detailed on the applicable entry. Note that some weapons (i.e. those with the Toxic or Stun attributes, etc.) have their own special Injury Chart. This is always detailed under that weapons entry in the Expanded Armory section.

KNOCKED DOWN FIGHTERS

Often a fighter is hit by enemy fire but doesn't go out of action. She might be hit and not wounded, or he might suffer a flesh wound.

A model that is Knocked Down remains in play but has an appropriate marker placed next to it. Whilst Knocked Down a fighter cannot do anything except crawl up to 2" during the movement phase.

A model which is only Pinned at the start of his turn will automatically recover from being Pinned at the end of that turn. In effect, the model misses his turn and is then ready to fight once more in his following turn. At the end of the turn place the model upright to show that he is no longer Pinned.

If a model has at least one other model from the gang within 2" then he can try to escape being Knocked Down at the start of his turn by taking an Initiative test. If the test is passed then remove the marker as the fighter will not have to miss his turn at all. The fighter can move and fight normally that turn.

Note that when testing to escape being Knocked Down at the start of the turn Juves, fighters who are also Knocked Down, and fighters whose Nerve is Broken do not count. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down!

HITS & PINNING

There are several instances where a fighter may suffer a 'hit' that wasn't from enemy fire. His weapon may have exploded or perhaps he landed clumsily when jumping down from a ledge.

Unless specifically mentioned otherwise, any model that suffers a hit is also pinned, even if no damage is inflicted.

SAVING THROWS

Armour is less important and less readily available in the confines of the Underhive than on a conventional battlefield. Gangers rely more upon the natural cover of the hive and their own wits to avoid injury.

However, some fighters wear protective clothing which may save them from a wound if they are lucky.

Armour is represented in the game by saving throws.

ARMOUR SAVING THROW

If a fighter is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to effect a save are given below.

ARMOUR	SAVING THROW
FLAK	6+
MESH	5+
CARAPACE	4+

For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened armaplas jacket. He rolls a D6 and scores 5 - easily enough to deflect the shot and save him.

If a fighter has multiple armour saving throws then the score required to save against a wound is combined into a single roll. For example, a fighter wearing mesh armour (5+) who is fitted with a bionic chest (6+) receives a single 4+ armour saving throw. However, an original roll of 1 is always a failure, even if the fighter has a saving throw greater than 2+.

ARMOUR PENETRATION

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an Armour Penetration rating as indicated in its description in the Armoury section. For example, a boltgun has an AP5 rating so will ignore an armour rating of 5 or more.

INVULNERABLE SAVES

Whilst incredibly rare, there exists **channels within the Underhive's Black Market** to obtain Military Grade armour. Far better constructed and designed to withstand the rigours of battle against foes of unimaginable power.

To represent these near mythical items any item of Armour marked with Military Grade confers an invulnerable save.

Invulnerable saves will always receive the saving throw, even against high Strength weapons such as a Lascannon. Invulnerable saves cannot be combined into a single roll, instead each special save must be rolled separately. If a fighter successfully rolls a special save then the model not only avoids the wound, but also the hit. This means that the fighter will not be Knocked Down, even if the hit originated from a template.

Note however, that throughout the course of a campaign your opponents may obtain Military Grade weapons which will ignore this invulnerable save and apply the regular Armour Penetration Rating as per the rules in the previous section.

SHOOTING INTO HAND-TO-HAND COMBAT

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters - it would be very easy to hit

the wrong man! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action. Note you do not have to shoot at an enemy model that is involved in hand-to-hand combat with your own gang fighter, even if he is the closest target.

Should you wish to shoot at a model engaged in hand-to-hand combat roll to hit as normal. If you hit then you must decide whether you have hit the intended model or his hand-to-hand opponent. There is as much chance of hitting the target as there is of hitting each model he is fighting. So, if there are two models fighting, a D6 roll of 1-3 indicates one model while a 4-6 roll indicates the other. If the target is **fighting two opponents then you'll** need a 5 or 6 to hit the right man, and so on.

SHOOTING AT A FIGHTER WHO IS DOWN

You do not have to shoot at a target who is down even if he is the closest target. However, you can shoot at a fighter who is down if you want to and he is the closest or easiest shot. You can... If **you're** really that mean. You are... Read on!

If a fighter who is already down takes a further wound or wounds, roll again on the Injury table and apply the result. If the fighter suffers a flesh wound or gets knocked down again then ignore the result. If he goes out of action remove the model from combat.

Generally speaking, it is rare for players to shoot at enemy fighters who are down unless they are stranded in the open and there are no other targets available. However, it sometimes happens that blast weapons scatter from their point of aim and accidentally hit men who are already down.

BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of this shot is represented by the circular blast and gas cloud templates.

When you shoot a weapon that uses a blast or gas cloud template nominate your target and roll to hit exactly as you would with any other weapon. Otherwise take the template and proceed as follows.

If you hit the target place the template with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the template is hit too. If a model lies partially within the template then it is hit on a further D6 roll of a 4, 5 or 6.

Roll for wounds and injuries on each model that is hit following the usual rules.

If you miss the original target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will require the two special dice, the Scatter dice (marked with arrows and a HIT symbol) and the Artillery dice (Marked with numbers and a MISFIRE symbol). Take both these dice and roll them so that they land as close to the target as possible.

Note that a shot may scatter and land on top of the Ganger that threw or fired the shot. The shot has unluckily bounced or ricocheted off of hard surface back in the direction that it came.

If the centre of a blast or gas cloud template scatters from above ground level off over a ledge, then it dissipates

harmlessly in mid-air unless the centre reaches another ledge of the same level. If a Misfire is rolled then the shot dissipates in the air or is a dud and has no effect. If the dice show both a Hit and Misfire then the shell explodes in the breach or the grenade goes off in the fighter's hand. The weapon explodes as described in the Exploding Weapons section. Note however it's only possible for a weapon to explode a single time.

If the Artillery dice shows a number this indicates how far you have missed the target by 2", 4", 6", 8" or 10". The direction in which the shot lands is indicated by the scatter dice arrow. Note the Hit symbol also has an arrow marked on it to indicate a direction. Place the template in the position indicated by the dice.

Once the template has been repositioned, work out which models are hit by the template and the effect of those hits as normal.

GRENADES

There are many different sorts of grenades available to gang fighters. The most common are explosive fragmentation grenades and implosive grenades called krak. If a model carries grenades then it is assumed that he has enough to last the entire battle, regardless of how many he might actually throw.

A model can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the throwers' Ballistic Skill (BS) characteristic.

SCATTERING

Grenades that use a template scatter if they miss just like other weapons with blast markers.

A thrown grenade halves the distance scattered. Fired grenades will still scatter at the full distance.

COVER

Grenades are especially good at blasting fighters out from behind cover as they can be simply lobbed over barricades or bounced around bulkheads. A fighter throwing a grenade reduces the To Hit penalty when targeting a model in cover by 1. So, partial cover is ignored and cover counts as -1 to hit rather than -2.

SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained shooting or sustained fire. Weapons which are capable of making sustained shots are indicated in the Armoury section. Basically, these are machine gun type weapons such as the heavy stubber and autocannon which can rake targets with a hail of shells.

When you shoot with a weapon of this kind declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal following the usual shooting rules, while a sustained shot is worked out as follows.

First roll to determine how many separate shots the weapon makes by rolling a number of D3s equal to the weapon's sustained fire value. If the weapon has a sustained fire value of greater than 1 then you can choose to either roll the number of dice indicated, or you can roll less if you prefer. You may choose to roll fewer dice as this can reduce the chances of running out of ammo.

The number of shots rolled is how many ranged attacks the fighter can make that turn which follow the usual shooting rules. Each shot is treated as a separate shot and must all be worked through before moving on to another fighter. Each of the shots follow the usual targeting restrictions and all shots must target either the same model or another model within 4" of the first original target.

All of the shots indicated by the sustained fire dice must be fired. If the fighter can no longer see any targets but he still has shots remaining then they are wasted. Wasted shots must still roll a To Hit dice in case it causes an Ammo roll.

FLAMER TEMPLATE

All flamer type weapons use a special teardrop-shaped template to represent the jet of flame.

To shoot a flamer weapon take the flamer template and place it with the narrow end touching the base of the shooter and the broad end over your target. Take special care when positioning the template as it must be centrally directed at the targeted model. You cannot for example adjust the direction of the template in order to hit more enemy models. Any models wholly or partially covered by the template are hit automatically.

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded models.

Note that the hit modifiers for cover, and such like do not apply to flamer weapons. Flamers are especially good at winking enemy fighters from behind cover!

SMOKE BOMBS

As the name suggests, smoke bombs are designed to produce clouds of smoke which are used to provide cover. When you **throw a smoke bomb you don't** want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at, as such the normal targeting restrictions do not apply. Note that since the smoke bomb is being thrown towards an area of the ground, it doesn't count as a small target.

OVERWATCH

Overwatch allows a model to shoot during the enemy **player's** turn, representing fighters taking up position to shoot at the enemy immediately as they appear.

A model can go onto overwatch at the start of his turn. A model must give up his whole turn to go on overwatch. The model cannot therefore move or shoot. The model cannot hide, but can remain hidden if he started his turn in hiding.

During the enemy's movement phase, the model may shoot at any target at any time following the usual targeting rules. For example, the model could shoot before the target moves, after it has moved, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy models as they dash from cover.

Once a model has finished shooting, it ceases to be on overwatch and is free to move and shoot normally in its own turn, or go onto overwatch again if you prefer. If the model doesn't shoot in the **enemy's** turn then it also ceases to be on overwatch and can act as normal during his own turn as above.

If a model is hit whilst on overwatch then it loses its overwatch status immediately. The same applies if the

model is forced to move for any reason e.g. If a **fighter's** nerve breaks he will lose overwatch status.

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire. Work out the shot as normal, however, there is a special -1 to hit modifier for shooting whilst on overwatch.

When determining rapid moving targets the fighter's move that turn is used rather than his previous turn.

The whole of the move is also taken into account, not just the move up until he was shot. For example, if a model is shot after moving 6" but was going to move a further 6", then he counts as a rapid moving target.

MULTIPLE TARGETS

If a model's weapon allows it they may fire at multiple targets in overwatch. This confers an additional -1 to hit modifier for each subsequent target.

BEING CHARGED IN OVERWATCH

If the target is charging the model on overwatch, then to represent the unnerving effect of the enemy's rapid approach, a further -1 to hit modifier is also applied and the charger counts as a fleeting target. Note this only applies to the shooter and only if the charger is able to reach base contact.

FLEETING TARGETS

If a fighter on overwatch targets an enemy model that both started his move and would end his move out of sight of the overwatcher, then he counts as a fleeting target. A fighter attempting to shoot at a fleeting target must take an Initiative test. If the test is failed then he is too slow to react and cannot shoot at the evasive figure as he darts back out of sight. The model will still remain on overwatch, so can attempt to shoot

another enemy fighter that turn. If the test is passed then the model can be targeted as normal.

AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo.

Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No **Ganger's** gun is absolutely reliable or has an infinite ammo supply, some are notoriously fickle.

When rolling to hit a target a dice score of 1 indicates that your weapon may have malfunctioned after firing and an Ammo roll is required.

Essentially an Ammo Roll is a Critical Miss.

Some weapons are more reliable than others. This is **reflected by the weapon's** Ammo Roll rating as shown in the Armoury section. Roll a D6. If you roll less than the number indicated the weapon has malfunctioned.

The weapon and any ammo allocated to it is useless for the rest of the game. If you roll the score indicated or more then the weapon is alright and you can continue to use it normally.

If a weapon runs out of ammo, malfunctions, or explodes then it's automatically assumed the weapon is fixed and its ammo replenished in time for the next battle. Supplies of grenades are also restocked as are any other specialist equipment, such as bio-boosters.

MILITARY GRADE WEAPONS

Whilst incredibly rare, there exists **channels within the Underhive's Black Market** to obtain Military Grade

weapons. Far better constructed and designed to withstand the rigours of battle against foes of unimaginable power.

To represent these near mythical items any Weapon marked with Military Grade never needs to roll an Ammo Roll.

GRENADES

Grenades will automatically fail any Ammo Roll they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type are duds.

HAND-TO-HAND COMBAT

Hand-to-hand fighting is a dangerous and desperate kind of combat. With adversaries using swords and knives, point blank fire from pistols, and even fists, feet and heads to take out an opponent. It is either a very brave or foolish ganger to initiate hand-to-hand.

WHO CAN FIGHT

Models which are touching base-to-base are said to be engaged in hand-to-hand combat. This can only happen once a fighter has successfully charged an enemy, as models are not otherwise allowed to move into physical contact. See the Charge! section of the Movement rules.

DOUBLE KNOCKED DOWN

In the event that a charging model has been shot down but has also successfully knocked down their target no hand-to-hand combat takes place between these two models.

If there are other combatants involved in the melee then they may strike against knocked down enemies as though they have a WS1.

PROCEDURE

Combats are worked out as described below. Work through each combat one at a time until every fighter has fought all enemy models that they are involved in hand-to-hand combat with. The player whose turn it is may decide the order of the combats.

1. THROW ATTACK DICE

Both players roll a number of D6's equal to **their model's** Attacks characteristic.

2. WORK OUT COMBAT SCORE

Each player picks his highest scoring dice and **adds his model's** Weapon Skill

(WS) to the score. He then adds any Combat Score modifiers as shown on the opposite page. The total is the Combat Score.

In the hand-to-hand combat phase all close quarter fighting is worked out.

Regardless of whose turn it is, all models that are engaged in hand-to-hand combat will fight. Unlike shooting, a model in hand-to-hand combat can fight all round against enemies to its side, front or rear. In reality the models are constantly moving, dodging, ducking and weaving as they struggle to kill their adversaries.

3. DETERMINE WINNER

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

Models fighting in hand-to-hand combat cannot do anything else as they are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.

4. NUMBER OF HITS

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

5. THROW TO WOUND

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

6. SAVING THROW

Models which are wearing armour or that receive a special saving throw can attempt saves in the same way as troops hit by shooting.

7. RESOLVE INJURIES

Resolve injuries in the same way as you would for wounds inflicted by shooting.

ATTACK DICE

Roll the number of Attack dice indicated by the **model's** Attacks characteristic. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a model can roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high, however, it will also increase the chances of a model fumbling as described later.

FIGHTING WITH TWO WEAPONS

If the model carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the model rolls one extra Attack dice.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons. Fighters who carry a basic, special or heavy weapon never receive this bonus as the extra bulk of the weapon limits their agility. Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the **model's** belt or stowed conveniently out of the way. These different types of weapon are discussed in the Armoury section.

If a fighter uses two weapons (one in each hand) any hits are inflicted using the weapon profile chosen by the owning player. It is assumed that the

combatant will simply feint with their weaker weapon and use their preferred weapon or hand to cause the actual damage

NUMBER OF HITS

The **difference between the winner's** Combat Score **and the loser's** Combat Score is the number of times the winner has hit the loser.

Example: A ganger (WS3) is fighting a juve (WS2). The ganger rolls a 4 and adds his WS of 3 to make a total of 7. The juve rolls a 5 and adds his WS of 2 to make 7, but the juve has charged and so adds a further +1 making 8. The juve has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.

WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting.

Refer back to the Shooting section for a description of how to do this.

DETERMINE WINNER

Each player takes his best Attack dice roll, adds the **model's** Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner.

In the case of a tie the highest Initiative wins, in which case the winner will score a single hit. If both models have the same Initiative the result is a stand-off and no blows are struck.

Note that models cannot be Knocked Down by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

COMBAT SCORE MODIFIERS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not show it.

Even fighters that recently fired a basic, special or heavy weapon can still pull out combat weapons as it's assumed his original weapon is slung or simply dropped during the hand-to-hand combat. Remember though that fighters equipped with a basic, special or heavy weapon do not gain the +1 Attack dice even when using two close combat weapons in the hand-to-hand combat.

The player must declare what weapons the fighter is using at the start of the combat. Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until they are no longer involved in hand-to-hand combat.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model. However, models are allowed to swap any weapons at the start of the hand-to-hand combat. For example, a fighter holding a laspistol and a stub gun could put away his stub gun and draw a sword, or he could put away both pistols and draw two swords.

Ideally these should be represented on the model – however given the nature of the models used in the hobby it may just be necessary to inform your opponent of any specific weapons the model carries that are not clearly displayed on the model.

+1 OPPONENT FUMBLES

Add +1 to your score for each of your opponent's fumbled dice (rolls of 1).

See the Fumble rule for an explanation of how this works.

+1 CRITICAL HIT

Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule for an explanation of how this works.

+1 CHARGING

If your fighter charged into combat this turn add +1 to his Combat Score.

Only applies against the first combat.

+1 HIGHER UP

If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.

-1 ENCUMBERED

If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.

-1 SLUNG WEAPON

Models carrying a basic weapon may sling their weapon and draw a specialised hand-to-hand combat weapon. Carrying this extra equipment results in a -1 penalty on her Comba Score.

Note special or heavy weapons may not be slung

-1 OBSTACLE

If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when

shooting at a distance as described in the Shooting section.

HITS

CRITICAL HITS

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon - be it a sword, knife, pistol etc. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. You must roll at least two 6's to score a critical hit. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total.

MULTIPLE COMBAT

When two or more models are fighting a single enemy this is called a multiple combat. The outnumbered model must fight each of his opponents during the hand-to-hand combat phase.

Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his second opponent. The combat is worked out as before except that the outnumbering model now rolls an extra Attack dice and adds a +1 bonus to his Combat Score.

If the outnumbered model again survives then he goes on to fight the third, fourth, fifth and each successive enemy until there are none remaining. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score, the fourth has +3

Attack dice and +3 Combat Score, and so on.

FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action, or break from the combat, the model may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model can be immediately moved up to 4". You can use this 4" move to get behind cover, to engage another model in hand-to-hand combat, or in any way you wish. You can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

Note that a follow-up doesn't affect a model's ability to move in its following movement phase. The follow-up is an extra bonus move which reflects the intense activity of close quarter fighting.

If you use a follow-up move to engage another enemy then move the model **but don't** work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the fighter has insufficient time to do anything other than follow-up.

Note using a follow-up in this way is considered a continuation of hand-to-hand combat, so the fighter will not receive the usual charging bonus to his Combat Score nor can he swap weapons.

THE PARRY

Fighters armed with a weapon with the Parry attribute are allowed to parry or can attempt to turn aside **an opponent's** blows. To represent this, a model with a parry can force an opponent to re-roll one of his highest scoring Attack dice before working out his Combat Score.

However, you can only parry if your opponent's highest scoring Attack dice is greater than your own highest scoring Attack dice. For example, if you rolled a 5 and your opponent rolled a 3 then he cannot be parried, but he can parry you. Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a model carries two swords it may parry twice that is, it may force two re-rolls or one re-roll against a model with a single sword.

ARMOUR PENETRATION

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine the Armour Penetration rating when **a model's** own Strength is used.

STRENGTH	4	5	6	7	8
AP RATING	6	5	4	3	2

Models with a Strength of 9 or more will automatically penetrate armour.

FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab.

Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

FIGHTERS DOWN

Fighters who are wounded and are Knocked Down are completely at the mercy of their enemy. In a one-on-one

combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

LEADERSHIP

KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover.

Regardless of your own feelings or those of **the gang's** leader, even the most hardened gang fighter can be driven off or forced to take cover as the action heats up.

In multiple combats a fighter who gets knocked down has more chance of survival. Where all models on one side get knocked down they are automatically taken out of action. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one friendly model continues to fight.

NERVE TESTS

A fighter may be called upon to take a test to see if his nerve holds. A nerve test works in the same way as a Leadership test. If the test is passed then the fighter keeps his nerve and there is no further effect.

BREAKING FIGHTERS

If a gang fighter gets knocked down or goes out of action, then each friendly model within 2" must take an immediate nerve test.

If the model was hit from a weapon with the high impact rule any resulting nerve tests incur a -1 Leadership penalty. The sight of a fellow ganger being ripped to shreds by such a devastating weapon is enough to knock the confidence of even the hardiest of fighters.

MOVING FROM COMBAT

Once models are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as friends continue to fight.

If the nerve test is failed then the fighter is broken and you can indicate this by placing a Broken counter by the model.

The broken fighter is momentarily panicked or shaken and will attempt to run for cover. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

CHARGING DOWN FIGHTERS

A fighter can charge an enemy model that is down and finish him off. This is a useful way of quickly taking fighters out of action instead of waiting for them to roll a 6 on the injury chart. The downed model is taken out of action during the hand-to-hand phase. Note this counts as a hand-to-hand combat so the fighter can make a follow-up move

BROKEN FIGHTERS

As soon as a fighter is broken he turns tail and runs for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" in the most direct path away from his enemy and towards cover. Roll the dice and determine how far the model runs.

If he can reach a position of cover within this distance where he cannot be seen then he stops there.

If he is unable to reach cover where he cannot be seen the fighter runs the full distance rolled. In subsequent movement phases he continues to move 2D6" away from the enemy until he reaches such a position. If he can get out of sight by staying where he is and hiding then he will do so instead (see the Movement section).

A broken fighter can do nothing other than run to cover and remain there while he attempts to recover his nerve. He may not otherwise move nor shoot.

SPECIAL INJURIES

Some weapons have special injury rules such as the shock maul and high impact hand-to-hand weapons.

These special rules only apply if the weapon inflicted a wound in hand-to-hand combat and rolled an Out of Action injury result. If the fighter was using multiple weapons which each inflicted an Out of Action injury then you can choose which one of the weapon's special rules will take effect.

Note this only applies to wounding injuries inflicted in hand-to-hand combat, down fighters that are automatically taken out of action ignore this rule.

COMBAT WITH BROKEN FIGHTERS

Should a broken fighter be charged and forced into a hand-to-hand engagement then he is in deep trouble!

While **broken a fighter's** WS counts as 1. If he survives the hand-to-hand phase, even if he wins, he automatically breaks from combat and runs for cover at the end of the phase as described below.

BREAKING FROM HAND-TO-HAND COMBAT

A fighter who loses his nerve and breaks while fighting hand-to-hand combat

turns away from his enemy and runs away 2D6" just like any other broken fighter. Because a broken fighter is turning his back upon the enemy he is very likely to be struck as he turns to flee. To represent this the model takes one automatic hit from his enemy. Work this out as soon as the fighter breaks and before he is moved.

RECOVERING YOUR NERVE

A broken fighter may attempt to recover his nerve during his recovery phase so long as he is in cover and he cannot be seen by an enemy model. To attempt to **recover a fighter's** nerve, the model must take a nerve test. If the test is passed then he can fight normally from then on. If the test is failed then he remains broken.

DOWNED FIGHTERS

Fighters that are down can be broken as normal, however their injuries mean that they must crawl 2" towards cover instead of the usual 2D6" dash.

THE BOTTLE ROLL

The Bottle roll is a special test the player must make at the start of his turn, before all other actions, if a quarter (25%) or more of his gang is down or out of action. A Bottle roll must also be taken at the start of each friendly model activation if the previous activation resulted in losing 25% or more models.

For example, in a gang of 10 men a test is required if 3 or more men are down or out of action.

Sometimes not all gang members will show up to a fight. Only the fighters that have participated in the game thus far are used to determine when a Bottle Roll is needed i.e. not the total size of the full gang.

Some scenarios also allow fighters to voluntarily leave the fight. For example, attackers in a Hit & Run can move off a

table edge when they have completed their mission. Fighters that leave a fight do not count as down or out of action for purposes of the Bottle roll.

To take a Bottle test roll 2D6. If the score is more **than the Gang leader's** Leadership characteristic then the test is failed and the gang bottles out of combat.

The game ends immediately and surviving fighters retreat from the area. A failed Bottle roll is the most common way for a game to end. If the score is equal to or less than the Leadership characteristic the player has passed the test and may continue to fight.

If the gang's leader is down, broken or out of action, then the player may not use his Leadership to take the test. Instead, use a model's Leadership characteristic of your choosing amongst the remaining fighters who are neither down, broken, nor out of action.

A player may voluntarily fail a Bottle roll if he wishes to do so. In which case there is no need to actually take the test, it is assumed to automatically fail as the gangers melt into the shadows and retreat. Note that all the conditions for taking a Bottle roll (25% casualties) still need to be met.

ADVANCED RULES

This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together at the end here to avoid potential confusion.

We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then **you'll** have no problem introducing these more complex elements as you go along.

FALLING

The multiple levels and gantries of the Underhive afford fighters ample opportunity to fall from a great height.

Armour saves do apply to wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high strengths.

See the Hand-to-Hand Combat section for the full chart. A model which falls and is not taken Out of Action is considered Knocked Down, just as if he was hit by enemy fire

TEST TO FALL

If a fighter is Knocked Down within 1" of an edge there is a chance he will slip and fall off. To determine this he must take an Initiative test. If the test is failed then he falls over the edge to the ground.

FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting

fighter then he may also be hurt. The hapless individual is hit on a D6 roll of a 4+. He sustains the same strength hit as the faller, suffering 1 or D6 wounds depending on the distance of the fall. If struck by the falling fighter, and **assuming he doesn't go** out of action, the victim is knocked down as if hit by a shot. Assuming the faller and victim survive, position the models 1" apart to make it clear they are not in hand-to-hand combat.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then he may fall off if he loses the combat. The fighter must take an Initiative test. If the test is failed then he falls over the edge to the ground.

If a fighter is forced to move in a random direction, such as due to moving through smoke, then there is a chance he may fall if he touches an edge. The fighter must take an Initiative test. If the test is failed then he falls over the edge to the ground. If the test is passed then the fighter ends his move at the edge.

JUMPING DOWN

A model can jump down from a higher level to another below if the height is 3" or less and he has enough movement to cover the fall. If the fighter elects to do this then he may take an Initiative test.

If the test is failed the fighter lands clumsily and suffers a hit just as if he fell. If the test is passed then the fighter lands safely and can continue his move.

Each 1" fallen costs 1" of movement. So for example, if a ganger moved 2" to a ledge and successfully jumped down 2" then he will have used 4" of movement.

DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches.

Where a wound is suffered a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. A dizzying fall of more than 10" is assumed to automatically take the fighter out of action. Any falls of 7" or more also count as High Impact.

JUMPING ACROSS

A model can attempt to jump across a horizontal gap from one side to the other as long as he has enough movement remaining and passes a jump test.

Move the model up to the gap and roll a D6. If the number rolled is equal to or greater than the number of inches required to jump the gap then he successfully leaps over to the other side.

The fighter can continue his move if he has any remaining movement left. Each 1" leapt costs 1" of movement. If he fails to cover the gap, either because the D6 was too low or he doesn't have enough movement left, then the fighter plummets down as per a fall.

STRAY SHOTS

In the close confines of the Underhive when a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters or ricochets and by sheer luck hits another enemy model.

FRIENDLY MODELS

If a shot passes within 1" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you miss and roll a 1 to hit.

Roll a further D6 to determine if the stray shot hits the intervening model.

On a roll of a 1 the intervening model is hit. Work out whether the target is wounded as normal. There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way e.g. 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.

Orlock A shoots at the Goliath, but rolls a 1 on his to hit roll. As Orlock B is **within 1"** of the line of fire, there is a chance he will be hit by the stray shot.

ENEMY MODELS

If a shot fails to hit a target on any roll other than a 1 the shot may ricochet and hit an enemy model within 2" of the intended target.

Roll a further D6 to determine if the stray shot ricochets and hits the enemy model. On a roll of a 1 the nearby model is hit. Work out whether the target is wounded as normal. There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way e.g. 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.

Escher A shoots at Cultist A, but rolls a 2 on her to hit roll. She misses Cultist A **but because Cultist B is within 4"** of Cultist A, there is a chance he will be hit **by the projectile's ricochet.**

EXPLODING WEAPONS

Badly maintained weapons, home-made ammunition and old corroded power packs can explode damaging the weapon and probably harming the shooter. This represents the weapon overheating, plasma leakage, or a magazine exploding as the next shell is auto-loaded. While not as dangerous as a direct hit from the weapon, this is still

bad news and can easily take a man down or out of action.

When a 1 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of flammers, an Ammo roll is required every time a weapon shoots.

If an Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the **weapon's** standard Ammo Roll rating then the weapon explodes.

If a weapon's ammo rating is "auto" then it automatically fails an Ammo roll so none is taken.

However, roll a dice anyway with the weapon exploding on a roll of 1. An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon.

In the case of weapons that use templates, no template is used: the blast is confined solely to the firing model.

CATCHING FIRE

Some weapons fire short bursts of flaming chemicals that not only burn the victim's flesh but can also set their clothes on fire. If a fighter is hit by a flame weapon then he stands a chance of catching fire. The chance of this happening is based on the weapon used as the more powerful flame weapons can unleash a more concentrated sheet of fire. Any models that suffer a hit from a flame weapon and that don't go out of action must roll a D6. If the score is equal to or greater than the number shown below then the unfortunate fighter has caught fire!

WEAPON	CHANCE OF CATCHING FIRE
HOT SHOT SHELLS	5+
HAND FLAMER	5+
FLAMER	4+
HEAVY FLAMER	3+

Any models that are on fire must take a Strength test at the start of their turn. If the test is passed then the fighter manages to beat out the flames. The model is no longer on fire but cannot do anything else for the remainder of the turn.

Any friendly fighters in base-to-base contact with a model on fire at the start of his turn can help beat out the flames. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the Model's when he takes the Strength test.

If the test is failed then the fighter is unable to extinguish the flames and he continues to burn. The model automatically suffers a wound and is unable to do anything except he staggers D6" in a random direction. If the model has suffered its final wound then it falls to the ground as per the Knocked Down rules.

Fighters that are Knocked Down can catch fire and follow the rules as above, except that if the fighter fails the Strength test then he doesn't move at all that turn.

Fighters that are on fire are immune from Knocked Down and Nerve tests and so will automatically recover if already pinned or broken.

Any fighters that are on fire cannot be involved in hand-to-hand combat and so cannot be charged. If a fighter was already in hand-to-hand combat before

catching fire then the combat is immediately broken and the two models are separated from base contact.

FLYING

Some winged beasts are capable of flying through the ruinous Underhive. Models that can fly can move in any direction and ignore any difficult and very difficult ground penalties. Note the model must end its turn on the ground i.e. not flapping in mid-air.

Flying models can also glide between structures as long as the whole move is downwards. Each 1" down allows the model to move an extra +1". However, the extra move cannot exceed the model's base move. For example, a model with a Move characteristic of 4 can gain a max bonus of +4" when moving normally, or a max bonus of +8" if the model runs.

ATTACKING TERRAIN

Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, destroy a fuel pipe, rip apart a power cable, or smash a water still. These are all structural features and can be attacked as described below.

Note the following rules can only be used as described in the scenarios or under special conditions if agreed by both players. You cannot for example shoot a blast weapon at a bulkhead next to a model simply in order to avoid a cover modifier.

Although not strictly accurate it is convenient to think of structures as being able to take a fixed number of "wounds", just like fighters. Structures also have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged.

For example, the water still in the Hit and Run scenario has a Toughness of 6 and 1 Wound.

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use Krak grenades or Melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

A fighter can strike a structure in base contact in the hand-to-hand combat phase. He cannot fight hand-to-hand combat against an enemy or shoot his weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons he has. A fighter automatically strikes 1 hit on a structure for each Attack on his profile. Work out the result of hits in the normal way.

PSYCHOLOGY

FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a nerve test when confronted by fearsome creatures or circumstances.

A model which causes fear does not have to take tests for fear. It treats any enemy which causes terror as causing fear instead i.e. it does not have to test just because the model is within 8" at the start of its turn.

A model that causes terror cannot be affected by either fear or terror.

If the fighter is charged by a model which causes fear and reaches base-to-base contact then he must take a nerve test. If the test is failed then the fighter is broken. However, the fighter is rooted to the spot in fear and so does not immediately break from combat, but will still break at the end of the phase as normal.

If the fighter declares a charge against a model which causes fear then he must take a nerve test. If the test is failed then the fighter cannot charge and he is momentarily transfixed by fear. The model is unable to do anything else for the rest of the turn.

TERROR

Terror is a more potent form of fear. Just as some horrific creatures are so ghastly they cause fear, others are even worse and cause terror instead.

Circumstances which cause terror automatically cause fear as described above. In addition, a nerve test is required if the model is within 8" of a creature which causes terror at the start of the model's turn. If the test is failed then the fighter is broken as described in the Leadership section.

If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.

1-3: Roll no Attack dice this turn. Your WS still counts towards the Combat Score representing basic instincts only.
4-6: Fight normally.

If not fighting in hand-to-hand combat roll a D6 to determine how the model

moves at the start of your movement phase.

1-3: Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above).

4-6: The model does not move.

The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.

The model does not have to take any further Leadership-based tests for fear or terror. It must still take tests to keep its nerve as described in the Leadership section. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity.

SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire fighters who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

STUPIDITY

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter can also sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as stupid.

Stupid models must take a Leadership test at the start of each of their turns to determine how they react. If the test is

passed the model may act normally. If the test is failed the following rules apply until the start of the next turn.

Stupid models within 6" of a Leader or model with equivalent rule may use the Leadership value of the Leader

WILDSNAKE

The favoured drink of Underhivers is the potent spirit known as Wildsnake. It is brewed from the skins and flesh of snakes caught in the wilds of the badzones. Some hunters and farmers can spend their whole lives catching and breeding snakes for the Wildsnake industry, such is the popularity of the drink. The provenance of each bottle is guaranteed by the dead snake preserved within. Wildsnake is a clear sharp tasting liquid the bitterness of which is derived from the venom in the snakes themselves.

For those who cannot afford the price of Wildsnake the next best is quite literally Second Best. Second Best is brewed from rat pelts too mouldy to use for anything else, slugs too rancid to sell as slave food, and household waste so *disgusting that it's* better not to think about it.

Conveniently, it is almost impossible to think about anything after drinking a bottle of Second Best...

FRENZY

If an individual is frenzied the following rules apply.

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as frenzied. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the

influence of dangerous hive fungi, or affected by localised gases or radiation.

A frenzied model must always charge the closest enemy within his charge move (usually 12") if able to do so.

The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on.

Frenzied models cannot parry (see Parry in the Hand-to-Hand Combat section).

Frenzied models are never affected by fear or terror, nor are they affected by stupidity or hatred.

If a frenzied model loses his nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and his sense of self-preservation asserts itself.

A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you - you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Leadership test as you would for testing your nerve. If the test is passed then the fighter is under control and can act normally - however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.

Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).

HATRED

Hate is a powerful emotion and in the Underhive there is plenty of opportunity

for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead. This is represented by the special rules for hatred. Hatred can often develop following disturbing injuries.

Most gangs will have fighters that hate an enemy gang member over the course of a campaign. The following rules apply to models which hate their rivals.

If a fighter can see a hated adversary then all nerve tests are taken as if he had a Leadership characteristic of 10.

A model fighting hand-to-hand combat with a hated foe can re-roll any of his own Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.

A model in hand-to-hand combat must use his 4" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are any hated enemy models in sight.

INQUISITION & SUBVERSION RATINGS

INVESTIGATION RATING

A war band's Investigation Rating is a representation of how knowledgeable, efficient, and/or lucky a war band is at figuring out what is occurring during a scenario or a campaign. It represents how well the war band work thoroughly and systematically, as well as its ability to stay focused. This rating is represented on a scale of 1 through 10 – 1 being the lowest, and 10 the highest. Most average groups of Imperial citizens have an

Investigation Rating of about 4, whilst high-ranking members of the Inquisition can have an Investigation Rating of 8 or more! This rating is used in different ways:

1. At the beginning of every scenario where selecting a deployment area is randomly chosen, roll 2D6 and add your **warband's investigation rating**. Then sort players from the highest score to the lowest one. The highest score is allowed to select his table edge, followed by the second highest result and so on.

2. During every scenario, once per game and only during your own turn, you may declare that will perform an Investigation Action. This must be announced before the movement phase. First, you will perform an Investigation Test, roll 2D6. If the result is below or equal to your Investigation Rating, it is a success. If the result is higher, you have failed. The war band missed some clues or did not perform a deep analysis of the situation. The war band then has the right to declare an Investigation Action one more time during the same game with a **-1 penalty on its war band's investigation rating**. If it fails again, the war band was not focused enough during this mission.

If the roll was a success, then you may select one of the below bonus for that round:

- Focus on the objectives: One (1) fighter, of the war band, not carrying a **loot counter, is granted the "Sprint" Skill**.
- Secure the objectives: One (1) loot counter carried by a fighter of the war band can be transferred to another model in base-to-base contact, whenever you want during the movement phase. This action is performed without affecting movement or the ability to shoot or fight.

- Grab the Objectives: One (1) fighter, of the war band, not carrying a loot counter, is granted the **“Juggernaut” Skill**.

- Knowledge is power: The war band is granted a single reroll for any action during the turn. If you choose to use it, then you must accept the reroll result even if it is worse than the original dice result.

3. The GM may request from a war band to perform an Investigation Test to provide the war band players with some information, specific scenarios, or specific missions. Between scenarios, the GM may provide more detailed information about the upcoming scenarios or grant bonuses based on this rating.

SUBVERSION RATING

A war band’s Subversion Rating is a representation of how cunning, subversive, or just plain destructive the war band is to its enemies. It represents how well the war band can undermine, overturn, or render ineffective the opposing war bands. This rating is represented on a scale of 1 through 10 – 1 being the lowest and 10 the highest. An average group of Imperial citizens has a Subversion Rating of about 4, whilst some well-organized cults can have a Subversion Rating of 8 or more! This rating is used in different ways:

1. At the beginning of every scenario where selecting a starting player is randomly chosen, roll 2D6 and add your war **band’s Subversion** rating. Then sort players from the highest score to the lowest one. The highest score then selects if he starts or not, followed by the second highest result and so on. If no one else chooses to the lowest score must start.

2. During every scenario, once per game and only during your own turn, you may

declare that will perform a Subversion Action. This must be announced before the movement phase.

First, perform a Subversion Test and roll 2D6. If the result is below or equal to your Subversion Rating, it is a success. If the result is higher, you have failed. The war band was not cunning or aggressive enough. The war band has the right to declare a Subversion Action one more time during the same game with a -1 penalty on **its war band’s Subversion** rating. If it fails again, the war band was not focused enough during this mission. If the roll was a success, then you may select one (1) of the below bonus for that round:

- Take his head off! : One (1) fighter, of the war band, not carrying a loot counter, **is granted the “Berserk Charge” Skill**.

- Steal the objectives: One (1) loot counter carried by an enemy fighter of the war band can be stolen by another **model within 1” of the loot, whenever you want during the movement phase**. This action is performed without affecting movement or the ability to shoot or fight.

- Rampage: One (1) fighter, of the war band, not carrying a loot counter, **is granted the “Rapid Fire” Skill**.

- Rip them off! : The war band is granted a single reroll for any action during the turn. If you choose to use it, then you must accept the reroll result even if it is worse than the original dice result.

3. The GM may request from a war band to perform a Subversion Test to provide the war band players with some information, or specific scenarios, or specific missions. Between scenarios, the GM may provide more detailed information about the upcoming scenarios or grant bonuses based on this rating.

SUMMONING

Summoning is the process used to summon Daemonic Creatures before each scenario. Any war band whose listing says that they may perform a summoning may do so before the battle starts. The summoning player selects one Daemonic Creature to summon. Each war band has a list of Daemonic Creatures it can summon; their stats are within the bestiary.

The opposing player rolls a D66. The total amount is the total amount the summoning player must roll equal to or more than to successfully summon the Daemonic Creature. If the one war band is either an Ordo Malleus or a Chaos Coven, it may reroll one (1) of the dice, but must accept the second result.

The summoning player then rolls a D6 for each friendly model in its war band to a maximum of 14. Beasts, Constructs, Daemons, allies, and Hired Guns do not **count as a “friendly model” when** making these rolls.

Each D6 result is added together. If this total is equal to or greater than the opposing player's D66 amount, the summoning is successful – the Daemon may be setup as if it were a friendly model and functions as if it were an ally.

If the result is unsuccessful, the Daemon is not summoned this scenario. The summoning player may try again in the next scenario.

ARMOURY

This section of the rulebook describes the different weapons which gang fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought after and expensive items are carried only by the richest and most successful gangs, but they have been collated here for ease of reference.

Some of the items described on the following pages are used in the various scenarios given in the Playing a Campaign Game section.

For example, screamers and stummers are used with the special rules in the Raid and Rescue scenarios, being alarm devices and sound mufflers respectively. Players fighting these scenarios will appreciate how useful such devices can be.

Don't worry about learning the rules for every weapon and item of equipment as **this isn't** necessary. The pages that follow provide you with all sorts of information which can be referred to as and when needed. There is a summary chart for the various weapons for convenience. To start with, players should familiarise themselves with the weapons their gang is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

Other items are used in the context of the broader Necromundan Underhive campaign described later in the Playing a Campaign Game section. For example, the lobo-chip will cure a fighter of the long term effects of a head wound

sustained in a previous game. Other devices can help to acquire territory. For example, the Isotropic fuel rod enables a gang to set up a new settlement, while the Ratskin map guides the gang through secret passages and into old treasure domes.

TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

Hand-to-Hand Combat Weapons

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs.

Such weapons cannot be used for shooting but only in hand-to-hand combat.

This section describes the different weapons that gang fighters can carry. Some of these weapons are common, simple and even cheap, whilst others are rare, technically complex and expensive. A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them. All fighters are assumed to carry a knife even if the model itself does not visibly have one.

PISTOLS

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but

it confers no advantage in hand-to-hand fighting.

SPECIAL WEAPONS

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, costly, and far more specialised in nature. Due to this, only the gang's leader and heavies can use special weapons.

HEAVY WEAPONS

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. Many can spit out vast amounts of bullets while others are designed to punch holes in tanks or create large blasts. Heavy weapons are difficult to maintain and are cumbersome to fire so only the gang's heavies can use them. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

GRENADES

Grenades are small bombs or grenades that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon in the shooting phase.

WEAPON PROFILES

HAND-TO-HAND COMBAT WEAPONS

As the name suggests, hand-to-hand combat weapons are used only in hand-to-hand combat, so usually have only a short profile.

As an example, here is the profile of a Chainsword, a very typical weapon in the Underhive.

WEAPON - CHAINWORD		
STRENGTH	DAMAGE	AP
4	1	5

STRENGTH

The strength value of a hit inflicted by the weapon.

This is used to determine the chances of the target being wounded by the attack. In this case, the Chainsword has a strength of 4. Some hand-to-hand combat weapons have no strength of their own, but instead act as a modifier to their wielder's **strength**, e.g. as user +2.

DAMAGE

The number of wounds inflicted by a hit - usually 1 but large weapons can inflict more. Sometimes the amount of damage will be random, e.g. D6.

AP RATING

The Armour Penetration Rating is the ability of a weapon to pierce through a Model's **protective layer of Armour** and negate its effects e.g. An AP Rating of 4 with negate Armour that provides a saving throw of a 4 or more.

RANGED WEAPONS

Ranged weapons include pistols, basic weapons, special weapons and heavy

weapons. These all have a slightly longer profile than hand-to-hand combat weapons, which describes their ability to make a ranged attack by shooting at a target.

As an example, here is the profile of a Autogun, a very typical weapon in the Underhive.

WEAPON - AUTOGUN			
STR	DMG	AP	AMMO
3	1	6	4+

STRENGTH

The strength value of a hit inflicted by the weapon.

This is used to determine the chances of the target being wounded by the attack.

DAMAGE

The number of wounds inflicted by a hit - usually 1 but in the case of larger weapons possibly more.

Sometimes the amount of damage will be random, e.g. D6 or even 2D6.

AP RATING

The Armour Penetration Rating is the ability of a weapon to pierce through a Model's protective layer of Armour and negate its effects e.g. An AP Rating of 4 with negate Armour that provides a saving throw of a 4 or more.

AMMO ROLL

The D6 dice score needed to pass an Ammo test. The lower the number the more reliable the weapon, so 2+ is good and 6+ not so good. Some weapons fail automatically and are indicated as Auto (automatic fail).

Note although weapons with an 'Auto' Ammo Roll automatically fail Ammo rolls they can still benefit from items and skills that ignore failed Ammo Rolls. For example, even grenades can benefit from Auto-repairers and Armourers.

WHERE'S RANGE?

The survival edition of Necromunda aims to simplify the game by removing many of the onerous tasks such as measurement. We assume for the sake of simplicity that any ranged weapon is capable of delivering a deadly payload at a 50 metre range represented by the 4'x4' board. In scenarios that required a larger 6'x4' board, divide the board into 2'x4' "zones" (this is usually already done for you when building your own board as many boards come in 2' or 60cm widths straight from the hardware store – it also makes them easier to pack away!).

A model may then only fire pistols or throw grenades in the zone it is in and the one adjacent i.e. if the model is in the left zone it may shot at any enemy model in the left zone and the centre zone but not in the right zone. If a model is standing on the line between two zones it still may only shoot at the zones that share that line.

A model may still fire any basic, special or heavy weapons across the full length of the board unless otherwise indicated.

HAND-TO-HAND COMBAT WEAPONS

Hand-to-hand combat weapons include a whole variety of primitive weapons intended to inflict vicious injuries up close and personal, as well as more advanced weaponry such as power axes. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting.

Special Rules: All Necromundan fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

CLUBS, MAULS & BLUDGEONS

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments such as spiked mauls and bludgeons.

They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon. Because these weapons are crude and heavy they are marginally more dangerous than bladed weapons, although it is impossible to use them to parry. Note that the AP rating for primitive weapons is variable and is calculated based upon the Strength of the weapon.

CHAINSWORD

The Chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders. Noisy: This weapon emits a loud and distinctive sound so must test to sound the alarm when used during scenarios such as The Raid.

Parry: You can parry with a Chainsword, as described in the game rules.

MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp.

Note that the AP rating for massive weapons is variable and is calculated based upon the Strength of the weapon

Two-handed: It requires two hands to swing a massive weapon so it can never be used together with another weapon.

Mighty Blow: The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If you charged into combat that turn then your opponent rolls one less attack dice for the duration of the turn (to a minimum of 1).

Draws: Due to the ponderous lurching swing required to wield this weapon your opponent is likely to catch you on the upswing. If the combat ends in a draw then your Initiative is halved when working out which fighter wins.

CHAINS & FLAILS

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around their head with long powerful strokes. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself.

Note that the AP rating for flailing weapons is variable and is calculated based upon the Strength of the weapon

Nullify: Each flail cancels out an opponent's parry. Note any parries that nullify each other take precedence. For example, a fighter equipped with a flail and a sword cannot parry against an opponent equipped with a sword.

Clumsy: Each flail will double one of your fumbles. For example, if a fighter uses two flails then the first two fumbles he rolls will each add +2 to your **opponent's** Combat Score.

SWORDS & KNIVES

Every Necromundan fighter carries a knife of some kind. Heavy bladed single-edge fighting knives are the most common type, but needle thin stiletos and long double-edged daggers are favoured by some fighters.

Longer blades are carried by some fighters as well as their knives. Short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat.

Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile. The principle difference is that fighters with swords are able to parry.

Note that the AP rating for slashing weapons is variable and is calculated based upon the Strength of the weapon

POWER FIST

The power fist is the most potent weapon of its kind, being even more deadly than a power axe. It is a very rare weapon and requires a powerful energy source for its large generator. The fist is a massive armoured glove surrounded by a shimmering blue energy field.

The demolecularisation field allows the user to tear and punch huge chunks out of his target. Whilst fighting hand-to-hand it's impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Note that the AP rating for Power Fists is variable and is calculated based upon the Strength of the weapon

POWER SWORD

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a

disruptor generator which sheathes the blade in a shimmering blue energy field. The field demolecularises any solid matter allowing the sword to easily tear through even the hardest of materials.

Note that the AP rating for Power Swords is variable and is calculated based upon the Strength of the weapon.

Parry: Fighters with swords are able to parry as described in the game rules.

SHOCK MAUL

Shock mauls are used by Arbitrators and Enforcers, the uniformed guardians of Imperial justice.

Arbitrators are almost never seen in the Underhive. Their duties go beyond the laws of individual planets, and their concerns rarely interfere with planetary government except on the very highest level. Nonetheless, shock mauls can sometimes reach the Underhive where they make a prestigious alternative to the power sword. The maul contains an adjustable energy generator that can produce a powerful electrical discharge. This allows the user to bash a hole through a wall or conveniently stun a victim.

Out of Action: A fighter who goes down to a blow from a shock maul will go out of action automatically, even in multiple combats where this would not normally be the case.

POWER AXE

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator. Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

Note that the AP rating for Power Axes is variable and is calculated based upon the Strength of the weapon.

Dual-handed: A power axe can be wielded in one hand using the profile above. Alternatively you can choose to wield a power axe with both hands, in which case it receives a further +1 Strength bonus.

PISTOLS

Pistols are small hand-held weapons that are especially useful for close ranged fighting and hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.

AUTOPISTOL

The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the Hive City and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale. Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

STUB GUN

The stubber or slugger is a primitive hand gun which fires solid bullets. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly

reliable. The quality and appearance of individual weapons varies a great deal.

Dum-dum Bullets: A stub gun can be loaded with dum-dum bullets. A supply of these powerful handmade bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3). However, a stub gun firing dum-dums must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.

Dum-dum bullets follow the usual ammo rules as explained in the Ammunition & Gunsights section.

BOLTPISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the Hive City, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive.

For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage. More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress rivals.

LASPISTOL

Laser weapons are manufactured in vast quantities in the factories of the Hive

City and are exported to the armed forces of the Imperium throughout the galaxy.

Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

NEEDLE PISTOL

The needle pistol or needler is a complex laserpowered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler is a rare and expensive weapon in the Underhive. Its chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome

Toxic Dart: No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If a needle pistol hits an unliving target, such as a water still, then a normal to wound roll must

be made using the Strength shown in the profile.

Injuries: A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

1 No Effect: The toxin has no effect or wears off.

2-4 Comatose: The target is knocked comatose and falls to the ground. The model counts as Knocked Down.

5-6 Out of Action: The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game.

Remove the model as you would any other that was out of action.

If a needle pistol hits a model that is already Knocked Down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.

PLASMA PISTOL

Plasma weapons fire energy shells of bright glowing plasma matter in a super-heated energised state.

When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Energy Levels: You can choose to shoot the plasma pistol on a low energy setting or maximum power.

The profiles for each setting are different. If you shoot the plasma pistol on maximum power then after all shots with the gun have been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions. Note a plasma pistol cannot be fired on maximum power during hand-to-hand combat.

GETS HOT

1-2 Critical: The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.

3-4 Overheat: The weapon cannot be fired again for a full turn as it needs to cool down.

5-6 Stable: The weapon remains stable and can be fired again as normal next turn.

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, is a common sight in the Hive City. It's used by enforcers or the Houses' **security forces to suppress** crowds and take captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing them from making the slightest move. A victim who struggles too hard may be strangled or crushed by the constricting mesh. Web pistols are bulky with a coned nozzle and a distinctive canister containing the web chemical. Although easily available uphive, both the weapon and its chemical ammo are hard to get hold of by Underhive traders.

Template: The **web pistol's** shot is represented by the flamer template. This

is used as described in the Shooting section. However, due to the web pistol's limited ammo, any models partially covered by the template are not hit at all.

Webbed Targets: Once a web pistol has hit its target the victim is automatically enmeshed - there is no roll for wounds and no armour saving throw is allowed. This also applies in hand-to-hand combat, any extra hits that must be allocated to the pistol are wasted.

A webbed target cannot move or do anything else other than attempt to struggle free at the start of his turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the **model's** Strength.

If the total is 9 or more the victim frees himself but may not do anything for the rest of the turn. If the total is less than 9 then he automatically suffers 1 wound, though an armour save can be attempted. If a webbed model is involved in hand-to-hand combat then treat him as if he was Knocked Down. Friendly fighters in base contact with a webbed model at the start of their turn can help cut away the steely webbing. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the D6 roll.

Web Solvent: All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol can automatically free a webbed fighter at the start of the turn if he is in base contact and doesn't do anything else that turn. However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

Capture: If a fighter equipped with a web pistol takes an enemy model out of action in hand-to-hand combat then he will be automatically captured on a roll of 4+. Models captured in this way do not have to make a roll on the Serious Injuries chart. Note this rule only applies so long as the web pistol has not ran out of ammo.

HAND FLAMER

Amongst the Underhive gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel so hand flamers often run out of ammo. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded. Nevertheless, the hand flamer is a very dangerous weapon that spreads a sheet of flame over a short distance which allows it to claim several victims with a single shot.

Flamer: The hand flamer's shot is represented by the flamer template. This is used as described in the Shooting section. However, due to the hand flamer's limited ammo, any models partially covered by the template are not hit at all.

Ammo Roll: The hand flamer must take an Ammo roll each time it fires, except during hand-to-hand combat.

Catch Fire: Any models hit by a hand flamer catch fire on a roll of 5+. Note the hand flamer cannot set hand-to-hand combat opponents on fire.

Flame weapons disregard any cover modifiers for hitting the target - the

gouts of flame ignore any intervening terrain and can catch concealed targets as if they were in the open. In addition, roll a dice for any other models in base contact with the target model. Any such models are hit on a 4+, in a similar way to blast weapons. Resolve hits as normal.

BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or submachine gun. These comprise some of the most common and effective weapons available to the Underhive fighters. They typically are typically more powerful or cause more damage than their smaller pistol equivalents. This is offset by often being more difficult to maintain and therefore have a lower (worse) ammo roll.

AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

The majority of autoguns are made in the factories of Hive City and traded down through the hive. But some crude but effective versions are also made in the ramshackle Underhive workshops. Ammo, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have plenty of guns and ammunition for sale.

LASGUN

Laser weapons are manufactured in vast quantities in the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Lasguns are traded in Underhive settlements and the Guilders bring shipments from the factories above. Power packs come from the same source and some are made locally. Supplies of

parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the Lasgun over more powerful weapons for these very reasons.

BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.

Bolt weapons fire a self-propelled armour-penetrating mass-reactive explosive missile called a bolt. Even bolts are expensive to make and cannot be easily fabricated in the Underhive. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed.

Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit.

HUNTING RIFLE

The bolt action hunting rifle is designed to accurately deliver bullets over extreme ranges. Due to the claustrophobic and ruinous nature of the Underhive domes, hunting rifles aren't especially popular with the gangs that live there. But they have garnered niche markets among hivers excelling in long ranged combat and in particular open areas of the Badzones, such as the Ash Flat Wastes.

Critical Shot: If a fighter shooting a hunting rifle remained stationary that turn and rolled a To Wound score of 6, then that wound will inflict D3 Damage.

SHOTGUN

A shotgun is a simple low velocity weapon which any Underhive workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith.

Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells. There are several recognised types, each tailored to a particular type of shot or range. The ingenuity of the Underhive gunsmiths is quite remarkable in this respect.

Ammo: A variety of shell types are available and their different effects are summarised on the profile. Each type has its advantages. Some are effective but expensive and often unreliable. Shotgun ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.

MANSTOPPER SHELL

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate

over longer ranges. However, it is more expensive than an ordinary solid shot.

SCATTER SHOT

This is a cartridge filled with lots of small pellets which is very useful for blasting enemies out of cover. The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot, disregard any cover modifiers for hitting the target - the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open. In addition, roll a dice for any other models in base contact with the target model. Any such models are hit on a 4+, in a similar way to blast weapons. Resolve hits as normal.

HOT SHOT SHELL

This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit by a hot shot shell then he will catch fire on a roll of 5+.

SPECIAL WEAPONS

Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are expensive and technically sophisticated weapons which require above average care and skill to use. For this reason not everyone can use such a weapon and they are mostly carried by heavies or gang leaders.

FLAMER

The flamer fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A canister contains little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove

useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Ammo Roll: The hand flamer must take an Ammo roll each time it fires, except during hand-to-hand combat.

Flamer: The flamer's shot is represented by the flamer template. This is used as described in the Shooting section.

Catch Fire: Any models hit by a flamer catch fire on a roll of 4+.

Cover: Flame weapons disregard any cover modifiers for hitting the target - the gouts of flame ignore any intervening terrain and can catch concealed targets as if they were in the open. In addition, roll a dice for any other models in base contact with the target model. Any such models are hit on a 4+, in a similar way to blast weapons. Resolve hits as normal.

GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing grenades by a compressed gas charge. The most common grenades are explosive frag grenades and implosive Krak grenades which are designed for cracking open tough and well armoured targets.

These grenades are often home-made affairs, simple devices manufactured in the Underhive itself. The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter using a high pressure source to fill its internal tank.

Ammo: Grenades need to be specially modified in order for them to be fired from a launcher, so they must be allocated their own supply of grenades. Grenades allocated to the launcher cannot be thrown during a game. Likewise, grenades not allocated to the launcher cannot be fired from it. Grenade ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.

Grenades can be easily modified by the gang so you can freely choose whether a supply of grenades is allocated to the launcher or not after each game.

AUTOSLUGGER

An Autoslugger is a crude weapon assembled in the Underhive workshops and rarely seen Uphive. Their design widely varies and often incorporate cannibalised parts from other guns, but they all share the same purpose, to rapidly fire a hail of bullets. They are simple weapons and cheap to maintain so have become popular with the Underhive gangs, especially amongst outlaws who find it difficult to find, afford and maintain the more powerful heavy weapons.

MELTAGUN

The Meltagun is also known as the Melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, and eventually vaporising the target. A Meltagun can melt Plasteel and its effect upon living tissue is horrible indeed.

The weapon itself makes no noise when fired. However, the passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss which becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

Short Range: The Meltagun is a devastating weapon however it only has

a limited reach before its effectiveness dissipates. A Meltagun uses the same rules as pistols and grenades when **fighting on boards of 6'x4' or larger.**

NEEDLE RIFLE

The needle rifle is a **sniper's** weapon and for this reason it is often referred to as a needle sniper rifle. It is a complex laser powered device and relatively rare in the Underhive. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The Needler's chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

Toxic Dart: No wound roll is required when shooting a Needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. Note this only applies against living targets. If a needle rifle hits an unliving target, such as a water still, then a normal to wound roll must be made using the Strength shown in the profile.

Injuries: A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6 RESULT

- 1 No Effect: The toxin has no effect or wears off.
- 2-4 Comatose: The target is knocked comatose and falls to the ground. The model counts as down except he cannot move.
- 5-6 Out of Action: The target slumps lifelessly to the ground. He may be dead

or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a needle rifle hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

Silent: This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion.

Plasma weapons are extremely effective and very dangerous weapons, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible which has slightly reduced effectiveness.

Sustained Fire: 1 dice. Note that sustained fire can only be used when shooting on maximum power.

Energy Levels: You can choose to shoot the plasma gun on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma gun on maximum power then after all shots with the gun have been resolved that turn you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.

Gets Hot

1-2 Critical: The weapon vents super-heated gases that inflict a D3 Strength

hit against the user. The weapon also cannot be fired again for a full turn.

3-4 Overheat: The weapon cannot be fired again for a full turn as it needs to cool down.

5-6 Stable: The weapon remains stable and can be fired again as normal next turn.

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons. These individuals are known as "heavies" on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.

Special Rules: All of the heavy weapons described below are weighty, cumbersome affairs which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic tool kit all add to the weight a heavy must bear. Because of this, a fighter cannot fire a heavy weapon if he moved during his movement phase. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

AUTOCANNON

The autocannon is a heavy automatic weapon – a larger and more powerful version of the Autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult and energy sapping weapon to use. It is also extremely

effective, and one of the most popular heavy weapons.

HEAVY PLASMA GUN

The heavy plasma gun, or sun gun, fires energy shells of bright glowing plasma matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing the weapon on a low energy discharge.

Energy Levels: You can choose to shoot the heavy plasma gun on a low energy setting or maximum power. If shot on maximum power then after the shot has been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.

Gets Hot

- 1-2 Critical: The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 Overheat: The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 Stable: The weapon remains stable and can be fired again as normal next turn.

Sustained Fire: 2 dice.

Firing on Maximum Power: Blast/Gas Cloud: A heavy plasma gunshot envelops an entire area in a searing discharge so uses the blast template. If it is fired on maximum power then it uses the gas cloud template instead.

HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the

heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often **known as the “back breaker”** by those who carry them. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation.

Only very experienced and relatively wealthy fighters can afford to own and use a heavy bolter. The constant and demanding maintenance routine also makes it an unwise choice for a novice. For those who **know what they’re** doing it is a prestigious weapon carried by the most dangerous of fighters.

LASCANNON

The Lascannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the Hive City for the armed forces of the Imperium. Examples find their way into the hands of gang fighters, though the Guilders are reluctant to trade such powerful weaponry into the anarchic Underhive.

The Lascannon fires a powerful energy burst, a single mighty blast of energy that can burn up a target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, its massive energy discharge is reckoned unnecessarily potent in the cramped Underhive where targets are generally living men. As a result it is not highly favoured, most fighters preferring something which spreads its shots over a wide area or fires rapidly.

Terrifying Force: The effects of a Lascannon blast on a living target are horrifying to behold. Usually if a ganger goes down or out of action then friendly fighters within 2" must take a nerve test, however, this range is extended to 6" when struck by a Lascannon.

HEAVY STUBBER

This heavy and old-fashioned weapon is affectionately known as the “big stubber”. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the Underhive can turn out weapons like this quite easily, all slightly different in design but basically the same in terms of their effect. It is a simple weapon to maintain and relatively cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many an Underhive fighter.

HEAVY FLAMER

The heavy flamer fires a concentrated tide of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within pressurised canisters carried in a backpack which contains enough fuel for several shots. The heavy flamer spreads a sheet of flame over a short distance.

At this range it is impossible to miss and multiple victims can be claimed with a single shot.

Move and Fire: Unlike other heavy weapons the heavy flamer has no recoil and requires little aiming, so a fighter can move and fire it just like a normal gun.

Flamer: The heavy flamer’s shot is represented by the flamer template. However, the sheer intensity of the heavy flamer’s breath means any models partially covered by the template are also automatically hit.

Ammo Roll: The heavy flamer is required to take an Ammo roll each and every time it fires.

Catch Fire: Any models hit by a heavy flamer catch fire on a roll of 3+.

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility, and those who can afford the exorbitant costs of maintenance and ammunition often choose to carry a missile launcher. Not all launchers are identical but most are similar, deriving from the armaments factories of the Hive City rather than individual workshops in the Underhive. A few Underhive gunsmiths will adapt or modify missile launchers, but this requires considerable skill. Powered missiles are fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

Ammo: Missile ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.

Super Krak Missile

This missile contains a powerful implosive charge designed to crack open heavy armoured targets.

Frag Missile

This missile scatters shrapnel over a wide area making it ideal for scything down groups of exposed fighters.

Gas Cloud: A frag missile spills its explosive contents over a large area, and so uses the gas cloud template.

GRENADES

Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade available in the Underhive, including strange and unreliable devices concocted by the Underhive fighters themselves, but the most common by far are Frag and Krak grenades.

Whatever type of grenade you carry, a grenade throw counts as a “shot” in the shooting phase, so a fighter can shoot a gun or throw a grenade, but not both.

For the rules on grenades see the Shooting section of the main rules.

When you equip a fighter with grenades he is assumed to carry enough actual grenades to last the entire encounter. His supply of grenades will automatically run out if an Ammo roll is required, i.e. the Ammo roll is auto for all grenades.

DEMO-CHARGE

A large, unwieldy bomb developed for the Imperial Guard. Demo Charges are unwieldy to throw and are -1 to hit, possess the High Impact and Blast attributes, and may be used for Demolition. Due to their inherent danger, Demo Charges are Exotic weapons.

FIRE BOMB

The preferred weapon of rioters and recidivists, a fire bomb is a simple canister filled with flammable liquid which explodes into a fireball when it strikes. Fire Bombs have the Blast and victims may catch fire, as if hit with a hand flamer.

FRAG GRENADES

A Frag grenade contains an explosive charge as well as a casing which is designed to fragment into deadly shrapnel. It is a common weapon, easy to make and effective in use. Frag grenades are often home-made in Underhive workshops or by the gang fighters themselves.

Gas Cloud: As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the gas cloud template.

KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. Although a Krak grenade can easily kill a man, its contained blast makes it less useful than Frag grenades for Underhive fighting. However, it is very effective at destroying hard targets, building structures, and for blasting into defended holes.

-1 to Hit: A krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a krak grenade than with other grenades and a -1 to hit penalty is imposed when throwing one. Note this penalty doesn't apply to krak grenades fired from a grenade launcher.

Demolition: The krak grenade can be affixed to any stationary structure as explained in the Attacking Terrain part of the Advanced Rules section. Note krak grenades allocated to a grenade launcher cannot be used in this way.

MELTA BOMBS

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is localised in effect, so the weapon is little use in conventional fighting, its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

Demolition Only: The melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead it may be affixed to any stationary structure as explained in the Attacking Terrain part of the Advanced Rules section.

GAS GRENADES

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the Hive City, others are fabricated by cunning armourers in the Underhive itself. All of these weapons are rare and somewhat specialised in nature, so they are not commonly used by gang fighters. The different effects of the various gas grenades are discussed below.

When you throw a gas grenade choose your target and work out where the grenade hits. Place a gas cloud marker, or a patch of cotton wool, to represent the gas. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more, exactly as for ordinary weapons. Fighters hit by gas are not pinned as a result. In other **words, although "hit"** the targets are not actually struck or **hurt so the hit doesn't** count in quite the same way as a regular weapon hit.

Any model hit by gas must take a Toughness test. If the test is passed then they are unaffected by the gas. If the test is failed then they cannot do anything except as described below. A model that is not already affected by the gas must make this roll if it finds itself within the gas cloud at the start of its turn. Fighters can move into a gas cloud but must test to see if they are affected as soon as they enter it and are 'hit' following the usual template rules.

Gas clouds can last for several turns, or slowly disperse or drift away altogether. Test at the **beginning of both players' turns**. At the start of each turn roll a D6. Note if a cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models "hit" by the gas as it drifts.

1-2: The cloud shrinks to a blast template in size. If the cloud has already

been shrunk then it dissipates with no further effect.

3-5: The cloud remains where it is.

6: The gas cloud drifts D6" in a random direction.

Models will be hit by the moving cloud following the usual template rules. If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.

CHOKE

Fighters affected by Choke fall to the floor and are helpless whilst they remain in the cloud. Models can crawl 2" and attempt to leave the cloud, but they cannot shoot or do anything else if within the cloud at the start of their turn. Affected models in hand-to-hand combat are treated as down so may be taken out of action. Once they have crawled free of the gas or it has dispersed they recover by the end of the turn.

HALLUCINOGEN

Fighters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. If an affected model is within the gas cloud at the start of his turn roll a D6 and consult the chart below. Note if a hallucinogen cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all **models** "hit" by the gas as it drifts. If a model fails the original Toughness test when struck by the grenade then he's automatically affected by the gas at the start of the turn.

1: Resist! Wild and dizzying visions spin before the **victim's** eyes as he battles to overcome his inner madness. The model must take a Leadership test.

If passed the victim resists the visions and is unaffected. If failed, roll again on this chart.

2: **They're Crawling All Over Me!** The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.

3: **Over There!** The victim is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim doesn't move this turn but must blast off a random weapon once in a random direction. The nearest model, friend or foe that lies in the 90 degree arc becomes the shot's target.

If there is no eligible target then roll a dice anyway to see if an Ammo roll is required.

4: **Run For It!** The victim is overcome with terror, his eyes widen and he starts to dribble and gibber.

The model is automatically broken, just as if he had failed a nerve test.

5: **Traitors!** The victim becomes convinced his fellow fighters are out to get him and that the whole thing is a set-up. The victim doesn't move this turn but pivots to shoot at the nearest friend that he can draw a line of sight to. He shoots with the highest Strength weapon that is within range and if he can shoot multiple times then he will try to hit as many different friendly fighters as many times as possible starting with the nearest.

6: **Errrr...** The victim lapses into a mindless slackjawed state for the remainder of the game.

The fighter is immediately taken out of action but is automatically assumed to roll a Full Recovery result on the Serious Injuries chart.

PHOTON FLASH FLARES

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as Targeters.

Use: Throw the grenade and place the template as normal. Models hit by the flash may be affected as described below, however, fighters hit by a flash are not pinned. In other words, **although** "hit" the targets are not actually **struck or hurt so the hit doesn't** count the same as a regular weapon hit. Each model hit by a photon flare must take an Initiative test.

If the fighter passes the Initiative test then he is merely dazzled until the end of his turn, counting his WS and BS as 1. Otherwise the fighter is unharmed.

Any models that fail the Initiative test are blinded. Blinded fighters are unable to see so cannot do anything except stagger around in a haphazard manner. If they do decide to move then they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.

A model who is blinded remains blinded, but can test at the end of each of his turns to recover his sight.

Roll a D6.

On the score of a 5 or 6 the model recovers but remains dazzled until the end of his next turn.

PLASMA GRENADES

Plasma is a dangerous and unstable matter in a highly energised state. When a Plasma grenade explodes it creates a plasma ball like a miniature sun.

Use: Throw the grenade as normal and when you have established where it lands place a blast template on the spot. Work out damage on the targets within the plasma ball in the usual way. Once casualties have been determined do not remove the marker as you normally would but leave it in place. The area indicated is undergoing a matter energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns. Test at the beginning of each **player's** turn. At the start of each turn roll a D6.

1-3: The plasma ball collapses in upon itself and disappears causing no further damage.

4-5: The plasma ball remains in place. Any fighters that move into the ball or end the turn in contact with it are hit following the usual template rules.

6: The plasma ball expands to a gas cloud template size before collapsing in upon itself. Any models that come into contact with it are hit following the usual template rules. Any models that started the turn inside the ball also suffer a hit.

Because of the nature of the shining plasma ball it's not possible to see or to shoot through it. The height of the plasma ball is assumed to be 2".

SCARE

A fighter affected by scare gas is sent into a mindless panic and is immediately broken, just as if he had failed a nerve test. The effect of the gas wears off once he manages to recover his nerve.

SMOKE BOMBS

A Smoke grenade or smoke bomb releases a cloud of oily smoke that is impossible to see through without special visual devices such as bionic eyes.

When you throw a Smoke grenade you must aim at a specific point of ground. Work out where the grenade lands and place a gas cloud template to show the extent of the smoke cloud. You can use a patch of cotton wool to represent this if you like. The height of the cloud is assumed to be 2".

Models cannot see through smoke unless equipped to do so, and therefore cannot fire through it. Models within a smoke cloud can see nothing so cannot do anything except attempt to move out of the cloud in their movement phase. Models moving within a cloud always move in a random direction (established using the Scatter dice) and at half speed.

A smoke cloud can last for several turns, slowly disperse or drift away altogether. At the beginning of both players' every turn, roll a D6.

1-2: The cloud shrinks to a blast template in size. If the cloud has already been shrunk then it dissipates with no further effect.

3-5: The cloud remains where it is.

6: The smoke cloud drifts D6" in a random direction established using a Scatter dice. If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.

TOX BOMB

The standard grenade rules apply for throwing a tox bomb. Any models at least partially caught under the gas cloud template will be hit on a D6 roll of 4+, or 6 if they are wearing a

respirator (filter plugs alone won't help), suffering a Strength 4 hit with no armor save allowed. Leave the tox marker in place for the rest of the game. Anyone who subsequently moves within range may be hit as above.

Once Per Fight: A fighter can only carry a single tox bomb each game so once thrown cannot throw another.

Tox bombs are still replenished after each fight just like normal grenades.

ARMOUR

The armed forces of the far future make use of advanced powered armoured suits and energy fields which are necessary to protect them against the awesome weaponry used on the battlefields of the 41st millennium. Armour is much less useful in the depths of the Underhive. Its bulk hinders movement amongst the tangled ruins and its cost is beyond the reach of most gangs. Although advanced armour is sometimes traded, by far the most common forms of protection are the simpler types of armour.

Special Rules: Unless otherwise stated a fighter can only wear one suit of armour at a time.

Special: Armor comes in two forms: regular and Enclosed. Enclosed armor is more expensive; however it fully protects the user from environmental dangers. As such, enclosed armor is considered to incorporate both a respirator and photo-contacts/visor.

CAMELEOLINE

Cameleoline is a special type of fabric or coating used to blend the wearer more naturally into their environment.

Cameleoline may be taken by itself (which represents its inclusion into the **wearer's clothing**) or **with armor** (representing its coating onto the **armor's surface**). **Cameleoline gives the wearers an additional -1 cover save from shooting attacks** (i.e. partial cover would be -2, etc.). If the owner does not have a save cover, then it is useless.

CARAPACE ARMOUR

Carapace armor is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good

protection from low-powered weaponry but are rather heavy.

Armor Save: A fighter wearing carapace armor receives a 4+ armor saving throw.

Initiative: Because of its cumbersome weight a fighter wearing carapace armor suffers a -1 Initiative characteristic penalty.

CONVERSION FIELD

A conversion field works by taking incoming kinetic energy, converting it into potential energy (hence the name), and then releasing that energy in the form of light. The Rosarius used by many members of the Ecclesiarchy incorporates a conversion field. A conversion field grants lowers the strength of all incoming Shooting attacks by 2. If the wearer is successfully hit by a weapon of Strength 5 or higher, treat the field as a photon flash grenade attack, centered on the equipped model. This has no effect on the wearer. Note a force field offers no protection against hits struck in hand-to-hand combat.

DISPLACER FIELD

A rare and little understood device, a displacer field is similar to a refractor field however, if the field senses any failure, it will attempt to teleport the wearer several feet out of danger. Although, such sudden random displacement may have unintended **consequences...**

A displacer field lowers the strength of all incoming Shooting attacks by 3 and is considered Exotic.

Any weapon which scores 2 or more successive hits (usually via Sustained Fire) and/or with the High Impact attribute which is hits the wearer, may cause the displacer to activate. Roll a D3 and Scatter Dice. The model is immediately moved that many inches in

the direction indicated. If this causes the model to not be placed on a horizontal surface, it suffers from Falling. If this places the model in impassable terrain or another model, it immediately suffers an automatic wound with no save possible. If the model is lucky enough to survive, **place it within 1” of its original destination.**

FLAK ARMOUR

Flak armor is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

Armor Save: A fighter wearing flak armor has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

FORCE FIELD

Force fields are the simplest and most common form of protective energy shield used throughout the Imperium. Nevertheless, personal force fields are expensive and rare in the Underhive, only gangs with the right connections can ever hope to own one.

All ranged attacks made against a fighter protected by a force field suffer a -1 penalty to their Strength and Save Modifier. Note a force field offers no protection against hits struck in hand-to-hand combat.

GHOSTHELM

A Ghosthelm is a psychically attuned helmet worn by Eldar psykers to boost their powers and protect them from the predations of the Warp. A Ghosthelm allows the wearer to reroll one Perils of The Warp result or Psychic power per scenario. A Ghosthelm is an Eldar weapon and is considered Exotic to all non Eldar races.

A Ghosthelm grants the wearer the Focus power attribute.

HEXAGRAMMIC WARDS

Hexagrammic Wards are the catchall term applied to etchings, incantations, or physical systems which protect the user from psychic powers, sorcery, and other Warpcraft. The ability to apply a ward is a largely forbidden lore within the Imperium as is considered Exotic to Humans. Hexagrammic Wards confer no saves against normal attacks. However, all direct attacks from Psychic/Wyrd powers, Force weapons, and Warp **Creatures receive a special 4+ "Armor Save"**. If this test is passed, the power or attack is negated.

HOLD-FIELD

A field of Eldar manufacture, this field places several holograms of the wearer around it, whenever the user moves rapidly.

A holo-field wearer is always considered to be in Partial Cover (1 to hit), if the wearer is in partial cover already it counts as being in Full Cover (2 to hit). Models shooting at the wearer from Overwatch suffer 2 to hit, rather than the normal 1 modifier. A Holo-Field is considered an Eldar weapon.

KUSTOM FORCE FIELD

It is a strange array of energy-based shields utilized by the technologically-minded Orks known as Mekboyz. A Kustom Force Field lowers the strength of all incoming Shooting

attacks against the user, and all Orkoid **models within 3"**, by -2. A KFF is only usable by Ork models and only 1 may be included in a warband.

MESH ARMOUR

Mesh armor is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

Armor Save: A fighter wearing mesh armor receives a 5+ armor saving throw.

POWER ARMOR

Power armor is a set of full-body protective armors, which are servo-assisted and grant the wearer greater power. In many cases, a neural interface is included so the wearer does not suffer any lag-time between the controls and **the armor's movement and fighting** actions.

Armor Save: A fighter wearing power armor receives a 3+ armor saving throw. However, if the wearer is below Strength 5, it suffers -1 Initiative (Astartes and models equipped with an MIU ignore this penalty).

REFRACTOR FIELD

A refractor field works by dispersing the energy of incoming attacks throughout the field. A refractor lowers the strength of all incoming Shooting attacks by -1 and, as it glows slightly, the wearer cannot hide.

AMMUNITION

This section covers special types of gun ammunition and advanced gunsights which are rare and highly sought after in the depths of the Underhive.

Special Rules: Alternate ammo and sights are specific to individual guns so you must note down which weapon it's for. A weapon can be fitted with any number of sights, but a fighter can only benefit from using one sight. Before taking a shot you must declare which sight and ammo type the model is using. You can decide not to use a sight, which can be useful to avoid the target spotting the dot from a laser sight. If a gun is bought alternate ammo then the fighter will still also have a supply of regular ammo. If a model can make multiple ranged attacks in the same turn then it must use the same weapon combination for all shots.

BOLT SHELLS / SHOTGUN

This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental.

DUM-DUM BULLETS / PISTOLS

A stub gun can be loaded with dum-dum bullets. A supply of these powerful hand-made bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3). However, a stub gun firing dum-dums must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1. Dum-dum bullets follow the usual ammo rules as explained in the Ammunition & Gunsights section.

EXECUTIONER SHELL / SHOTGUN

Executioner shells are Exotic shells. They contain a small amount of propellant and a tiny guidance chip

which locks onto the target. If a shot with an Executioner misses, the firing model may re-roll the to hit roll once.

FRAG MISSILES / MISSILE LAUNCHER

This missile scatters shrapnel over a wide area making it ideal for scything down groups of exposed fighters.

HELLFIRE BOLTS/ BOLT WEAPONS

The core of hellfire bolts contains highly corrosive acids that inflict horrendous wounds on unprotected flesh.

Poorly maintained hellfire bolts are notoriously explosive as any leaking acid **can eat away at the bolt weapon's innards.**

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts D3 Damage. However, a gun firing hellfire bolts must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.

HOTSHOT LASER POWER PACK

The hotshot pack uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater.

A laspistol or lasgun firing hotshot packs receive a +1 Strength bonus. In addition, if the target is hit then he will catch fire on a roll of 6+. However, the **weapon's** Ammo roll is reduced to 5+ if a hotshot pack is fired.

HOTSHOT SHELL / SHOTGUN

Hot Shot shells are loaded with a small promethium charge. Models hit by a Hot Shot shell may Catch Fire, as if hit by a Hand Flamer.(5+)

INFERNO BOLTS/ BOLT WEAPONS

INFERNO Bolts are loaded with a small promethium charge. Models hit by an inferno bolt may Catch Fire, as if hit by a Hand Flamer (5+)

KRAK MISSILES / MISSILE LAUNCHER

This missile contains a powerful implosive charge designed to crack open heavy armored targets.

KRAKEN BOLTS / BOLT WEAPONS

A Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant. They add +1 Strength and -2 Armor save modifier.

MANSTOPPER SHELLS / SHOTGUN

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate over longer ranges. However, it is more expensive than an ordinary solid shot.

METAL STORM BOLTS / BOLT WEAPONS

Metal storm bolts explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. Shot done with such ammo always test for Stray Shots.

OVERCHARGE CELL / LASER WEAPONS

Overcharge Cells negate any to hit penalties suffered by the weapon they are attached to, it adds +1 Strength and -1 Armor save modifier.

PLASMA MISSILE / MISSILE LAUNCHER

This missile scatters plasma over a wide area making it ideal for scything down groups of exposed fighters.

PSYCANNON BOLTS

Psycannon bolts are psychically charged Bolts which negate the powers of Warp creatures and other followers of Chaos. They add +1 Strength. Warp Creatures do not receive their 4+ save against Psycannon Bolts.

GUNSIGHTS

INFRA-RED SIGHT

An infra-red sight is calibrated to register infra-red rather than visible light. The enhanced image appears in the scope and makes it easier to pick out concealed targets behind cover. The sight works effectively from a stable platform but offers no benefit to a shooter whose own movement disrupts the sensor's image.

An infra-red sight can be fitted to a basic weapon. A stationary fighter using a weapon with an infra-red sight reduces the to-hit penalty when shooting at a model in cover by 1. So, partial cover is ignored and cover counts as -1. The fighter is also immune to the effects of smoke clouds when shooting.

RED-DOT LASER SIGHT

This sight shines a continuous low-powered red laser beam, placing a red dot wherever it's aimed. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

A red-dot sight can be fitted to either a pistol, basic weapon or special weapon. A fighter using a weapon with a red-dot sight receives a +1 to hit bonus.

A fighter hit by a weapon with a red-dot sight stands a chance of spotting the red dot and ducking aside. If the shooter is within the vision arc of the target then he receives a 6+ special save. If the target is a sentry and spots the dot then the alarm will also be raised.

MONO-SIGHT

A mono-sight is an optical sensor worn over one eye, attached to the fighter's weapon by a power link. The fighter sees an enhanced image and superimposed targeting reticule with its crosshairs clearly showing where his shot will land. The high resolution of

the image makes this sight useful only from a stable platform, it is of no advantage to a moving shooter.

A mono-sight can be fitted to either a basic, special or heavy weapon. A stationary fighter using a weapon with a mono-sight receives a +1 to hit bonus.

TELESCOPIC SIGHT

A telescopic sight is a simple optical aid to accuracy. The sight can be fitted to most rifle type weapons to increase the shooter's **chances of scoring a hit** at extreme range. It requires concentration to use and is only a benefit to shooters who stop and aim carefully.

A telescopic sight may only be fitted to a basic weapon. A stationary fighter using a weapon with a telescopic sight receives a +1 to hit bonus. This bonus may stack with others unless otherwise explicitly stated.

BIONICS

The Underhive presents a weird mixture of advanced technology and primitive technical improvisation.

Conditions are rough and ready in the settlements, and those who live there are used to making compromises.

To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price.

- **Special: Bionics may be selected upon recruitment or to replace a damaged limb or other body part if the model suffers such from the Serious Injuries chart (i.e. a bionic eye may replace a blinded eye, etc.).** If used as a replacement, it cancels out the negative modifiers for that body part. Bionics may be damaged just as a body part can. If this happens, any positive effects provided by the bionic in question are cancelled and, if not replaced with another bionic, the model is affected **just as if it was their normal “organic” body part.** Once implanted, bionics may not be removed and transferred to another model.

BIONIC INJURY

If a model suffers a serious injury to an area replaced with a bionic arm, eye, chest or leg then, roll a D6. On a roll of 4+ the bionic is repaired and the fighter suffers no lasting injury. On a roll of 1-3 the bionic is damaged and the fighter suffers from the serious injury following the usual rules.

BIONIC EYE

A bionic eye's photosensitive cells offer protection against photon flash flares

and enable the fighter to see in darkness and through smoke. A fighter that is Partially Blinded can be implanted with a bionic eye, in which case all serious injuries to a chosen eye are struck from the gang roster. A fighter implanted with a bionic eye counts as wearing a photo-visor and infra-red goggles. The model is also unaffected by smoke clouds, though any shots through the cloud suffer a -1 to hit penalty.

BIONIC LEG

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack. A fighter suffering from a Leg Wound can be implanted with a bionic leg, in which case all Leg Wounds that a chosen leg suffers from are struck from the gang roster. A fighter implanted with a bionic leg gains +1 to his Attacks characteristic in hand-to-hand combat. In addition, if the fighter attempted to jump down from a ledge and the Initiative test is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue his move, just as if the Initiative test was passed.

BIONIC ARM

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm. A fighter suffering from an Arm Wound or Hand Injury can be implanted with a bionic arm, in which case all Arm Wounds and Hand Injuries that a chosen arm suffers from are struck from the gang roster.

A fighter implanted with a bionic arm receives a +2 Strength bonus when using that arm. He also receives a +2 Initiative bonus during hand-to-hand combat or when testing to see if the fighter falls off a ledge.

BIONIC CHEST

A bionic chest is a toughened membrane that sheathes the sternum and frontal rib cage. The material absorbs impact trauma and spreads the energy throughout the membrane thus reducing the chance of penetration. A fighter suffering from a Chest Wound can be implanted with a bionic chest, in which case all Chest Wounds are struck from the gang roster. A fighter implanted with a bionic chest counts as wearing a respirator and also receives a 6+ armor saving throw.

ELECTOOS

Electoos are a series of sub-dermal capacitors and wiring which turn the bearer into a living spark plug. Rare outside the Adeptus Mechanicus, Electroos are common amongst the sect known as Electro-Priests who use these implants to provide power to machinery. They can also be used in close combat as a form of shock weapon, deadly to most foes, armored or not. Models with Electroos are considered armed with a Medi-pack when attempting to repair Constructs hit by EMP or haywire grenades. Additionally, the bearer may use the Electroos in HtH combat. If doing so, the player must declare the model is using Electroos before charging or before being charged. The model may then not use any other HtH or Pistol weapons. However, the model counts as being armed with 2 HtH weapons, adds +1 Strength to its attacks, and its Attacks have the Shock attribute.

INJECTOR RIG

This can be a crude system of syringes **linked to the user's bloodstream or an** elegant augmetic installed sub dermally. Injector Rigs are used to infuse stimulants and other drugs directly into **the user's bloodstream. An** Injector Rig allows the model to use any drug it is equipped with at any time during its turn. Additionally, **on the model's first**

Injury roll, the model may take one reroll. This may only be used on the first Injury roll a model takes. If the model chooses not to reroll the result, the rig cannot be used on any subsequent rolls.

LOBO CHIP

A lobotomy chip is implanted directly into an organic brain and effectively **anaesthetizes the user's excessive** behavior. A lobo chip will cure a fighter of psychology tests associated with any serious head injury. Once implanted, the model does not have to test for Stupidity or Frenzy and its Initiative is reduced to 1.

MIU

A Mind Impulse Unit is rarely seen outside the Adeptus Mechanicus. It is a neural uplink which allows the user to control Constructs and equipment via thought. A model with an MIU does not incur any penalties for wearing Power Armor and doubles the distance at which any selected Constructs may be controlled.

MECHADENDRITES/SERVO-ARM

Technically not a bionic replacement, Mechadendrites are long metal **'tentacles' used by Techpriests to help** repair equipment, perform sensory operations, or any number of myriad uses. A servo-arm is a crude version of the mechadendrite but is often seen mounted on the backpacks of many Astartes Techmarines.

A mechadendrite/servo-arm does not replace a limb. Only non-Construct models may select mechadendrite/ servo arms and only then if it has a MIU. No model may have more than their Toughness characteristic. Every mechadendrite/servo arm grants the following: the user is +1 Strength in HtH combat, does not suffer the encumbered modifier, and gains +1 Attack in HtH combat (ex: so a normal

human with 2 Mechadendrites would have 3 Attacks at Strength 5 in HtH combat).

SKULL CHIP

It is a small neural microchip which improves reaction time and memory. A model with a Skull Chip can reroll any Initiative based test, but must accept the second result, even if it is worse.

SHOULDER RIG

Technically not a bionic, the shoulder rig is used to mount an independent **weapon upon the wearer's shoulder**, leaving his or her hands free. Shoulder Rigs may only be used by models with an MIU. A shoulder rig may be fitted with any basic weapon, at normal cost. During the shooting phase, a model with a shoulder rig may fire the shoulder rig at any enemy model, even if firing another weapon at the same or another model, at 1 BS (in addition to any other To Hit modifiers).

MISCELLANEOUS EQUIPMENT

The Underhive merchants sell all kinds of equipment ranging from advanced gear smuggled down from Hive City, ancient archeotech devices, mystical items fashioned from the flora and fauna unique to Hive Bottom as well as simple accessories made to make Underhive life a little more bearable.

AUTO-REPAIRER

An auto-repairer is a large device kept in **the gang's** hideout or one of its workshops. The machine is used by a gang's heavy to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

If a gang has an auto-repairer then it can be used in between fights to check out **the gang's weapons**. The gang must include a Heavy to do this and you must

assign a Ganger to help him. Both fighters must not have gone out of action in the previous game and the Ganger cannot collect income from territories or search for rare trade goods.

In the next game, any weapon that fails its Ammo roll may roll a D6 and ignore the failed Ammo roll on a roll of 4, 5 or 6 regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll can still ignore it on a 4 or more.

Note that the auto-repairer is kept in the gang's territory and is not associated with any specific Heavy.

As it does not belong to a specific model its value is not included in the gang's rating. If the gang is raided in the Raid scenario then the auto-repairer is automatically destroyed if the encounter is lost.

BIO-SCANNER

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the **owner's neck**. A fighter who carries such a device improves his chances of spotting enemy intruders. A model carrying a bio-scanner will automatically spot any hidden **enemies within 16"**.

BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. The **booster's bio-sensor** is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

If a fighter wearing a bio-booster is required to roll on the injury chart then a roll of 1-3 counts as a flesh wound.

Note this only applies to injury rolls made in the recovery phase – ie, not to rolls made when initially suffering a wounding hit.

BLADE VENOM

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else. Doses of blade venom are kept in **the gang's stash and distributed before** the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to knives, Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons and Swords. Any hits inflicted by a weapon coated in blade venom gains the TOXIC Attribute.

BLINDSNAKE POUCH

The Ratskins milk venom from the albino Blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the Blindsnake is said to watch out for bad spirits and to guide its owner in the darkness. The mixture in the leather pouch is absorbed by the **fighter's** skin and enhances his natural psychic sensitivity, endowing him with a sort of rudimentary sixth sense.

A fighter who carries a Blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. The model receives a 4+ special save against overwatch shots.

BOTTLE OF WILDSNAKE

Wildsnake is rare and potent liquor brewed out in the bad zones where it

commands a price to match. A cunning leader can use the Wildsnake to instill a **bit of "Snake Courage" into their gang** by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang can reroll any failed nerve tests and Bottle rolls. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the **game is over the gang's** characteristics are returned to normal with accompanying blistering headaches.

CHARM

A charm can be anything from a lucky Aquila to a rat-bone necklace. A model with a charm can sometimes sense when danger is present. If a fighter equipped with a charm is shot at and hit from overwatch, roll a D6.

On a roll of 5+, the model avoids the shot. If the model fails, he takes damage normally.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. The fighter can still perform other actions in addition to fastening the harness, such as shoot or go onto overwatch. The harness is automatically unfastened when the model moves or enters a hand-to-hand combat.

If the model becomes pinned or goes **down within 1” of an edge then he does not have to test to fall.** The fastened harness prevents him from falling, just as if he had passed the Initiative test.

COMM-LINK/MICROBEAD

Comm-links are small personal communications devices commonly worn over an ear. Comm-links allow fighters to remain in constant contact, heightening situational awareness. Warbands equipped with comm.-links **may always use the leader’s Ld characteristic** when taking tests no matter how far away they are.

However, friendly models within line of sight of another friendly model which goes down or Out of Action, must test for breaking, even if they are **further than 2” away.**

CONCEALED BLADE

Although it is possible to hide any small blade about your person, the concealed blade is something a little different. This tiny blade is cunningly concealed in a specially designed boot heel, or inside a small bio-compartment under the **owner’s** skin. The blade is not used unless the owner is captured, in which case he can use it to try and escape.

A captured fighter can try and escape if he has a concealed blade. Roll a D6.

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| <p>1: The fighter is killed while trying to escape.</p> <p>2: The fighter is recaptured immediately.</p> <p>3: The fighter escapes but loses all his weapons and equipment to the capturing gang.</p> <p>4-6: The fighter escapes together with his weapons and equipment.</p> |
|--|

A concealed blade is only good for one escape attempt.

CONTROL COLLAR

A common misnomer for a control device and matching micro-processor inserted into the brainstem of a beast to control its actions. Beasts fitted with control collars function exactly as friendly fighters so long as they remain **within 24” of a friendly non-Beast model with a Control Collar item.** If, for any reason, the beast **moves further than 24”** away, it may do nothing else until another non-Beast model with a Control Collar **item moves within 24”.** This requires only the beast to be equipped with 1 control collar.

FILTER PLUGS

Filter plugs, or “flugs”, are simple filters which Necromundans stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic gases are constant hazards.

Flugs sieve out the worst of the pollution including most harmful substances.

A fighter wearing flugs can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

FLECTS

Flects are technically not a drug, though they function similarly. Flects are small slivers of glass which have been exposed to the Warp and, when a user looks into the glass, its mind is exposed to the **Warp.** **‘Flects are a drug and can be consumed at any time during the equipped model’s turn and its effects last until the end of the game.** **‘Flects may only be used by non-Construct**

models once per game and any subsequent drugs used have no effect.

When a model uses a 'Flects, roll on the following chart and apply the effects immediately:

1: The user's mind is blasted by the full power of the Warp. The model must roll on the Perils of the Warp chart.

2-3: The user's mind and body are improved. The model may add D3 to any characteristic. This lasts until the end of the scenario.

4: The Flect opens up the user's mind. The user permanently gains either D3 to one characteristic or one skill of their choice.

5: The Flect opens a door in the user's mind but its body revolts. The user gains one minor Wyrd power until the end of the battle and one random minor mutation for ever.

6: The Warp corrupts the user's mind. The model immediately suffers 1 wound, with no armor or field saves allowed. If the user survives, it suffers from Stupidity until the end of the battle.

Roll a 2D6 after each battle the equipped model uses a Flects, on a roll of 2 or 12 the user is driven utterly insane and is either mercifully killed by its comrades or runs screaming into the night. The model, and all its weapons and equipment, is permanently lost.

FRENZON

A combat drug typical to Penal legion units and Arco-Flagellants, Frenzon **stimulates the user's adrenaline** glands and hypothalamus, speeding up reaction time and slowing down outside actions. Frenzon is a drug and can be consumed at any time during the **equipped model's turn and its effects** last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Frenzon allows the user to immediately Frenzy. Roll a 2D6 after each battle the equipped model uses the drug; on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -2 to their Initiative and Weapon Skill

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from great heights and land softly.

A fighter wearing a grav chute takes no damage from falling. He can also use it to jump down from ledges of any height as long as he has enough movement to cover the fall.

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher.

A fighter can fire the grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. If you miss the target then it fails to grapple and is recoiled ready for the next shot. If you hit then the magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In his following movement phase the model may winch itself to the position of the marker. If the fighter elects to do this then he cannot do anything else that turn. If the fighter is forced to move before managing to winch himself, such as because he becomes broken, then the grapnel is automatically recoiled. Note the grapnel can be aimed at the edge of a level from below, thus allowing the model to scale up on to a ledge above.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism - a living

transparent blob about the size of a **man's** fist. A mature slime seeks out a living creature and positions itself on **top of the creature's head where it is** slowly absorbed through the flesh into **the host's brain. As slimes aren't** very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants **which seriously affect the host's mind** and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to **consume the host's** brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within hours the pressure of the feeding, growing baby slimes is so great **that the victim's skull cracks open and** millions of tiny Ictrotic Slimes slither out. These are only a millimeter or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by Ictrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Ictrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using ictrotic slime are considerable, even when using drugs. The efficacy and potency of antidotes

vary tremendously, especially in the dangerous, sleazy environments where these are often used.

Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Ictrotic slime that have become immune to the anti-parasite drugs.

Effect: Ictrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the ictrotic slime to reproduce successfully.

If a fighter uses the ictrotic slime, then at the start of the game roll a D6 on the table below for each of the **user's** characteristics except Wounds and Leadership.

Results:

- 1-The characteristic is unaffected.
- 2-3 Increase the characteristic by +1 points.
- 4-5 Increase the characteristic by +2 point.
- 6- Increase the characteristic by +3 points.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is never pinned by any hits.

Duration: Ictrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side-effects: Roll 2D6 at the end of the game. If the roll is a 2 the Ictrotic slime **encysted before the fighter's** comrades could remove it, he dies screaming in agony. On the plus side you get to keep his equipment and all these valuable baby ictrotic slimes are scooped up and sold on for 4D6 credits. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

INFRA-RED GOGGLES

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of enemy fighters. This enables the wearer to see foes who are hiding or partially concealed behind cover.

A fighter wearing infra-red goggles can spot hidden enemy at triple his normal distance i.e. his Initiative x3. However, the enemy model must be within the fighter's arc of sight. Sentries wearing goggles will also spot fighters in cover just as if they were in the open.

In addition, any fighters wearing goggles are immune to the effects of smoke clouds.

ISOTROPIC FUEL ROD

Isotropic fuel rods are used to provide power for almost everything in the Underhive. Rods are made uphive in the Hive City factories, and sometimes turn up as archeotech. Underhive settlers often use them to set up small out-holes in the wastes using the fuel rod to power its air-pumps, water still and generators.

If a gang has a fuel rod it can convert any one piece of territory into a

Settlement at the start of the post-game sequence. The fuel rod can be used only once and is kept in the gang's stash so its value is not included in the gang rating.

Note outlawed gangs that use a fuel rod set up an Outlaw Settlement instead. This behaves like a regular Settlement except outlaws generate the full 30 credits.

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well-being. Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A **'kalmmed' character can be led about and** will remain passive while unattended. Models without Injector Rigs may only use one type of drug per scenario.

Effect: Kalma can be used in one of two ways. Kalma can be ingested by a downed fighter to alleviate pain, or it can be fed to a captured fighter if a rescue attempt is made.

If a down fighter consumes kalma then **when he's required to roll on the Injury** chart the Flesh Wound bracket is increased to 1-3. However, once the effects of the kalma have worn off the sudden overload of pain **means he's** automatically taken out of action.

If the kalma is fed to a captive then he is treated in the same way as a down model throughout the scenario (i.e. they are placed face down and can only move **2" per turn**), **though they don't make** recovery rolls.

In either case, the sedative effects of the kalma means that a fighter which consumes it has his Initiative reduced to

1 and follows the rules for stupidity until its effects wear off.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the kalma wears off; if the total is 12 or less the fighter is still affected and grinning beatifically. Note if the kalma is fed to a captive then this test is only rolled once the captive is freed or the alarm is sounded.

Side-effects: There are no long-term side-effects to using kalma.

One Use: Once a dose of kalma has been used it must be struck from the gang roster.

LOBO-CHIP

The lobotomy chip is similar in general function to a standard skull chip. The effect is to anaesthetise part of the brain, **reducing the wearer's sensitivity and** curbing excessive and violent behaviour.

A fighter fitted with a lobo-chip is immune from the effects of stupidity, frenzy and hatred, as well as nerve tests. However, the model's Initiative is reduced to 1 and it cannot be modified in any way.

Bionic: A lobo-chip is a bionic so cannot be removed once implanted into a fighter.

MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base, not run, and then spend the rest of the turn attending to his

comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medi-pack once its owner is injured or otherwise incapacitated.

MUNG VASE

The Mung vase is a much sought after and extremely rare kind of archeotech. Genuine vases are prized by collectors amongst the noble houses throughout Necromunda and first class examples are said to change hands for millions of credits.

But for every genuine newly discovered vase found in the deadzone wastes a thousand replicas are made in the shanty towns of the Underhive.

If you are offered a Mung vase then the chances are it is a worthless copy or a damaged example of only token value. Canny investors will no more touch a Mung vase than a festering sore on a rabid plague rat, but not everyone is so circumspect. You can buy the vase if **you're** feeling lucky (some would say gullible).

You must commit to buying the vase before establishing the cost, which represents the process of lengthy haggling involved. The vase is kept hidden in a secret place known only to **the gang's** leader. If the leader is killed the location of the vase is lost forever. **The vase's** cost is not included in the gang's rating.

You can sell the vase in any subsequent trading session by sending a Ganger with it to the various specialist shops. The Ganger must not have gone out of action in the previous game, and he cannot perform any other post-game action, such as working a territory. If you decide to do so, roll a D6.

- 1: The trader convinces you the vase is an obvious fake, but quite a nice one, and offers D6 credits for it. You accept and thank the trader for his generosity. The following day you learn that he has left town in a hurry. He is never seen again.
- 2: You are offered 2D6 credits.
- 3-4: You are offered 30+6D6 credits.
- 5: You are offered 2D6x10 credits.
- 6: You are offered 3D6x10 credits.

Note unless a 1 is rolled you don't have to accept the offer. Indeed it may be worthwhile to hold out until you find a trader willing to part with more credits.

A vase can only be valued once per game.

MASTER CRAFTED WEAPON

The One in a Million Weapon is a rare example of the **Weaponsmith's** art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

The weapon is normal for its type but automatically passes any Ammo roll it's required to make. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special, 6 heavy. You can choose any weapon from the category rolled.

Note only the base cost of the weapon is used to determine its cost. The cost of extra ammunition types is not doubled.

A Master-crafted weapon automatically passes any Ammo Roll it is required to **take. Weapons with the 'Auto' Ammo** Roll will pass on a roll of 4+.

A Master crafted weapon will never explode.

MILITARY GRADE WEAPON

A master-crafted weapon is the pinnacle of the **Weapon smith's art and is made** from the finest materials and is engineered with exacting engineering. A Military Grade weapon automatically passes any Ammo Roll it is required to take. Weapons with **the 'Auto' Ammo** Roll will pass on a roll of 4+.

A Military Grade weapon is still subject to the rules of exploding.

PHOTO-CONTACTS

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer **which protects the wearer's** sight against sudden bright flashes.

A fighter wearing photo-contacts cannot be blinded by a photon flash flare, instead they are always only dazzled.

RATSKIN MAP

It is commonly supposed that the Underhive contains huge amounts of treasure: collapsed tunnels leading to untapped mines, caverns containing piles of gemstones and long lost domes brimming with archeotech. It is also common knowledge that the Ratskins know of many such places as well as paths through and under the hive that no ordinary man has ever travelled. It is equally common knowledge that anyone

trying to sell you an ancient Ratskin treasure map is inevitably on the make. On the other hand, the map looks real, **it's** certainly very old, and the trader sounds genuine. Dare you take the risk?

If you decide to buy the map roll to see how accurate it is before you play your next game. If the map is accurate it will enable you to manoeuvre round your enemy, and gives you an advantage when deciding which scenario to fight. If **it's** a good one you can use the map from then on. Roll a D6:

- 1 Fake: Your opponent can choose the next scenario automatically, there is no need to roll.
- 2 Treasure map: The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is real or a fake. On a 1-5 it is a fake. On a 6 the map is genuine and you can add an Archeotech Hoard to your territory for free. The map has no further use.
- 3 Vague and inaccurate: The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
- 4 Worn and incomplete: Though badly worn and incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.
- 5 Recent and accurate: The map is recently made and accurate. When you fight a battle you may add or subtract up to 3 from the Scenario chart to decide which scenario is played.
- 6 Ancient and faded: Barely legible though it is the map is a genuine ancient

relic. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.

In addition, the map reveals the location of ancient service ducts. You can choose to add either a Vents or Tunnels territory to your gang roster - you must do this immediately or never.

The map is carried by the gang's leader and is lost if he is killed. Its cost is therefore included in the **leader's** value and gang rating in the normal way. The cost paid for the map is its value.

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a Photo-chromatic layer that protects the wearer against sudden bright flashes.

A fighter wearing a photo-visor is immune to the effects of a photon flash flare.

SILENCER

A silencer damps out the sound of weapons fire as well as any tell-tale muzzle flash.

An autopistol, stub gun, autogun, hunting rifle or autoslugger can be fitted with a silencer. When equipped with a silencer the weapon is effectively silent, a useful factor in some of the scenarios.

RESPIRATOR

Respirators are an essential item in the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic dust are everyday hazards.

Respirators remove the worst of the pollution including most harmful substances.

A fighter wearing a respirator is immune to the effects of dangerous gases including Choke, Hallucinogen and Scare.

WEAPON RELOAD

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry extra ammunition to last most of the battle. However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of reloads. Carrying extra ammo is expensive, but it goes some way to **ensure you won't** run out of firepower at the critical moment.

If a fighter carries a reload for the weapon he is using and the weapon fails an Ammo roll then roll a D6. On a roll of 4+ the extra ammo comes in handy and the failed Ammo roll is ignored. This only applies to the first failed Ammo roll. If the weapon fails a second Ammo roll then it really has ran dry. Note even weapons with an 'Auto' Ammo Roll can be bought a weapon reload, such as grenades.

Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll **doesn't** just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective and of course extra ammo is useless if the gun explodes.

SCREAMERS & STUMMERS

Screamers are small proximity alarms used to protect a **gang's** hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter

of its hideout in order to warn of approaching intruders.

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

SCREAMERS

Screamers can only be used for one game after which they are expended. The cost at the Trading Post buys enough screamers to last for one game.

Reloads are specific to individual weapons; when a reload is bought the player must note down which specific weapon the reload is for. When working out the cost of a reload only the base cost of the weapon is used. The cost of any extra ammunition types bought for the weapon are ignored and you only need to buy a reload for the weapon itself, not for each individual ammo type. Reloads which are used during a game will be replaced before the next game **as part of the gang's** usual expenses.

If a gang owns screamers they can be deployed in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If any intruder models move in their movement phase then roll a D6 for each model that moved. On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Screamers are not carried by any particular model and their value is not included in the gang rating.

SKULL CHIP

This is a small bio-chip that looks like a tiny metal plate covered in circuitry. It is

attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the **wearer's** mind improving his reaction time and memory functions.

A fighter wearing a skull chip can re-roll any failed Initiative tests, such as when testing to avoid pinning early or when seeing if the model falls off a ledge. However, if the re-rolled dice fails the test then the chip's effect is exhausted and it will no longer have any effect for the remainder of the game.

Bionic: A skull chip is a bionic so cannot be removed once implanted into a fighter.

SLAUGHT

Slaughter is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. **'Slaughter enhances an individual's** fighting abilities: increasing alertness and speed, apparently slowing down the **world by increasing a person's mental awareness. If it weren't for its** unfortunate side-effects it would be an ideal combat drug. Models without Injector Rigs may only use one type of drug per scenario

Effect: A model may take a dose of **'slaught before the start of a game. 'Slaughter increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the** effects wear off, fighting abilities return to normal.

Duration: Roll 2D6 in each recovery **phase and add the model's Toughness** characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned,

and is no longer under the drug's influence. Only a **single dose of 'slaught** may be taken in a game or the cumulative effects would kill the user.

Side-effects: There are dangers associated with long-term use of **'slaught. Each time the 2D6 roll is made** for duration there is a chance that the model will become addicted. On a roll of double 1 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects. If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term **users of 'slaught are called 'slaughters. As 'slaughters get older they become 'slaughtered, and gradually lose** mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

One Use: Once a dose of 'slaught has been used it must be struck from the gang roster.

SPOOK

Spook is extracted from certain decayed **synthidiet deposits or 'raw spook'. The** decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by scavvies and ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant

fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most spook-induced wyrds will be devoid of any inherent mental strength (otherwise latent wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all. Its forms, as indeed are many wyrds.

Models without Injector Rigs may only use one type of drug per scenario Effect: A dose of spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all. If an Extra Primary Power result is rolled then you may choose which Primary Power table to roll on, or to control D3 pets following the usual Beastmaster rules. Taking spook is not **what you'd call exact science. Even if the same model takes spook twice in a row it will not get the same power.**

Duration: A single dose of spook lasts for the duration of the game.

Side-effects: Just like Wyrds, daemonic attacks can occur whenever the spooker uses their power following the Perils of the Warp rules found in the Wyrd section. However, to reflect that the spooker has no inherent mental defences, when attempting to use the power he must roll for Perils of the Warp if any double is rolled.

One Use: Once a dose of spook has been used it must be struck from the gang roster.

SPUR

The name spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking spur involves extra risks because not all spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective. Models without Injector Rigs may only use one type of drug per scenario.

Effect: A model may take a dose of spur before the start of a game. Roll a D6 on the table below to determine its effects.

Results:

- 1-The batch is old or bad and has no effect.
- 2-3 Increases Movement and Initiative by +D3.
- 4-5 Increases Movement and Initiative by +3 points, but sensitizes the **character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the spur lasts.**
- 6-**Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.**

Duration: Roll 2D6 in each recovery **phase and add the model's Toughness characteristic to the result.** If the total is 12 or less the model is still affected by the dose. If the total is greater than 12

the dose wears off and the model is no **longer under the drug's influence**. Only a single dose of spur may be taken in a game or the cumulative effects would kill the user.

Side-effects: There are no long-term side-effects to using spur.

One Use: Once a dose of spur has been used it must be struck from the gang roster.

STUMMERS

Stummers can only be used for one game after which they are expended. The price at the Trading Post buys enough stummers to last for one game. If a gang has stummers they can be used in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If the intruding gang has stummers then any rolls when sounding the alarm incur a -1 penalty. In addition, if any attackers shoot or use a noisy weapon then the Strength of the weapon is halved for the purposes of setting off the alarm. Stummers also nullify screamers completely.

Note the choice to use stummers is taken after your opponent decides whether or not to use screamers.

Stummers are not carried by any particular model and their value is not included in the gang rating.

STINGER POUCH

Stinger mould is a rare and precious fungus that can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores into the air currents. The mould then shrivels and dies. If the mould is harvested before it matures its spores can be rendered into a curative paste which vastly stimulates a

body's healing rate. The recuperative effects of stinger are renowned and are heavily harvested for use in The Spire and even off world.

A stinger mould patch can be used in one of two ways. It can be used to re-roll a result on the Serious Injury Chart. Alternatively it can heal an existing serious injury, but its restorative powers are no miracle cure. If the patch is used in this way then roll a D6. On a roll 3+ the injury is fully healed and is crossed from the roster.

On any other roll the extent of the injury is too significant and the serious injury remains, but further attempts to heal it can still be made.

Stinger moulds are kept in the gang's stash until used, after which it's struck from the gang roster.

SUSPENSOR

Suspensors are sophisticated devices that are able to manipulate magnetic fields. They are used extensively within the industrial Hive City workshops to reduce the effects of gravity on heavy loads, such as when moving large containers or machinery. Smaller personal units are used by nobles throughout the Spire for recreation and in everyday life. Naturally Underhive gangs have found numerous ways to exploit the suspensors unique magnetic altering effects, one of which is to lighten heavy weapons to allow gangers to more easily bring them to bear on their rivals during a fight.

Any heavy weapon can be fitted with a suspensor. A heavy weapon fitted with a suspensor ignores the normal move or fire restriction allowing the model to both move and shoot in the same turn, just like a normal gun. However, if the model both moves and shoots then he suffers a -1 to hit penalty when firing the heavy weapon.

DRUM MAGAZINE

A stinger pouch is a one use only item, after it has been used it must be struck from the gang roster.

Many Underhive gunsmiths have the expertise to modify an autogun's firing mechanisms to use larger ammo feeds. Such guns commonly use 'drum' magazines capable of supplying a vast ammunition expenditure, though belt-fed devices are also used.

Any autopistol, autogun and autoslugger can be modified and fitted with a drum magazine. Before the fighter shoots you can elect to use the full capabilities of the gun mod. If you decide to do so then the model receives a +1 to hit bonus. However, the shot will always cause an Ammo roll, even if the hit roll didn't score a 1.

BIONIC IMPLANT

Bionic implants cover a variety of small cybernetic devices tailored to an individual hiver to remove the negative effects of a lasting injury.

If you decide to fit a bionic implant to a model then you can choose for it to nullify the effects of one serious injury. A bionic implant is a one use only item, after it has been used both the injury and the bionic implant are struck from the gang roster.

BERSERKER CHIP

Berserker chips are small bio-plates that attach to the skull by means of a fine needle-like pin which plunges straight into the brain. The chip's circuitry melds with the wearer's mind and on command can flood the body with adrenaline and other chemicals.

Once per game, a fighter implanted with a berserker chip can activate it at the start of any of his turns. If the chip is activated then the model gains a +2 bonus to his Movement and Strength

characteristics and follows the rules for frenzy. The effects of the chip last until the start of the fighter's following turn. However, the chip is taxing to use so once its effects wear off the model's Initiative is reduced to 1 for the remainder of the game.

Bionic: A berserker chip is a bionic so cannot be removed once implanted into a fighter.

CREATING A GANG

Before you are ready to play Necromunda, you need to start a gang.

GANG ROSTER

A gang can be any size from three models upwards.

To start your gang refer to the Gang Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different gang fighters. You have a total of 1000 Guilder credits with which to recruit your gang.

You'll need a gang roster sheet to write down the **details of your gang**. You'll find a blank roster sheet at the beginning of this document. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your gang as it changes from game to game.

When you have chosen your gang take a gang roster sheet and write down the details of each fighter in the spaces **provided**. It's a good idea to work out the gang on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1000 points as possible. If you have any credits left after choosing your gang write this down in the space **marked** "stash".

The gang roster is a record of your gang and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

TERRITORY RECORDS

The gang roster includes space to keep track of your **gang's** territories. When

you are playing a campaign game each gang has a number of territories which represent trading contacts, property owned by the gang, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.

GANG FIGHTERS

There are four types of gang fighter available for hire: Gang Leaders, Gangers, Heavies, and Juves.

Some gangs such as Rogue Traders will have different names for their respective fighter types. These however have been associated with one of the four main fighter types.

THE GANG LEADER

Your gang must be led by a gang leader. This model represents the player himself in his guise as a ruthless Underhive fighter. A gang can only have one leader.

GANGERS

The ordinary gang fighters are called gangers. Gangers can be found and hired in the Underhive bars and trading stations. They are experienced, competent and trustworthy fighters who make up the bulk of most gangs.

HEAVIES

Fighters armed with special weaponry or technical equipment are called heavies. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies are also technicians - good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

JUVES

Juves are young inexperienced fighters. The settlements are full of wannabe fighters eager for a chance to join a gang and see some real action. Often juves are younger brothers or cousins of the Full-blooded gangers, included by way of teaching them how to fight. Juves are inevitably poor shots and prone to running off.

You will need to give your gang a name, and also name all your fighters. We leave it to you to invent suitable names, **though you'll** find many examples and ideas for Necromundan names in this book.

GANG RECRUITMENT

The following list is used to recruit and equip your gang. To start with you have 1000 Guilder credits with which you must recruit at least three fighters including a leader. Any credits unspent **are added to the gang's** stash and can be used later or hoarded to buy something more expensive.

CHOOSING THE GANG

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum 3 Fighters: A gang must have at least three models.

Leader: Your gang must have one leader. Not more. Not less!

Gangers: You can include as many gangers as you can afford.

Heavies: A gang can have up to two heavies but no more.

Juves: No more than half the gang can be made up of juves.

Knives: All fighters are recruited together with a free knife. Fighters

cannot unequip or sell their free knife and their cost is not added to the gang rating. Any 'free' knives captured from enemy fighters are treated as regular knives that follow the usual rules.

ARMING YOUR MODELS

A gang fighter's weapons must be represented on the model itself. The exceptions are knives and grenades, which are assumed to be tucked inside clothing, and pistols contained in holsters can represent any type. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling and painting your models.

A fighter who changes his weaponry after a game should be represented by a new model, or can be converted to carry the appropriate weapons. Other items don't always need to be modeled onto the miniature, such as photo-visors. It's up to the player to decide how much detail they want to add.

Unless specifically mentioned otherwise, it's not possible for a gang fighter to modify or change his equipment mid-game. For example, a fighter cannot switch a telescopic sight from one gun to another, or give a weapon to a fellow gang member, nor can he steal the equipment of enemy fighters.

OUTLAWS

No-one sets out to become an outlaw, it just works out that way. Of course, the Redemptionists know that they will place themselves beyond the laws of House and Hive when they don that red robe and mask but they don't care, they refuse to even acknowledge the simple rules of the settlements. Ratskins can't help being born ratskins and Scavies can't help being the twisted scumsuckers that they are. Spyrers don't think that any Underhive law applies to them on

principle, and they're probably right. But the real outlaws, the Underhive gangs that have been driven out of the Guilder settlements into the badzones are just unlucky. They got caught.

BECOMING AN OUTLAW

After every gang fight there's always a chance that a gang will be declared 'outlaw' by the Guilders. A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed such acrimonious counter allegations are very common. Naturally outlaw gangs can't report other gangs to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills etc. each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. The rolls must be witnessed by the opposing player and are modified as noted. Note that it is possible for both gangs to be

outlawed if each reports the other to the Watchmen.

OUTLAW TABLE

2D6 Result
2 Outlawed: Time to get out of town, your gang has been outlawed!
3-6 Clean: You're a clean citizen, move along.
7-11 Black Mark: You're a clean lawful citizen. In addition, the Guilders are unimpressed with the reporting gang wasting their time. They suffer an extra -1 modifier the next time they are reported to the Watchmen.
12 Deputised: The Guilders are so impressed (or fooled) by your law abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Mark your new Watchman status on our gang roster so you can show your credentials. You can decide to stop your gang being Watchmen at any time by crossing it off your roster.

MODIFIERS

The roll is subject to the following modifiers.

- 1 For each enemy fighter taken out of action that game, of which died from a Dead serious injury.
- 3 If the scenario you just played was an Outlaw scenario and you were attacking.
- 1 For each Wyrd or Pit Slave in your gang.
- +1 If your gang rating is under 1,000.

-1/+1 If your gang rating is between 2000-3000 (roll a D6 each game 1-3 = -1, 4-6 = +1).

-2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).

+1 If none of the negative modifiers above have ever applied to your gang when ever reported.

UNDERWORLD ELEMENTS

INITIAL RESOURCES

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 6 models.

HIRED GUNS

Underworld Element war bands may recruit up to 4 other Hired Guns.

STARTING EXPERIENCE & SKILLS:

All fighters start with the following experience point totals. All non Construct Underworld members gain experience as normal. Underworld Elements gain the Underdog Bonus as normal.

UNIT TYPE	NEC EQ	XP
LEADER	LEADER	60+D6
HEAVIES	HEAVY	60+D6
GANGERS	GANGER	20+D6
JUVES	JUVE	D3

TERRITORY & INCOME:

Underworld Element war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

SUBVERSION RATING: 7
INVESTIGATION RATING: 7

SPECIAL RULES

All Underworld Element war bands may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

UNDERWORLD CONNECTIONS:

Underworld Element war bands get a 20% discount on the hire fee of Hired Guns.

Do not take into account this cost's reduction to calculate the Rating Increase (Hiring Fee*5). Underworld Element war bands have access to all types & species of Hired Guns.

Underworld Element war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

Additionally, Underworld Element war bands must select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing war bands.

SMUGGLERS

The war band is part of a smuggling ring which specializes in illegal, heretical, or Xenos weapons, equipment, and substances.

The war band increases its Subversion Rating by +1. In addition to their normal equipment, Gangers, Heavies, and Leaders may select nonExotic Xenos weaponry and any drugs upon creation. One non Juve model may be selected from a Xenos species. During the creation of the war band, one nonJuve and non leader model may take the Killer Reputation skill, increase the **recruitment's cost of the selected fighter** by 10 TG.

PIT FIGHTING SUPPLIERS

The war band works to provide slaves, beasts, and equipment for the underground pit fights of its home world.

In addition to their normal equipment, Juves may select Bionics, Implant Weaponry, and drugs at any time. The war band may also include up to 3 Beasts or Constructs at normal cost. During the creation of the war band, one non Juve and non Leader model may take the Combat Master skill, **increase the recruitment's cost of the selected fighter by 10 TG.**

MERCENARIES

The war band hires out its services to the highest bidder upon nearly any battlefield.

The war band may select any nonExotic, nonImplant weaponry from the Expanded Armory. All Juves start with +1 BS or +1 WS. Mercenaries Juves costs + 10TG upon recruitment. During the creation of the war band, one non Juve and non Leader model may take the Weaponsmith skill; **increase the recruitment's cost of the selected fighter by 10 TG.**

BOUNTY HUNTERS

The war band is a well known Bounty Hunter group.

The war band increases its Investigation Rating by +1. The Bounty Hunter War Band may never hire or get a Bounty Hunter Hired Gun. Only Bounty hunters war band fighters possess the ability to capture enemy fighters, it does not extend to their Hired Guns. Constructs & Daemons cannot be captured. **Bounty Hunters War Band may select "Web" weapons, and may have up to 1 "Web" weapon per 5 fighters within the war**

band. (Ex: A bounty Hunter war band has 11 Members, thus it has the right to own 2 Web weapons)

They are three ways to get captured a fighter:

- a) A roll on the Serious Injuries chart,
 - b) A captured result in a HtH combat,
 - c) **A 'webbed' fighter at the end of a game that the bounty hunters won.**
- If a fighter from the Bounty Hunters war band takes out of action an enemy in a HtH fight, roll D6.

On a 14 nothing special happens.

Follow the standard rules.

On a 56 the enemy fighter is considered tied up. Place a loot counter on the table where he was taken out of action to represent the captured fighter. Any fighter from the Bounty Hunters may carry the loot. Follow the standard loot rules. If at the end of the game, the loot counter is carried by a Bounty Hunter fighter, and then the enemy model is considered captured. In all other cases, follow standard rules for the enemy fighter taken out of action.

At the end of a game,

1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value.
2. If there is no exchange, you can start negotiations, and thus ransom the captured fighters. There is no fixed **value for ransoms, it's up to the players** to negotiate deals on captives, their gear and how they are paid – either with TG, equipment, etc. If the players do not reach an agreement, the enemy war band must decide to attempt a rescue mission or not.

If yes, the captured fighter is held in the bounty hunter cells until the rescue mission is done.

If not, roll D6.

- 1.2. = The captured fighter is sold to Slavers.

The bounty hunters sell the captured fighter into slavery. The bounty Hunters add to their stash: (D6*5)

Throne Gelds as well as the equipment. Remove the Captured fighter from the enemy roster.

3.4.5.6 = The Captured fighter is an Outlaw, and he is delivered to the Local Law Enforcement.

The bounty hunters bring the captured fighter in front of the law. The bounty Hunters add to their stash: (Total Xp of the captured fighter + D6*5) Throne Gelds.

NB: Captured fighters from Arbites/Expurgators as well as Puritan war bands are always sold to Slavers. To find out what happens to a fighter who is turned over to the Local Law Enforcement roll a D6.

1. Sold into Slavery: The fighter disappears forever.

2. Fined: The fine value is set to his value in TG including the value of his weapons and equipment. His equipment is confiscated. His War band may free the fighter by paying his value in TG including the value of his weapons and equipment. All of his weapons and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Enforcers/Arbites.

3. Fined: His value in TG including the value of his weapons and equipment. His War band may free the fighter together with his weapons and equipment by paying his fine.

4. Fined: D6x10 TG. His War band may free the fighter by paying his fine as above.

5. Fined or Sentenced: The War band may choose to free the fighter for D6x5 TG or let him serve his sentence in the pit, in which case he misses the next game.

6. Insufficient Evidence: Released immediately.

Fines must be paid out of the War band's stash before the War band's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers and never seen again.

Only in the case of a 'Fined or Sentenced' result does the War band have the choice of paying or missing a game.

RECRUITMENT

1 - LEADER

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +100 TG

- **Species:** : Human, Abhuman Squat, Abhuman Untouchable, or Wyrd

- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.

- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.

- **Special:** The leader always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-3 - HEAVIES

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** : any non-Astartes Human or Abhuman, Wyrd, Mutant

- **Weapons:** Heavies may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.

- **Equipment:** Heavies may select any equipment from the Armor, Gunsights, and Equipment lists.

2+ - GANGERS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +30 TG

- **Species:** any non-Astartes Human or Abhuman, Wyrd, Mutant
- **Weapons:** Gangers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Gangers may select any equipment from the Equipment lists.
- **Special:** An Underworld Element war band must be made up of 50% Gangers. If the war band roster ever falls below this amount, the war band may recruit no other non-Ganger models until it reaches 50%.

Q+ - JUVES
WS BS S T W I A LD
 - - - - - - - -

Base +5 TG

- **Species:** any non-Astartes Human or Abhuman (except Ogryns), Wyrd, Mutant
- **Weapons:** Juves may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

Knife
 Stiletto, Dirk
 Throwing Knife
 Sword
 Club, Maul, Bludgeon
 Chain, Flail
 Massive Weapon
 Chainsword¹
 Chain-Axe¹

PISTOLS

Autopistol
 Stubber
 Hand Cannon
 Bolt Pistol¹
 Laspistol
 Hellpistol¹
 Hand Flamer

Plasma Pistol¹

BASIC¹

Scatter Gun
 Autogun
 Lasgun
 Las Carbine
 Hellgun
 Bolt Carbine
 Bolter
 Shotgun (Solid/Scatter)
 Hunting Rifle

SPECIAL¹

Flamer
 Melta-Gun
 Grenade Launcher
 Plasma Gun
 Long Las
 Storm Bolter²

HEAVY

Autocannon
 Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun
 Lascannon
 Missile Launcher
 RPG Launcher
 Multi-Laser

GRENADE & AMMO

Frag Grenades
 Krak Grenades
 Photon Flash Grenades
 Fire Bomb
 Tox Bomb
 Frag Missile
 Krak Missile
 Dum-Dums
 Man-Stoppers
 Overcharge Cell

ARMOUR

Light Armour
 Flak Armour
 Flak Armour (Enclosed)
 Medium Armour¹
 Medium Armour (Enclosed)¹
 Heavy Armour¹
 Heavy Armour (Enclosed)¹

1. Not available to Juves
2. Only available to Leaders

GUN-SIGHTS

Red-Dot Laser
Telescopic Sight
Mono-Sight
IR Sight

EQUIPMENT

Charm
Clip Harness
Liquid Courage (One Use)
Photo-Contacts/Visor
Respirator

NECROMUNDA SURVIVAL EDITION

NO HOUSE	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	X	X	X	X
GANGERS	X	X	X	X	X	X	-
HEAVIES	-	X	X	X	X	-	X
JUVES	X	X	-	-	X	X	-

CAWDOR	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	X	X	-	X
GANGERS	X	X	X	-	-	-	-
HEAVIES	-	-	X	X	X	-	X
JUVES	-	X	X	-	-	-	-

ESCHER	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	-	X	X	X
GANGERS	X	X	-	-	-	X	-
HEAVIES	X	-	-	X	X	-	X
JUVES	X	X	-	-	-	-	-

DELAQUE	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	-	X	X	X
GANGERS	X	-	-	-	X	X	-
HEAVIES	-	-	-	X	X	X	X
JUVES	-	-	-	-	X	X	-

GOLIATH	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	X	X	-	X
GANGERS	-	X	X	X	-	-	-
HEAVIES	-	X	-	X	X	-	X
JUVES	-	X	-	-	X	-	-

ORLOCK	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	-	X	X	X
GANGERS	-	X	X	-	X	-	-
HEAVIES	-	X	-	X	X	-	X
JUVES	-	X	-	-	X	-	-

VAN SAAR	AGI	COM	FER	MUS	SHO	STE	TEC
LEADER	X	X	X	-	X	X	X
GANGERS	-	X	-	-	X	-	X
HEAVIES	-	X	-	X	X	-	X
JUVES	-	-	-	-	X	-	X

SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness.

Their skin is a disgusting mass of sores, warts and blisters and their limbs so withered that crude hooks and peg legs are common. Any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted Underhive wastelands, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

INITIAL RESOURCES

You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

HIRED GUNS

Mutant Mob warbands may recruit up to 3 Hired Guns.

STARTING EXPERIENCE & SKILLS

All fighters start with the following experience point totals. All non-Construct Mutant Mob members gain experience as normal. Mutant Mobs gain Underdog Bonuses as detailed in the Necromunda Community Edition Rulebook.

UNIT TYPE	NEC EQ	XP
BOSS	LEADER	50+D6
BLASTER	HEAVY	40+D6
MASHER	HEAVY	40+D6
SPOOK	HEAVY	20+D6
DREG	GANGER	10+D3
SUB	JUVE	0

SUBVERSION RATING: 9
INVESTIGATION RATING: 5

SPECIAL RULES

OUTLANDERS

Scavvies are outlanders so all of the usual outlaw rules apply to them unless stated otherwise. As outlanders, Scavvies do not have a guild price and so cannot ever pay off their outlaw status.

Scavvies cannot occupy territory and instead must always loot them. Note Scavvies cannot use Sump Dynamos and Isotropic Fuel Rods.

SO MANY MUTATED MOUTHS TO FEED

Scavvies need to eat like everyone else, though they are infamously broad-minded when it comes to deciding what counts as food. Each fighter only needs 2 credits worth of supplies to keep him going instead of the usual 3.

CANNIBAL STEW

Scavvies aren't above cannibalism when starvation looms. Instead of supplying fighters normally you can feed them on scavvy members or prisoners whose gang doesn't attempt a rescue or failed. If this foul practice is observed then

each model in the pot will feed a number equal to:

Victim's (Strength x Toughness) + Wounds. For example, if a normal Scavvy is put into the pot he will feed 10 members of the gang.

UNRELIABLE WEAPONS

Scavvy guns are shabby, rusty and badly treated. If a scavvy member must make an Ammo roll, then the weapon automatically explodes on a roll of 1.

GANGERS

For purposes of rules that specifically reference Gangers, such as when searching for rare trade or working out which fighter takes over as gang leader, the Scavvy fighter type count as Gangers.

SCROFULOUS

Scavvies start with a Scrofulous Wastes territory. If their hideout is lost then they always find another place to defile, give them another Scrofulous Wastes. Scavvies cannot abandon their hideout.

If Scavvies capture territory then their degenerate way of life quickly reduces the finest territory to a similar level of degradation as their former home.

ONE FOOT ON THE SLIPPERY SLOPE

Mutant Mobs may use Summoning. If so, they are considered a Radical warband. Mutant Mobs can only ever summon Warp Predators or Daemons of Tzeentch.

BUNCH OF ANIMALS

Scavvies **tend to attract various "pets"** wherever they go. To represent this, a mutant mob may purchase up to 150pts worth of Beasts. All Beasts selected in this way must be represented by a suitable model and must be controlled with a character with a control collar.

SHALLOW END OF THE GENE POOL

All mutations for Scavvies cost -5 Geld each (to a minimum of 5 Geld).

MUTANTS

Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However some scavvies are born with useful mutations and other mutants hide out amongst the scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crablike claws and other natural weaponry. Scavvy bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

RECRUITMENT

1 – SCAVVY BOSS

WS	BS	S	T	W	I	A	LD
+2	+1	-	-	-	+1	-	+2

Base +85 TG

- **Species:** Any non-Astartes Human, abhuman Beastman, Wyrd, or Mutant.
- **Weapons:** The Boss may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Boss may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Boss always counts as having a friend within 2” for the purposes of recovering from pinning. Additionally, friendly models within 6” of the Boss may use the Boss’ Leadership characteristic when taking any Leadership-based test.
- **Mutations:** The Boss can be purchased as a mutant as explained below. However, to reflect the rarity of this the cost of the mutation is doubled. Note the normal cost is still used when working out the Boss's value for purposes of gang rating.

0-4 – SCAVVY MASHERS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	+1	+1	-	+1

Base +40 TG

- **Species:** Abhuman - Ogryn, or Big Mutie.
- **Weapons:** Mashers may select weapons from the HtH or Grenades & Ammo list.
- **Equipment:** Mashers have access to the Armor and Equipment lists.
- **Special:** Each Masher may select one Special weapon from the following list:
 - Ripper Gun
 - Scatter Cannon
 - Spear Gun

This is subject to the normal limitations in their species listing.

0-2 – SCAVVY SPOOKS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	+1	-	+1	+1

Base +40 TG

- **Species:** Any non-astartes human, abhuman Squat, abhuman - Ratling, abhuman - Beastman, or mutant.
- **Weapons:** Spooks may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Spooks may select equipment from the Armor and Equipment lists.
- **Special:** Spooks must purchase a level 1, 2 or 3 Wyrd upgrade on recruitment.

0-2 – SCAVVY BLASTERS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	-	-	+1

Base +20 TG

- **Species:** Human, Abhuman – Squat, abhuman Beastman, or Mutant.
- **Weapons:** Blasters may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment:** Blasters may select equipment from the Armor and Equipment lists.

2+ – SCAVVY DREGS

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-

Base +15 TG

- **Species:** Any non-Astartes Human, Abhuman – Squat, Abhuman – Ratling, abhuman - Beastman or Mutant.

- **Weapons:** Dregs may select weapons from the HtH, Pistols, Basic, and Grenades list.

D+ - SCAVVY SUBS								
WS	BS	S	T	W	I	A	LD	
-	-	-	-	-	-	-	-	-

Base +5 TG

- **Species:** Any non-Astartes Human, abhuman – Squat, abhuman – Ratling, abhuman - Beastman or Mutant.
- **Weapons:** Subs may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.

SCAVVY MUTATIONS

Note the rules effect of a mutation only extends to that written below. Although it's logical to think a Two Heads mutation would have many other ramifications, such as Head Wounds being treated differently, for the purpose of rule simplicity they are treated like a regular fighter.

Claw (5cr): The mutant's hand is a huge claw. It can be used as a hand-to-hand weapon instead of holding a regular weapon, in which case it counts as having User +2 Strength.

Forearm Spines (5cr): The mutant gains a 6+ armour save against any hand-to-hand combat hits and allows the mutant to make a parry.

Hideous (5cr): The mutant causes fear.

Suckers (5cr): The mutant treats any sloping or vertical surfaces as if it was open ground allowing it to freely move up and down terrain.

Tentacle (5cr): The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent

to reduce his number of Attack dice by 1, to a minimum of 1.

Eyestalks (10cr): Count an extra -1 to hit modifier when the mutant is benefiting from cover or partial cover.

Extra Arm (10cr): The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

Bloated (15cr): The mutant gains a +1 Wounds characteristic bonus.

Long Legs (15cr): The mutant is no longer slowed by Difficult Terrain but is otherwise affect.

Spikes (15cr): The mutant has a 5+ armour save.

Two Heads (15cr): Allows them to make an extra ranged attack following the usual shooting rules, but only when firing two pistols.

Wings (15cr): The mutant can fly.

Any Scavvy may be purchased as a mutant when he is recruited by choosing a mutation from the Mutations list and paying the appropriate cost. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang, as such a Scavvy cannot be purchased with a mutation that has already been given to a scavvy gang member.

PLAGUE ZOMBIES

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on

their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another plague zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of plague zombies and drive the surviving ones down into the Underhive.

Zombie plague breaks out from time to time in the Underhive and packs of flesh eating plague zombies are yet another of the many dangers in the hive's dark underbelly. These shambling neurone plague victims live in wild packs living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficient numbers these contagious creatures are fearsome opponents.

D6 - PLAGUE ZOMBIES							
WS	BS	S	T	W	I	A	LD
2	0	3	3	1	1	1	4

Cost to recruit: 10 credits

Weapons: Plague Zombies don't have wargear; they are armed with a variety of improvised weapons but lack the finesse to gain any real benefit from them.

Recruitment: A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food used to lure

them. If the 10 credits is paid then D6 Zombies come along to fight. Note the gang cannot pay more than 10 credits otherwise they risk being overrun themselves! The Zombies are under the control of the Scavvy player for the entire game, but scatter back to their wandering existence after the fight.

Scenarios: Zombies are deployed like regular gang models and count towards any scenario fighter limits. Zombies cannot interact with non-fighter scenario objectives e.g. loot counters. They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.

Shuffle: Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they can break into a loping, shambling run.

To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Zombie is rolled for individually and the Scavvy player may move them as he wishes up to the distance rolled.

Note Zombies cannot go into hiding and follow the usual movement rules if downed.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to reach base contact with an enemy model.

No Pain: You can burn Zombies, shoot them or cut them up and they'll still just keep trying to bite you.

Zombies are immune from the negative effects of pinning, flesh wounds and gas clouds. If a Zombie is set on fire then he can still move as normal. If the alight

Zombie 'charges' into base contact with an enemy model then he automatically inflicts a S3 hit before the bases being separated as per the catching fire rules.

No Fear: Zombies lack the intellect to be afraid as the reasoning parts of their brains are long gone. They are immune from nerve tests.

Plague!: Naturally, Plague Zombies carry the dreaded neurone zombie plague. If a model is taken out of action by a Zombie he may contract the disease and (gulp) turn into a Plague Zombie. At the end of the game, each affected model must roll a D6 to see if they are infected. Note this roll is made before the Serious Injury roll.

D6 Result

1-2 Clear: After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.

3-5 Sickness: The victim feels weak and ill for days and must miss the gang's next fight while he recovers.

6 Zombie Time! The gang member is infected and suffers brain death within hours. Roll a further D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk⁵
- Throwing Knife
- Sword¹
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon
- Chainsword⁵
- Chain-Axe⁵
- Man-Catcher⁵
- Electro-Flail³
- Force Staff⁴ (Max. 2)

PISTOLS

- Hand Bow
- Autopistol
- Stub Gun
- Hand Cannon⁵
- Laspistol
- Hellpistol³
- Hand Flamer⁵
- Web Pistol³
- Plasma Pistol²
- Web Pistol

BASIC⁵

- Bow
- Musket
- Scatter Gun
- Autogun
- Lasgun
- Las Carbine
- Bolt Carbine⁵
- Bolter³
- Shotgun (Solid/Scatter)
- Hunting Rifle

SPECIAL⁵

- Flamer
- Autosluggger
- Grenade Launcher
- Ripper Gun
- Scatter Cannon
- Spear Gun
- Webber³

Scatter Cannon
 Pistol Sword⁴
 Webber
 Needle Rifle⁴

HEAVYS

Heavy Stubber
 RPG Launcher
 Multi-Laser
 Heavy Flamer

GRENADE & AMMO

Frag Grenades⁵
 Krak Grenades⁵
 Smoke Grenades⁵
 Fire Bomb
 Tox Bomb
 Dum-Dums
 Man-Stopppers
 Bolt Shell
 Hotshot Shell
 Overcharge Cell

ARMOR

Light Armor

	AGI	COM	FER	MUS	SHO	STE	TEC
SUBS	X	-	X	X	-	-	-
DREGS	X	X	X	X	-	X	-
SPOOKS	X	X	X	-	-	X	-
MASHER	-	X	X	X	-	X	-
BLASTER	-	X	X	X	-	X	X
BOSS	X	X	X	X	X	X	X

Flak Armor
 Mesh Armor⁵
 Carapace Armor⁵

GUN-SIGHTS

Red-Dot Laser
 Telescopic Sight

EQUIPMENT

Charm
 Clip Harness
 Control Collar
 Liquid Courage (One Use)
 Photo-Contacts/Visor
 Respirator

1. Not available to Subs
2. Only available to Heavies & Bosses
3. Only available to Bosses
4. Only available to Wyrds

RATSKIN RENEGADES

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to free the Underhive from intruders.

FORAGING

Ratskins are expert hunters and as such receive a +1 credit bonus when foraging.

ISOLATIONISTS

Renegades are bitterly distrustful of all nonratskins. Due to this Renegades cannot use hired guns. In addition, usually a gang is offered D3 rare items after each game, but a Renegade is not offered any. Ratskins can still be sent in search of rare items following the usual trading post rules.

Other ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The ratskins themselves dispossess these individuals and call them badskins. Badskins spend all their money drinking and gambling until they

finally get in trouble with the watchmen and are driven out of the settlement for good. There can be no return home for ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

SCENARIO TABLE

Ratskins can rapidly move between domes due to their intimate knowledge of hidden passageways.

A Renegade can add or subtract 2 from any Scenario Table rolls. Note Renegades do not gain any benefit from Ratskin Maps.

RESILIENT

Ratskins are remarkably resilient to injury and have incredible survival instincts. Ratskins who go out of action can re-roll the result when rolling on the Serious Injuries Chart.

SPECIAL RULES

Ratskin Renegades are an outlander gang so all outlaw rules apply to them unless otherwise stated. As outlanders, Renegades don't have a guild price so cannot pay off their outlaw status.

They also start the campaign with one piece of territory generated on the Outlaw Territory Table

NATIVE

Ratskins are utterly at home within the Hive Bottom's environments as they are born and bred in unimaginably harsh conditions. Due to this, Ratskin Renegade members are immune from the effects of Treacherous Conditions. If a Blind Fight scenario is being fought then Ratskins are immune from the Vision and Running special rules and don't receive the usual bonus +D6 Experience points for surviving.

CAPTURED TERRITORY

If the Renegade captures territory then it must be looted. However, Archeotech sites are sacred to Ratskins and they will try to drive Underhivers away from them. If a gang owning an Archeotech Hoard loses a territory to the Renegade then it will always be an Archeotech Hoard.

Archeotech sites captured by the Ratskins are left unmolested so won't generate income, instead they are hidden and guarded to stop greedy Underhivers disturbing them. They can hold any number of Archeotech Hoards in addition to their camp, using traps and hidden tunnels to keep them safe and rapidly move between them. Ratskins derive no direct financial benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits.

GANGERS & JUVES

For purposes of rules that specifically reference Gangers, such as working a territory or searching for rare trade, the Ratskin fighter type count as Gangers. Likewise, Braves count as Juves.

RECRUITMENT

You have 1000 credits to spend on recruiting and arming the Renegade. Just like a House gang it must have at least three models and all fighters come with a free knife.

STARTING EXPERIENCE

Unless stated otherwise below, all members of a Ratskin Renegade gain experience and advance just like regular gang members.

FIGHTER TYPE	INITIAL EXPERIENCE
BRAVE	0
RATSKIN	20 + 1D6
TOTEM WARRIOR	40 + 1D6
RATSKIN SHAMAN	60 + 1D6
RATSKIN CHIEF	60 + 1D6

RATSKIN CHIEF: A renegade must have a Chief.

RATSKIN SHAMAN: A renegade can have one.

TOTEM WARRIOR: A renegade can have up to four.

BRAVES/RATSKINS: The renegade can have any number of Braves and Ratskins.

GANGER - RATSKIN CHIEF

WS	BS	S	T	W	I	A	LD
4	4	4	3	1	4	1	8

Cost to recruit: 140 TG

A ratskin chief is not born to the position but is elected by his elders and his peers. A chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some renegade chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel

sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The chief's words are always listened to with respect by the ratskins, and even once he has become a renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

Weapons: A Ratskin Chief may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Primitive Weapons, Spirit Items and the Extras sections of the Ratskin Weapon List.

Leader: A Ratskin Chief commands respect from his followers and they are heartened by his presence. The Chief counts as Gang Leader so has the Leader special rule as detailed in the Gang Recruitment.

GANGER - RATSKIN SHAMAN							
WS	BS	S	T	W	I	A	LD
3	3	3	4	1	4	1	7

Cost to recruit: 120 TG

Ratskin shamans are mysterious individuals seldom seen outside ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places. Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by wyrds. A shaman whose archeotech cave has been desecrated may join a renegade to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

Weapons: A Ratskin Shaman may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Primitive Weapons, Spirit Items and the Extras sections of the Ratskin Weapon List.

Spirit Lore: The Shaman is in communion with the hive spirits and may call upon them to help the renegade. When the Shaman is recruited roll up one power for him on the Spirit Lore table. The whimsical nature of the hive spirits and its shaman caller means this power is re-rolled at the end of each post game sequence. Each Archeotech Hoard the Ratskins control brings favour with the hive spirits conferring an extra power (re-roll duplicates). If the Archeotech Hoard is lost then the extra power is also lost.

GANGER - TOTEM WARRIOR							
WS	BS	S	T	W	I	A	LD
3	3	3	4	1	4	1	7

Cost to recruit: 80 TG

Totem warriors seek entirely to purify their body and mind in the eyes of the hive spirits. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive.

They are revered by ratskins as wandering holy men and protectors of the hallowed shamanic elders.

Weapons: Totem Warriors may be given equipment chosen from the Hand-to-Hand, Primitive Weapons, Spirit Items and Extras sections of the Weapon List.

Spirit Faith: Totem Warriors believe themselves to be blessed and protected by the hive spirits. To reflect this, if the Warrior needs to take a nerve test, roll 3D6 and choose the two lowest rolls.

GANGER - RATSKIN							
WS	BS	S	T	W	I	A	LD
4	3	3	3	1	3	1	7

Cost to recruit: 60 credits

Ratskins are fully fledged fighters and hunter from the ratskin tribes. Many of those who follow a renegade chief are bitter, dispossessed men who have lost friends and family to raiding outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and ancient culture.

Weapons: Ratskins may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, Basic Weapons and Extras sections of the weapon list.

GANGER - RATSKIN BRAVE

WS	BS	S	T	W	I	A	LD
2	2	3	3	1	3	1	6

Cost to recruit: 30 credits

Ratskin braves are young, fierce warriors who follow the renegades looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive.

Weapons: Braves may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, and Extras sections of the Ratskin Weapon List.

Experience: Once a Brave reaches 21+ Experience points he becomes a full Ratskin gaining the usual benefits a Ratskin has like better skills and weapons.

	AGI	COM	FER	MUS	SHO	STE	TEC
BRAVE	X	-	-	-	-	X	N
RATSKIN	X	X	-	-	-	X	N
TOTEM	X	X	X	-	-	X	N
WARRIOR							
SHAMAN	X	-	X	-	-	X	N
CHIEF	X	X	X	-	-X	X	N

RENEGADE EQUIPMENT

Only Ratskin Renegade members can use the following items as no other gang would want to be associated with the much-loathed renegades. For the purpose of skills, hand-to-hand combat, etc, Handbows count as pistols while Muskets and Scatterguns count as basic weapons.

Additionally, renegades can craft certain items that other gangs would find hard to find at trading posts. If you roll up Blade Venom, a Blindsnake Pouch or a Ratskin Map when searching for rare trade, re-roll the result.

Renegades can buy Blade Venom and Blindsnake Pouches at a reduced cost, though the full cost (shown in brackets) is still used for gang rating, selling, etc.

SPIRIT WARD

Spirit wards are elaborate tattoos and decorations designed to attract the protective spirits of the hive. They are suffused with the guardianship of these spirits, enabling them to seemingly deflect projectiles aimed at the ratskin harmlessly away.

Armour Save: The ratskin receives a 6+ armour save against any ranged attacks. Note a spirit ward cannot be combined with flak, mesh or carapace armour and a ratskin cannot wear multiple spirit wards.

Dual-handed: A ratskin can focus the totem's energies by using it with both hands instead of one, in which case it gains a +1 Strength and Save Modifier bonus.

Spirit Infused: For each Archeotech Hoard the Renegade has currently captured, the spirit ward's armour save is increased by +1.

Spirit Infused: For each Archeotech Hoard the Renegade has currently captured, the Spirit Totem's Strength and Save Modifier receives a +1 bonus.

SPIRIT LORE

D6 Result

1 Slime Dance: The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. When the treacherous conditions are rolled for at the beginning of the game the Shaman with this power can roll twice on it instead of once if he can first pass a Leadership test.

2 Beast Sacrament: The Shaman may perform a sacrament in honour of the hive's beasts, infusing the surrounding animal spirits with an affinity for himself. If the Shaman passes a Leadership test then he can bring along D3 pets to the fight following the usual Wyrd Beastmaster rules.

3 Ghost Dance: The shaman can call upon the guardianship of the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test at the start of his turn and then dances and chants for the rest of it (ie doesn't move or do anything else that turn) he can weave a protection which will last until the end of the opponent's turn. The protection affects all members of the Renegade within 16" of the shaman giving them a 4+ armour saving throw against any ranged attacks. If the Shaman suffers a hit or becomes engaged in hand-to-hand

combat then the dance will stop having any effect immediately.

4 Blessings Ritual: As long as the Shaman didn't go out of action that game he can undertake a blessings ritual to gain the favour of the hive spirits. If the Shaman successfully passes a Leadership test then he creates a Blindsnake Pouch, Spirit Ward, or Spirit Totem for free. You may choose which item is created.

5 Spirit Walk: The Shaman can project his spirit from his body by entering a trance. If the Shaman doesn't move or do anything else that turn and passes a Leadership test at the start of the hand-to-hand phase then he can free his spirit. The spirit can attack an enemy fighter within line of sight of the Shaman, just as if they were fighting a round of hand-to-hand combat. The spirit causes fear, counts as charging and uses the same profile, weapons and skills as the Shaman himself. Any wounds inflicted are real for the victim but if the spirit loses then no real harm is done to the Shaman. The spirit is instantly sucked back into the Shaman's body at the end of his turn.

6 Transfer Prowess: As long as the Shaman didn't go out of action that game he can undertake a slow and painful ritual to transfer the spirit energies of two ratskins. If the Shaman passes a Leadership test then two Renegade members must swap a skill or characteristic experience advance of your choosing between themselves. The fighters cannot exceed the normal characteristic advance maximums and characteristics cannot be reduced below their original starting level.

SPYRER HUNTERS

Even in the living nightmare of the Underhive the spyrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

These creatures are not devils or ghosts as Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless can expect to rule, or indeed to survive.

VOW

A Spyrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrers' vow must be made when the team is started and may be chosen from the following:

- A) To kill 5 enemy gang fighters. A kill will only count if the model dies from rolling a Dead serious injury result or if the Spyrers capture a fighter and isn't rescued.
- B) To earn a total of 250 Experience points.
- C) To survive a total of ten games.

Once the hunt has achieved its vow they return victorious to the Spire ready to start new lives in the Noble House hierarchy. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they

often return to the Underhive as part of a new team.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money and no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a spyrer hunting rig is no ordinary set of armour.

Spyrers use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its weight in credits.

The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

When the Spyrers return above the wall all serious injuries are removed. You can also replace dead Spyrers or any you wish to retire with a fresh Spyrer of your choosing. You must then pick a different vow and the hunt heads back down into the gloom of the Underhive.

A spyrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow.

Their fighting suits record all that occurs in the depths and verifies their kills so no duplicity is possible; the spyrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the

survivors of the team will take their place among the powerful ruling elite of Necromunda.

Alternatively, the hunt can return above the wall early without fulfilling their vow (much to the ire of their families). The normal rules listed above still apply, but each Spyrer must take a Leadership test. If the test is failed then they are removed from the hunt and replaced with a fresh Spyrer.

You must then pick the same vow and the hunt heads downhive to try and absolve themselves.

Any Spyrers that enter the Spire with at least 200 Experience points or a Leadership of 9 must retire as his outstanding qualities earns him a place in a respected house position.

SPECIAL RULES

TERRITORY

Spyrer teams have no use for territories and are constantly on the move seeking fresh prey.

Spyrers cannot capture territories from enemy gangs and since they don't start with a territory they have nothing to capture.

OUTLANDERS

Spyrers are an outlander gang so all outlaw rules apply to them unless stated otherwise. As outlanders, Spyrers don't have a guild price so cannot pay off their outlaw status.

INCOME

Spyrers never collect any income, never trade, cannot buy extra gang members after their initial recruitment and never use hired guns.

GANG RATING

Spyrer teams have a gang rating of 200 per surviving spyrer plus their Experience points. The Spyrers low gang rating is a reflection of their skulking behaviour making them difficult to track and predict by other gangs, however, even a lone Spyrer is a dangerous prospect for most gangs. To reflect this, Spyrers never gain any bonus Experience points through being an Underdog.

STARVATION

Spyrers gain synthesised sustenance from protein packs wired into their suits so they are immune to the effects of starvation.

CAPTURE

Gang fighters captured by Spyrers are liable to be turned into interesting suit ornaments as the Spyrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario. Spyrers just love using captured prey as bait to get more.

Spyrers captured by gangers can expect a horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyrer who is captured is always killed and stripped of his sophisticated devices which are sold as curios for 3D6x5 credits.

EQUIPMENT

Spyrer suits are complex pieces of hunting kit that count as having a Bio-booster, Skull Chip, Filter Plugs, Photo-contacts and Infra-red Goggles.

Spyrers are entirely reliant on their suit's armaments and so they cannot use additional weapons or equipment. They cannot for example use items stolen from captured enemy fighters.

Note some spyrer models may look armed with deadly close combat weapons, such as the Orrus suit's powerful clawed fists. Spyrers don't roll an extra Attack dice for fighting with two weapons in hand-to-hand combat, instead this is already reflected in the Spyrer suit's characteristic boosts.

LEADER

Spyrer teams have no set leader: leadership devolves to whoever has the highest kill score or the best ideas. Any Bottle rolls are taken using the best Leadership characteristic in the team who is present and not down. Note in some scenarios an Experience point bonus goes to the leader of the winning gang: since spyrers have no leader they are not eligible for this bonus Experience.

POWER BOOSTS

The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning combat experience. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection and so on. These are represented by Power Boosts which can only be earned with Experience points and behave in exactly the same way as skills.

INDEPENDENT

Spyrers are in constant communication with each other and are highly self-motivated. Spyrers who are pinned are always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrers within 2".

SCENARIOS

Spyrers roll on the normal Scenario Table, not the Outlaw Scenario Table. Although Spyrers have no monetary

interest in loot, they can still play in scenarios that involve it like any other gang, such as Scavengers. One of their favourite tactics is to exploit the greed of the Underhive gangs.

KILLER REPUTATION

The Spyrers' infamy understandably means they start with the Killer Reputation skill.

HARD TARGET

Spyrers are an elusive and deadly foe that require immense wit, skill, and some would say luck, to put down. To reflect this, usually fighters earn +5 Experience points for inflicting a wounding hit during a fight. However, any wounding hit awards scored against a Spyrer earns +10 points instead.

CHOOSING THE HUNT

Spyrer teams always consist of five Spyrers, no more, no less. Each spyrer is recruited with the profile below and you must then choose which type of Spyrer suit the noble will wear. Note Spyrers cannot change their suit type once chosen, even if they fulfil their vow and return to the Underhive they must use the same suit.

GANGER – SPYRER

WS	BS	S	T	W	I	A	LD
3	3	3	3	1	3	1	6

MALCADON

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

Weapons: Malcadon Spyrers are equipped with the web spinner.

Boosts: The Malcadon suit confers a +1 bonus to Weapon Skill, Initiative and Attacks.

The Malcadon suit allows the Spyrer to move through Difficult and Very Difficult terrain without penalty. Rules for Impassable terrain still apply.

Armour: Malcadons have a 5+ armour saving throw.

JAKARA

The Jakara is the lightest of all the spyre hunters, emphasising agility and speed over heavy armour.

The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one can drain the force from an attack and hurl it back at the aggressor.

Weapons: Jakara Spyrers are equipped with the monomolecular sword and mirror shield.

Boosts: The Jakara suit confers a +1 characteristic bonus to Weapon Skill and Initiative and Attacks.

The Jakara suit allows the Spyrer to move through Difficult terrain without penalty. Rules for Very Difficult and Impassable terrain still apply.

Armour: Jakaras have a 5+ armour saving throw.

ORRUS

The Orrus embodies the most brutal aspects of the spyre hunt. Its distinctively oversized powered arms and hulking shoulders betray the Orrurs' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance.

Though the Orrus is the slowest of the spyres it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Orrus as he lumbers forward.

Weapons: Orrus are equipped with bolt launchers.

Boosts: The Orrus suit confers a +1 characteristic bonus to Weapon Skill, Strength and Attacks.

Armour: Orrus suits have a 4+ armour saving throw and are protected by a force field which confers a 6+ invulnerable save against any ranged attacks.

YELD

The Yeld is the most bizarre of the spyre hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around to mimic the hues surrounding its body, concealing the spyrer until it takes flight again.

Weapons: Yeld Spyrrers are equipped with laser gauntlets and chameleon wings.

Boosts: The Yeld suit confers a +1 characteristic bonus Ballistic Skill.

The Yeld suit allows the Spyrer to move through Difficult terrain without penalty. Rules for Very Difficult and Impassable terrain still apply.

Armour: Yelds have a 5+ armour saving throw.

SPYRER EQUIPMENT

Only Spyrrers of the appropriate type can use the following items and no other gang can use any Spyrer gear.

Note a Spyrer's ranged weapons cannot be used in hand-to-hand combat, but for all other purposes, such as for skills, they count as pistols.

MONOMOLECULAR SWORD

WEB SPINNER

Monomolecular swords are marvels of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in the sword's edge renews more regularly and evenly to make it ever sharper still.

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steely wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb vertical surfaces or lower itself down sheer drops.

Strength

Damage

Save Mod.

As user +1

1	Save Ammo Str. Damage Mod. Roll
-	3
Range Close Combat	+1
Range To Hit Short Long Short Long	Entangled models cannot move or do anything else. If the model is involved in hand-to-hand combat then he is treated as down. A model which is entangled at the start of their turn can struggle free by passing a Strength test. If passed the victim frees himself but may not do anything else for the rest of the turn. If the test is failed then the fighter remains entangled.
0-6	
Parry: The monomolecular sword allows the Jakara to make a parry as described in the game rules.	
8-16	
+1	
-	The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.
1	
-	
-	
-	
-	
-	
2+	
Abseil: The Malacadon can use its spinner threads to help it move as long it hasn't run out of ammo. This means he can move up or down even if there is no ladder or vertical surface. The distance is counted against the Spyrer's movement that turn and he must end its move on the ground, not dangling in mid-air.	0-8 +2 Entangle: If a model is hit by a web spinner then he automatically becomes entangled - there is no roll for wounds and no armour saving throw is allowed.
	MIRROR SHIELD

Range	except the enemy firing weapon's
To Hit	Strength, Damage
Short Long Short Long	and Save Modifer values are used
	instead. The Jakara's
6-12	Ballistic Skill is still used to see if the
	blast hits.

Save Ammo	Range
Str. Damage Mod. Roll	To Hit
2+	Short Long Short Long
Parry: The mirror shield allows the	Ammo: If the mirror shield fails an
Jakara to make a	Ammo roll then it
parry as described in the game rules.	will also no longer grant any of the
	above benefits.

LASER GAUNTLETS

Special Save: The mirror shield confers	0-12 12-24
a 5+ special	55
saving throw against all hand-to-hand	+1
combat hits and	-
any ranged attacks that originate in the	
forward 90°	
arc of the Jakara.	

The Yeld hunting rig is fitted with heavy	Save Ammo
gauntlets	Str. Damage Mod. Roll
mounting multiple laser tubes. The	3
gauntlets fire a	1
storm of laser bolts from the Yeld's fists,	-
a deadly	2+
attack which has the longest range of	
any of the	
Spyrer hunting suits. The power boosts	
for the Yeld	
rig make its lasers even more potent,	
feeding more	
power to them so they can fire over	
greater distances	
and increasing their penetrating power.	

Mirror: If the mirror shield saves against any ranged attacks with a Strength value then the shield can absorb its power and fire it back immediately. The energy blast uses the standard mirror shield profile,

BOLT LAUNCHERS

EXPERIENCE

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvos of bolts can be fired.

Unless noted below, Spyrers gain experience and advance just like any other gang members. All Spyrers start with 10 Experience points.

Range
To Hit
Short Long Short Long

0-8

8-16

+1

ADVANCE ROLLS

2D6

Save Ammo
Str. Damage Mod. Roll

-

4

1

-1

2+

Result

2

Power Boost: Randomly roll a boost from the appropriate Spyrer's Power Boost table.

3-4

New Skill: Select one of the Skill tables for your Spyrer and randomly roll a skill from it.

Twin-linked: Bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

5

Characteristic Increase: Roll again
1-3 = +1 Strength; 4-6 = +1 Attacks.

6

Characteristic Increase: Roll again
1-3 = +1 WS; 4-6 = +1 BS.

CHAMELEON WINGS

7

Characteristic Increase: Roll again
Jakara

1-4 = +1 Weapon Skill

5-6 = +1 Ballistic Skill

Malcadon

1-3 = +1 Weapon Skill

4-6 = +1 Attacks

Orrus

1-2 = +1 Ballistic Skill

3-4 = +1 Strength

5-6 = +1 Toughness

Yeld

1-4 = +1 Ballistic Skill

5-6 = +1 Initiative

8

Characteristic Increase: Roll again
1-3 = +1 Initiative; 4-6 = +1 Leadership.

9

Characteristic Increase: Roll again
1-3 = +1 Wounds; 4-6 = +1 Toughness.

10

New Skill: Select one of the Skill tables for your Spyrer and randomly roll a skill from it.

A Yeld's wings are made from hundreds of individual plates of metal connected by micro fibre bundles on an articulated frame. These bundles are activated by brainwaves read directly from the wearer's cortex. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is also wired with crystalline circuitry allowing it to change colour and meld into the wearer's surroundings.
Fly: The Yeld's wings allow its user to fly.

Chameleon: If the Yeld didn't run or fly, his wing's chameleonic effect provides the following benefits.
The Yeld can hide even if he is not behind cover. He simply remains stationary long enough for his outline to disappear completely. Note the Yeld can still be

spotted via non-visual means, such as being within Initiative distance of an enemy model. The chameleon effect also makes a Yeld difficult to track. Any ranged attacks against a Yeld suffers an additional -1 penalty if the weapon firing is at long range.

11-12 Power Boost: Randomly roll a boost from the appropriate Spyrer's Power Boost table.

SKILL TYPES AVAILABLE

- Fighter Type
- Jakara
- Malcadon
- Orrus
- Yeld

- Agility
- Combat
- Ferocity
- Muscle
- Shooting
- Stealth
- Techno

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MALCADON POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

2: Claw Growth

The Malcadon's claws extend and sharpen. The Spyrer's suit gains a +1 Strength bonus to any hits made in hand-to-hand combat and confers a parry.

3: Shade Plates

The Malcadon suit's armour begins to absorb and refract light. Any ranged attacks made against the Spyrer suffers an additional -1 to hit penalty.

4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 4+.

5: Improved Motive Power

The suit's power output for speed is boosted, allowing the model to run and shoot without penalty.

6: Weaving Spinners

The suit's web spinner is now capable of firing with 1 sustained fire dice.

YELD POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

2: Laser Magnifier

The laser beam of the Yeld's gauntlet becomes more focussed and intense.

The laser gauntlet's Armour Penetration Rating is now AP4

3: Boosted Laser Power

The suit's laser gauntlets become more focused and deadly, receiving a +1 bonus to its Strength and Save Modifier.

4: Enhanced Chameleon Powers

The chameleon circuits in the Yeld's wings become faster and more accurate. The Yeld's chameleon effect now confers a -2 to hit penalty instead of -1.

5: Improved Motive Power

The suit's power output for speed is boosted, allowing the model to run and shoot without penalty.

6: Sharpened Wings

Molecules flake away from the edge of the suit's wings to make them razor sharp. If the spyrer charged into hand-to-hand combat then he gains a +1 bonus to his Weapon Skill and Attacks that turn.

JAKARA POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

2: Sharpened Mono Sword

Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's monomolecular sword gains a +1 Strength bonus and now ignores all non-invulnerable armour saves.

3: Heightened Reflexes

The suit's reflexes sharpen incredibly so the Jakara can swing its shield around to face enemies with greater ease. The Jakara's mirror shield special save can now protect him against ranged attacks that originate in the forward 180° arc.

4: Enhanced Mirror Field

The mirror shield's force field strengthens increasing its special saving throw to 4+.

5: Improved Motive Power

The suit's power output for speed is boosted, allowing the model to run and shoot without penalty.

6: Containment Purge

Once per game the Jakara can release the mirror shield's stored reserves when shooting it normally. The attack's Strength and Save Modifier is increased by +D6 and if hit inflicts D6 Damage.

ORRUS POWER BOOST

1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

2: Power Field Strengthened

The Orrus suit's force field generator boosts its energy output increases its invulnerable save to 5+.

3: Enhanced Pistons

The suit's pistons become more powerful conferring a +1 characteristic bonus to Strength and Toughness.

4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 3+.

5: Bolt Ignitors

The fuel inside the bolts fired by the suit's launcher burn with much greater ferocity. The bolt launcher's Armour Penetration Rating is now AP4

6: Salvo Launch

Once per game the spyrer can make an extra D3 ranged attacks following the usual shooting rules.

PIT SLAVES

Pit slaves are hivers who have been captured by the warring gangs and sold to the Merchant Guild. They are little more than property in the guild's hands, doomed to work in the mines, fighting pits, on the pack trails or any other menial job for the rest of their lives. Most pit slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who had nobody to pay their ransom. Guilders often augment slaves with crude bionic tools, saws and blades for fighting or drills and hammers for working in the mines and forges. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders then their implants are progressively upgraded so they become hardened and more efficient, eventually becoming inhuman caricatures of the hivers they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leached away.

Capture

Their experience of absconding means all Pit

Slave gang members have the Escape Artist skill.

Experienced

Pit slaves are already hardened fighters having fought before and during their imprisonment. All

Pit Slave gang members start with one randomly determined experience advance.

Guilder Loathing

Pit slaves are bound together by their bitter enmity of the Merchant Guild. Pit Slave gang members follow the rules for hatred against all members of Watchmen gangs and any defenders when playing a Caravan scenario.

Determined slaves eventually escape from captivity in ones or twos or in mass breakouts if a mine collapses or a caravan is attacked. The vast wastelands provides ample hiding places for these desperate souls so few are recaptured. Guilders write off any lost slaves and simply buy more from trading posts and courts, though they still impose a bounty on all escaped slaves implanted with their insignia. Unaugmented slaves can return to a life of normality in distant settlements or upriver where their faces won't be recognised, but slaves that can't hide the familiar Guilder implants that exposes their past are destined for a mistrusting and persecuted existence.

Bionics

Pit Slaves don't share the aversion to cybernetic implants other hivers have. Pit Slave gangs can freely implant and remove bionic chips, such as skull chips, and can graft bionics to models that haven't suffered a serious injury to that part. If the Pit Slaves capture any enemy fighters with bionics

that aren't rescued, then they can remove any bionics before selling them to the night trains.

Heavily augmented slaves band together for mutual support subsisting at the fringes of the badzones. These pit slave gangs raid Guilder caravans, holesteads and settlements for food, weapons and implants to replace damaged parts, but closest to their hearts is causing the Merchant Guild as much trouble as possible. The pit slaves brandish their bio-weapons as symbols of the torturous misery they have overcome and for the overwhelming hatred they feel for all Guilders.

Pit Slave Weapons
 Guilders augment their slaves with an array of mechanical bio-implant tools. Pit Slave Weapons replace the fighter's whole arm so can only be replaced by another Slave Weapon. A Pit Slave Weapon cannot hold or use a regular weapon. For example, it cannot hold a sword to be used in close combat, or to throw a grenade.

SPECIAL RULES

If a Pit Slave Weapon suffers a Hand Injury or Arm Wound, then the roll is treated as a Full Recovery result instead. It's automatically assumed any damage to pit slave weapons are repaired in time for the next game.

Outlanders
 Pit Slaves are outlanders so all outlaw rules apply to them unless stated otherwise. Pit Slaves don't have a guild price so cannot pay off their outlaw status. They start the campaign with one territory generated on the Outlaw Territory Table.

All Pit Slave Weapons must test to sound the alarm when used in scenarios such as The Raid.

Foraging
 Due to their industrial cybernetic weapons, pit slaves are better able to exploit valuable materials found in the wastes. Pit Slave Gang members receive a +1 credit bonus when foraging.

Gangers
 For purposes of rules that specifically reference Gangers, such as working a territory, the Pit Slave fighter type count as Gangers.

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OUTLANDERS

CHOOSING THE GANG

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TECHNO

BS

You have 1000 credits to spend on recruiting and arming the Pit Slave gang. Just like a House gang it must have at least three models and all fighters come with a free knife.

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Cost to recruit: 80 credits
 Technos manage the upkeep and maintenance of the pit slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting bionic limbs. Most technos are members of House Van Saar who have been captured in the constant gang skirmishing and enslaved by the Guilders before escaping with a pit slave revolt. When a group of pit slaves make a break for freedom, a wise chief will always ensure that they take a techno with them to make repairs and keep the gang functioning.

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Pit Slave Chief: A gang must have one Chief.

Techno: A gang can have up to 2 Technos.

Pit Fighter: A gang can have any number.

Pit Slaves: At least 50% of the gang must be Pit

Slaves. If the number falls below this then only Pit Slaves can be recruited.

Weapons: A Techno may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and Extras sections of the weapon list.

Cost to recruit: 140 credits
 The pit slave chief is a natural leader, the one who the others look to for direction in their battle against the Merchant Guild. Usually the chief is the one who led

PIT SLAVE CHIEF

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the others to freedom and who has kept the slaves together through their wanderings ever since. Pit slave chiefs have to work hard to keep their position amongst the ruthless cut-throats they lead, a favoured way is to acquire numerous bionic implants and armour plates. A fully arrayed chief is terrifying, his many machine arms snapping insanely.

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PIT FIGHTER

Cost to recruit: 60 credits
The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. They are always augmented in some way, rending chainsaws and buzz saws create bloodbaths for the baying crowds while armour plates and toughened rod implants prolong the agonising spectacle. Pit fighters can gradually chip away at the bounty on their head by surviving the fighting pits, but more often than not a vicious breakout is their only real chance for freedom.

Weapons: A Pit Slave Chief may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Special Weapons and Extras sections of the Pit Slave Weapon List.
Leader: A Pit Slave Chief commands respect from his followers and they are heartened by his presence. The Chief counts as Gang Leader so has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

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I	Pit Slave Weapon: Pit Fighters must be equipped
A	with two pit slave weapons. Note unlike a Chief the
Ld	Fighter's two slave weapons will replace both arms.
4	Advances: Due to a Pit Fighters unusual armaments
4	they cannot gain Shooting and Techno skills and must
-	re-roll any Ballistic skill advances.

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Weapons: Pit Fighters rely exclusively on their pit slave weapons so cannot use any other weaponry. However, they do still have access to armour plates, tool upgrades and miscellaneous equipment.

Pit Slave Weapon: The Pit Slave Chief must be equipped with a pit slave weapon. The Chief can also use an additional pit slave weapon which is fitted separately, effectively giving the Chief an extra 'arm'. In hand-to-hand combat this allows the Chief to use three close combat weapons (+2 Attack dice), or hold a basic/special weapon with one hand and still use two close combat weapons (+1 Attack dice).

OUTLANDERS

PIT SLAVE 3

PIT SLAVE WEAPON LIST 3

Leader Only Weapons 3

Bolt Pistol 1

Bolt Shells 1

Boltgun 3

Chainsword 3

Hand Flamer 1

Cost to recruit: 60 credits 7

Regular pit slaves make up the majority of slave gangs,

scarred half-men with bitter memories of the normal

life they used to enjoy. Slave chiefs only accept the

most hate-filled and hardened slaves as only they can

be expected to survive their war against the Merchant

Guild. Pit slaves make frightening enemies, vengeful

and careless of their own wounds as they tear apart

hivers with industrial-sized mechanical weaponry.

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Weapons: A Pit Slave may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Pit Slave Weapon List.

Pit Slave Weapon: Pit Slaves must be equipped with a pit slave weapon and cannot be armed with more.

EXPERIENCE

Unless stated otherwise, Pit Slave gangs gain experience and advances just like a regular gang.

Fighter Type

Initial Experience

Pit Slave

Pit Fighter

Techno

Pit Slave Chief

20 +1D6

40 +1D6

40 + 1D6

60 + 1D6

MAXIMUM CharacteristicS

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BS	Pistols
	Autopistol
S	Laspistol
	Stub Gun
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	15
W	15
	10
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	Basic Weapons
A	Autogun
	Lasgun
Ld	Shotgun (+Solid Slug, Scatter Shot)
4	20
	25
6	20
6	Special Weapons
	Autosluggger
5	Flamer
	Grenade Launcher
5	Meltagun
	Plasma Gun
4	
	45
5	40
	60
4	95
	80
9	
	Pit Slave Weapons
Cost	Buzz Saw
25	Chainsaw
15	Claw
35	Hammer
25	Rock Drill
25	Shears
Hand-to-Hand Weapons	15
Chain or Flail	15
Club, Maul or Bludgeon	10
Knife (first knife free)	15
Sword	10
	10
10	
10	Extras
5	Armour Plates
15	Dum-dum Bullets
	Frag Grenades

Hot Shot Shells	âœ“
Krak Grenades	
Manstopper Shells	X
Tool Upgrade	âœ“
	âœ“
10	
5	-
25	
5	X
40	âœ“
5	âœ“
15	
	60

SKILL TYPES AVAILABLE

Fighter Type

Agility

Combat

Ferocity

Muscle

Shooting

Stealth

Techno

Pit Slave

Pit Fighter

Techno

Pit Slave Chief

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OUTLANDERS

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pit slave EQUIPMENT

Only Pit Slave gang members can use the following items as other gangs lack the required expertise.

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CHAINSAW

Parry: A chainsaw allows the fighter to make a parry.

BUZZ SAW

Chainsaws are long, razor edged and comparatively easy to wield so have become popular weapons for pit fighters. The most widely known advocate being Bull Gorg the most fearsome of all slave leaders.

ROCK DRILL

Mining slaves are commonly fitted with massive drills for borrowing into slag, metals and minerals. It also makes a fearsome weapon, its piercing strikes can bore into an opponent causing horrific injuries.

Buzz Saws are fitted to scrap slaves and unsubtle pit fighters. A whirling disk of toothed steel, it can part steel or flesh just as easily with a single swing.

CLAW

Large claws are used in a variety of mining, loading and excavation jobs. When used as a weapon its keen tipped talons can grip and smother opponents.

Range
Close Combat

Range
Close Combat

Strength

Strength

Damage

Damage

Save Mod.

Save Mod.

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Range
Close Combat

Range
Close Combat

Strength

Close Combat

Damage

Save Mod.

Save Mod.

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1	Strength
-	Range Close Combat
4	Strength
D3	Damage
-3	Save Mod.
Huge shears are used for harvesting fungi and scrap metals. Their fearsome sharpened blades are quite capable of snipping bits off an unfortunate human.	4 1 -1
Giant hammers are fitted to mining, demolition and foundry slaves. Their blunt pile driver force can knock opponents senseless as they are beaten to their knees. Damage Save Mod.	Snip: If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Slave has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.
SHEARS	Pummel: When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.
HAMMER	
Strength	
Damage	ARMOUR PLATES
Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.	TOOL UPGRADE
Grapple: When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Attack dice penalty (to a minimum of 1) for each claw the fighter wields.	Pit slaves often fashion crude plates of armour from scrap debris. These give effective protection but are heavy and cumbersome to wear. Pit Slave gang members can carry up to three armour plates, each conferring a cumulative 6+ armour save. However, each plate reduces the Pit Slave's Initiative by -1 to a
Range	

minimum of 1. Note that armour plates cannot be combined with flak, mesh or carapace armour.

Pit slaves often cannibalise machinery to upgrade their cybernetic weapons. Tool bits are replaced with larger more destructive versions, or augmented with supercharged motors. Pit Slave Weapons can be fitted with any number of tool upgrades, each conferring a +1 bonus to its Strength and Save Modifier. Note tool upgrades can be freely refitted between weapons during the post-game sequence like any other item.

ADEPTUS MECHANICUS EXPLORATORS

Initial Resources: You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

Hired Guns: AdMech war bands may recruit up to 3 Hired Guns.

Starting Experience & Skills: All fighters start with the following experience point totals. All non-Construct AdMech members gain experience as normal. AdMech gain the Underdog Bonus as normal.

UNIT TYPE	EQUIV.	XP
Magos	Leader	60+ D6
Engineer	Heavy	60+ D6
Electro-Priest	Ganger	20+ D6
Skittari	Ganger	20+ D6
Sicarian	Heavy	60+ D6
Menials	Juve	D3

Territory & Income: AdMech war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

SUBVERSION RATING: 6
INVESTIGATION RATING: 8

Special Rules: All AdMech war bands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Construct Bodyguards: Magos/Genetor may purchase 1 construct bodyguard if they are equipped with a MIU. There can be only 1 Construct Bodyguard per war band at any time. The construct is bound to the War Band leader.

The Amesa Thallax was developed from the Astartes Power Armour, though in the case of the Thallax this protection only covers organs, nervous systems, and brain. The skeleton and limbs of Thallax warriors are replaced entirely with **mechanical weapons and servo's** powered by an internal reactor. The agony of this process, along with the replacement of most human sensory organs, leaves Thallax warriors notoriously cold and calculating killing machines. The Amesa Thallax bodyguard is a less refined version of the Lorica Thallax that was seen in the Dark Ages of the Heresy.

AMESA THALLAX							
WS	BS	S	T	W	I	A	LD
2	4	4	3	2	2	2	8

Cost to Recruit: 175 TG

- **Species: Construct**
- **Weapons: Amesa Thallax is equipped with an Autoslugger and a knife.**
- **Equipment: Amesa Thallax is equipped with a heavy armor granting it 4+ armor.**
- **Special: Floating, Extra Clip.**

Extra Clip: Ignore the first Failed Ammo Roll per game.

Deployed onto the battlefield as elite shock troops or the bodyguards of their magos overseers, Mechanicum Scyllax Guardian-automata have been adapted with a wide variety of mechadendrites and servo-arms for dissecting living matter with murderous speed. With an armoured carapace as durable as Legiones Astartes battle plate and powered by a rad furnace which can vent debilitating radiation at will, the Scyllax Guardian-automata are a force to be truly feared on the battlefield.

SCYLLAX BODYGUARD

WS	BS	S	T	W	I	A	LD
4	2	4	3	2	2	2	8

Cost to Recruit: 150 TG

- **Species:** Construct
- **Weapons:** Scyllax is equipped with Mechadendrite Combat Array.
- **Equipment:** Scyllax is equipped with a heavy armor granting it 4+.
- **Special:** Rad Furnace.

Rad Furnace: All models locked in combat with one Scyllax suffer -1 to their Toughness characteristic for the duration of the combat. Scyllax models are themselves immune to this effect.

Additionally, Admech war bands may select one (1) of the following factions upon creation. This faction may not be changed or removed once selected. Please note that some factions may have adverse effects when facing certain opposing war bands.

- **Puritan: (Magos Leader)** The war band follows the strict Universal Laws laid down by the Ommnisiah. The war band may not be equipped with any Xenos weaponry or equipment and will never employ non-human Hired Guns. When facing any war bands possessing Xenos weaponry or equipment or Radical Admech war bands or including a Xenos, the entire war band may choose to be affected by Hatred when the scenario begins. The Magos and Engineeers/Secutors may select 1 servo-skull each, at normal cost.

- **Radical: (Genetor Leader)** The war band seeks to extend its knowledge regardless of the consequences. The war band may be equipped with Xenos weaponry and equipment and may hire non-Human Hired Guns. The Genetor and Engineeers/Secutors may select 1 servo-skull or Drone each, at normal

cost. War bands led by a Genetor may replace their Sicarian allowance with 0-3 Gholams or Chimerics (Check the constructs entries)

RECRUITMENT

1 - MAGOS

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	+1	+1	-	+2

Base +110 TG

OR

1 - GENETOR

WS	BS	S	T	W	I	A	LD
+2	+2	-	+1	-	+1	-	+2

Base +110 TG

- **Species:** Human only.
- **Weapons:** Magos/Genetor may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** Magos/Genetor may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Magos/Genetor always counts as having a **friend within 2"**. Additionally, friendly models **within 6"** of the leader may use its Leadership when taking any Leadership test.

0-3 - ENGINEER

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	+1	-	+1

Base +50 TG

- **Species:** Human only.
- **Weapons:** Engineeers may select weapons from the HtH, Basic, Pistols, Special, Heavy, and Grenades lists.
- **Equipment:** Engineeers may select any equipment from the Armor, Gunsights, and Equipment lists.

0-2 - ELECTRO-PRIEST

WS BS S T W I A LD
+1 - - - - +1 - +1

Base +40 TG

- **Species:** Human only.
- **Weapons:** Electro-Priests may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Electro-Priests may select any equipment from the Equipment lists.
- **Special:** Electro-Priests have Electroos and may never wear armor.

Q+ - SKIITARI
WS BS S T W I A LD
+1 +1 - - - - - +1

Base +30 TG

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Skitari may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Skitari may select any equipment from the Armor, Gunsights, and Equipment lists.

Q+ - MENIALS
WS BS S T W I A LD
+1 - - - - - +1

Base +20 TG

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Menials may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Menials may select any equipment from the Equipment list.

Q-2 - SICARIAN INFILTRATORS
WS BS S T W I A LD
+1 +1 +1 - +1 - - +1

Base +100 TG

- **Species:** Human only.

- **Weapons:** Sicarians may select weapons from the HtH, Pistols and Grenades list.
- **Equipment:** Sicarians may select any equipment from the Gunsights and Equipment.
- **Special:** Infiltration Skill. (If the fighter gets it once more, reroll the result). Sicarians have an included 5+ armor save than cannot be upgraded.

Q-4 - SERVITORS
WS BS S T W I A LD
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- **Species:** Species: Servitors, Gun-/Combat-Servitors.
- **Weapons:** Weapons: Gun-/Combat-Servitors may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None.

Q-2 - PRAETORIAN
WS BS S T W I A LD
+1 +1 +1 +1 +1 -1 +1 -

Base +140 TG

- **Species:** Human only.
- **Weapons:** Praetorian may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Praetorian may select any equipment from the Equipment lists.
- **Special:** Praetorian have a 4+ armor save. Praetorian have the bulky or giant attribute depending on the model. Bulky models may have up to 2 Implant Weapons, and Giant models may have up to 3 Implant Weapons. Slow and purposeful: Counts as being equipped with suspensors and may never run or climb ladders.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

Knife
 Stiletto, Dirk
 Throwing Knife
 Sword*
 Club, Maul, Bludgeon
 Chain, Flail
 Massive Weapon
 Chainsword¹
 Chain-Axe¹
 Power Sword²
 Power Axe²
 Power Fist²
 Shock Maul¹
 Buzzsaw†
 Chainsaw†
 Pneumatic Hammer†
 Rock Drill/Breacher†
 Shears†

SPECIAL

Flamer
 Melta-Gun
 Melta-Lance
 Grenade Launcher
 Plasma Gun
 Long Las
 Storm Bolter***
 Ripper Gun
 Rad-Cleanser

HEAVY

Autocannon
 Assault Cannon
 Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun
 Lascannon
 Missile Launcher
 Multi-Melta
 Multi-Laser

PISTOLS

Autopistol
 Stubber
 Hand Cannon¹

Bolt Pistol¹
 Laspistol
 Hellpistol¹
 Hand Flamer
 Plasma Pistol¹
 Inferno Pistol²

GRENADE & AMMO

Frag Grenades
 Krak Grenades
 Melta-Bomb¹
 Photon Flash Grenades¹
 Frag Missile
 Krak Missile
 Dum-Dums
 Man-Stoppers
 Metal Storm³
 Inferno³
 Kraken³
 Overcharge Cell¹
 Overcharge Cell

BASIC

Autogun
 Lasgun
 Las Carbine
 Hellgun
 Bolt Carbine
 Bolter
 Shotgun (Solid/Scatter)
 Shotgun (Solid/Scatter)

ARMOUR

Flak Armor
 Flak Armor (Enclosed)
 Carapace Armor¹
 Carapace Armor (Enclosed)¹
 Mesh Armor¹
 Mesh Armor (Enclosed)¹
 Power Armor²
 Power Armor (Enclosed)²
 Refractor Field³
 Conversion Field³
 Displacer Field³

GUN-SIGHTS

Red-Dot Laser
 Telescopic Sight
 Mono-Sight
 IR-Sight

EQUIPMENT

Bio-Scanner (1/warband)¹
 Clip Harness
 MIU²
 Mechadendrites/Servo-Arm²
 Photo-Contacts/Visor
 Respirator
 Weapon Reloads
 Shoulder Rig²
 Skull Chip¹
 Silencer

1. Not available to Menials
2. Not available to Menials or Skitari
3. Magos/Genetors Only
4. Only available to Servitors or models with Bionics

	AGI	COM	FER	MUS	SHO	STE	TEC
MENIALS	X	-	-	X	-	X	-
SKITARI	-	X	-	X	X	X	-
ELECTROPRIEST	-	X	X	X	-	-	X
SICARIAN	-	X	-	X	X	X	X
ENGINEER	-	X	X	X	X	-	X
MAGOS	X	X	-	X	X	X	X
GENETOR	X	X	X	X	X	X	X

ARBITES/EXPURGATORS

INITIAL RESOURCES:

You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

HIRED GUNS:

Arbites Squads may recruit up to 2 Hired Guns. These may not be Xenos.

Expurgator Squads may NEVER employ Hired Guns.

STARTING EXPERIENCE & SKILLS:

All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Arbites/Expurgators gain the 'Underdog' Bonus as normal.

NEC EQ	UNIT TYPE	XP
MARSHAL/LEADER	BOSS	60+D6
PROCTOR/SPECIALIST	HEAVY	40+D6
DETECTIVE	GANGER	30+D6
ARBITRATOR/TROOPER	GANGER	20+D6
WARDENS	HEAVY	D6
PENAL LEGIONNAIRE	JUVE	D6
RECRUITS	JUVE	D3
JUDGE/EXECUTOR	HEAVY	70+D6

TERRITORY & INCOME:

Arbites warbands select territories (their 'Precinct') and collect income (through tithes and "walking the beat") exactly as

described in the rulebook. They receive the 'Giant Killer Bonus' as listed.

Expurgator warbands receive D6 + 3 Throne Geld per model after every scenario. Expurgators never own territory. They receive half (rounded up) of the 'Giant Killer Bonus' as listed.

SUBVERSION RATING: 6

INVESTIGATION RATING: 8

SPECIAL RULES:

All Arbites/Expurgators warbands may select Comm-links/Micro-beads at +2 TG per fighter. If selected, all fighters must be equipped in this way.

There can be only 2 Psykers/Wyrds per warband. Maximum level of 2.

LAW ENFORCEMENT ARMORY ACCESS:

Arbites / Expurgators benefit from the access to the best armories of the underworld. To reflect that Arbites/Expurgators war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

RECRUITMENT PROCESS:

Arbites / Expurgators that suffer from a Dead result in the Serious Injuries chart must roll a D6. Do not apply this rule if the dead fighter is the leader.

1.2.3.4 = Administrative documents are sent to the local precinct to replace the casualty and nothing happens. His team members will perform his last rituals.
 5.6 = Administrative documents are sent to the local precinct to replace the casualty. Luckily the local precinct just finished training new recruits. Replace the dead fighter with a new one of the same Unit Type for free. You can buy him Weapons & Equipment as if you just recruited him.

ARBITES WARBAND SPECIAL RULES:

The Riot shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to ‘bash’ an opponent, at which point the stored charge is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Riot Shield: Arbites & Wardens Only

Cost : 30 TG

Arbites armed with a riot shield receive a +2 save modifier against any shooting attack. In addition, a riot shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1. High Impact weapons disable the force field of the shield cancelling its armor bonus. The riot shield is genetically bound to its “bearer” thus no other warband type “may possess” a Riot Shield.

Arbites warbands add +1 to their Investigation Rating.

EXPURGATORS WARBAND SPECIAL RULES :

Expurgators are mind-scrubbed, highly-trained teams of killers under the direct authority of the High Lords of Terra. Their uniforms carry no insignia or markings and their weapons are of the highest quality available.

Expurgators may not select the Detective, Wardens, and/or Legionnaire unit type and are limited to a total of 2 Recruits at all times. They may never be

captured and any Capture roll means the fighter is killed and his equipment permanently lost.

Expurgators may never employ any Hired Guns and may never select weaponry or equipment outside of their lists below.

If a Telepathic psychic power targets an Expurgator model, the fighter rolls D6. On a roll of 4+ the power is negated and has no effect.

Expurgators may never be Wyrds.

Expurgators warbands add +1 to their Subversion Rating.

RECRUITMENT

1 MARSHAL/LEADER

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +100 TG

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2”. Additionally, friendly models within 6” of the leader may use its Leadership when taking any Leadership test.

A Marshal/Leader may select one (1) Servo-Skull or Psyber-Familiar, at normal cost.

0-2 DETECTIVES

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)
- **Weapons:** Detectives may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Detectives may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Detectives have the Infiltration Skill. If a Detective rolls this skill again, re-roll the result.

0-3 PROCTORS/SPECIALISTS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Human, Abhuman-Untouchable
- **Weapons:** Proctors may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Proctors may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** If a Proctor/Specialist is not armed with a Heavy weapon, it may select (1) one Cyberhound or Grapplehawk, at normal cost.

2+ ARBITRATORS/TROOPERS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +30 TG

- **Species:** Human, Abhuman-Ogryn,
- **Weapons:** Arbitrators may select weapons from the HtH, Pistols, Basic, and Grenades list.

- **Equipment:** Arbitrators may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** At least 50% of a warband must be made up of Arbitrators/Troopers. If this number ever falls below 50%, you may recruit no further non-Arbitrator models until this number is over 50%.

0-3 WARDENS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	-	-	+1

Base +15 TG

- **Species:** Human, Abhuman - Ogryn, Abhuman-Untouchable
- **Weapons:** Custodians may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Custodians may select equipment from the Armor and Equipment lists.
- **Special:** Custodians may only be selected if at least one (1) Penal Legionnaire is part of the warband. If there are no Legionnaires in an Arbites warband, the Custodian will not fight until more Legionnaires are hired.

0+ PENAL LEGONAIRES

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	-	-	-

Base +5 TG

- **Species:** Human or Abhuman, Human - Mutant
- **Weapons:** Legionnaires may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Legionnaires may select equipment from the Equipment lists.
- **Special:** If a Legionnaire goes Down or Out of Action within 2" of any other friendly model, that model does not need to test for breaking.

While Legionnaires may earn experience, gain new skills, etc, they may never advance in rank beyond that of Legionnaire.

Q+ RECRUITS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	-	-	-

Base +15 TG

- **Species:** Human or Abhuman
- **Weapons:** Recruits may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.

Q-1 JUDGE/EXECUTOR

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	-	-	+1

Base +70 TG

- **Species:** Human, Abhuman-Untouchable
- **Weapons:** The Judge/ The Executor may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** The Judge/ The Executor may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Judge/ The Executor has the Killer Reputation Skill. If the Judge rolls this skill again, re-roll the result.

I am the Law! (Arbites) / You are my Target ! (Expurgators): Before any game begins, select an enemy fighter from the opposing War Band. This fighter is sentenced to death. The Judge/The Executor hates the selected fighter. If the Judge/executor takes the target out of action, he receives 2D3 XP bonus.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk⁵
- Throwing Knife⁵
- Sword
- Club, Maul, Bludgeon
- Chainsword¹
- Chain-Axe¹
- Shock Maul (Arbites Only)¹
- Power Sword³
- Electro-Flail²
- Shock Maul²
- Power Sword³
- Force Staff⁴

SPECIAL

- Flamer
- Melta-Gun⁵
- Ripper Gun (Ogryn Only)
- Grenade Launcher
- Plasma Gun
- Long Las
- Needle Rifle⁵
- Storm Bolter³
- Webber (Arbites only)

HEAVY

- Heavy Stubber
- Heavy Bolter
- Heavy Plasma Gun⁵
- Missile Launcher
- Multi-Laser
- Multi-Melta⁵
- Heavy Flamer⁵
- Heavy Webber (Arbites Only)

PISTOLS

- Autopistol
- Stubber
- Hand Cannon
- Bolt Pistol¹
- Laspistol
- Hellpistol¹
- Needle Pistol⁵
- Hand Flamer¹
- Plasma Pistol²

Web Pistol (Arbites only)

GRENADE & AMMO

- Frag Grenades
- Krak Grenades
- Photon Flash Grenades
- Melta-Bombs¹
- Scare Gas Grenades¹
- Choke Gas Grenades¹
- Smoke Grenades
- Hallucinogen Grenades^{1 5}
- Frag Missile
- Krak Missile
- Dum-Dums
- Man-Stopppers
- Hot Shot Shells
- Executioner Shells
- Overcharge Cell

BASIC

- Autogun
- Lasgun
- Hellgun¹
- Bolter¹
- Shotgun (Solid/Scatter)
- Hunting Rifle²
- Bolter²
- Shotgun (Solid/Scatter)

ARMOR

- Flak Armor
- Flak Armor (Enclosed)
- Carapace Armor¹
- Carapace Armor (Enclosed)¹
- Mesh Armor¹
- Mesh Armor (Enclosed)¹

- Hexagrammic Wards⁶
- Refractor Field³
- Conversion Field²

EQUIPMENT

- Bio-Scanner (1/warband)⁶
- Blade Venom (One Use)⁵
- Charm (Arbites Only)
- Clip Harness
- Frenzon⁴
- Injector Rig⁴
- Kalma⁴
- IR Goggles⁵
- Photo-Contacts/Visor
- Respirator
- Reloads²
- Silencer⁵
- Spur⁴
- Stummers (One Use)⁵

GUN-SIGHTS

- Red-Dot Laser
- IR Sight
- Telescopic Sight²

1. Not available to Recruits/Legionnaires
2. Not available to Recruits, Legionnaires, Custodians, or Arbitrators
3. Marshal/Leader only
4. Legionnaires only
5. Detective, Legionnaire, and/or Expurgators only
6. Expurgator Leader/Specialist only

	AGI	COM	FER	MUS	SHO	STE	TEC
RECRUITS	X	-	-	X	X	-	-
LEGIONNAIRE	X	-	X	X	-	X	-
CUSTODIANS	-	X	X	X	X	-	-
ARBITRATOR	X	X	-	X	X	-	-
DETECTIVES	X	X	-	X	X	X	X
PROCTORS	X	X	X	X	X	-	X
MARSHALS	X	X	X	X	X	X	X
JUDGE/EXECUTOR	-	X	X	X	X	-	-

CHAOS COVENS

INITIAL RESOURCES:

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 4 models.

TERRITORY & INCOME:

Chaos Coven war bands select territories and collect income exactly as described. They receive the Giant Killer Bonus as listed.

HIRED GUNS:

Chaos war bands may recruit up to 3 Hired Guns.

STARTING EXPERIENCE & SKILLS:

All fighters start with the following experience point totals. All non-Construct Coven members gain experience as normal. Chaos Covens gain the Underdog Bonus as normal.

UNIT TYPE	NEC EQ	XP
MAGUS	LEADER	60+D6
ACOLYTES	HEAVY	60+D6
CULTISTS	GANGER	20+D6
NOVICIATE	JUVE	D3
HOST	HEAVY	60+D6
BEASTMAN	HEAVY	60+D6
ROGUE PSYKERS	HEAVY	60+D6
CHAOS ZEALOTS	GANGER	40+D6

SUBVERSION RATING: 9

INVESTIGATION RATING: 5

SPECIAL RULES:

All Coven war bands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all nonDaemon fighters must be equipped in this way.

All Puritan war bands fighting Chaos Covens are subject to Hatred.

Summoning: Before each game begins, Chaos Coven player may try to summon a Daemon. Adjust the War band's rating accordingly.

Captured Fighter: War Band fighters captured by a Chaos Coven have two choices: convert or die. War Bands can get back captured members by playing a Rescue and fighters will still be exchanged if both War Bands have captured models, but Chaos Coven will never pay or ask for ransom demands from Puritan war bands.

If the enemy War Band doesn't attempt a rescue mission or fails it, then the Magus can try to convert the prisoner to the Dark Gods. The Chaos Coven player rolls 2D6 and adds the Magus Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score. Any Member of Ecclesiarchal Delegations or Inquisition Cells add s 2 to his result. Any mutant type prisoner will reduce his result by 2.

If the Magus scores higher than the prisoner, the prisoner becomes a faithful Cultist.. Copy his profile, skills, experience, etc, onto the Chaos Coven roster. Note the fighter is now classed as a Cultist, meaning he may lose access to skill sets, weaponry and special abilities.

All of the cultist's equipment is also destroyed to cleanse his new dark path, but he will keep implanted bionic equipment.

If the prisoner equals or beats the **Magus's score then he resists and** refuses to convert to the Dark Gods.

If a prisoner will not devote himself to the dark gods, cannot be rescued by his war band or cannot be traded back then he is cannibalized. Their tainted equipment is thrown away.

Chaos Marks: To reward their dedication and obedience, Chaos Gods may mark an individual with a physical mark or item. This may take many forms; from oddly shifting tattoos to a ring that burns, or an archaic item that should not exist in the material world. All Coven war bands may select one fighter to bear the mark of his God. The Mark must be aligned with the Covens God. There can be only one (1) Mark per Warband.

The selected fighter cannot be the leader of the ward band except for undivided Warband. The selected fighter must have more than 20 Experience point.

The Mark may never be destroyed, traded away, or sold. Hired guns cannot bear a mark. If the bearer dies, a new mark can be bought. The stat boost given by the Marks can lead to go above **his maximum species's stats** but never above the overall game stats maximum. If the fighter gains a skill he has already acquired with his mark again, reroll the result.

Additionally, Chaos Covens must select one (1) of the following dedication upon creation. This specialty may not be changed or removed once selected.

CHAOS UNDIVIDED:

The war band is dedicated to Chaos in all its forms. Undivided war bands receive an additional D6 worth of income after every scenario, win or lose; and may have a maximum of 4 Hired Guns. Undivided war bands may only summon Warp Predators.

Undivided Chaos' Mark: 30 TG

Grant +2 Subversion & +1 Investigation, and can only be given to the leader.

KHORNE:

Khorne is the Blood God, Lord of Rage, Taker of Skulls. He is wrath incarnate, the embodiment of a never-ending lust to dominate and destroy. It is his sole desire to drown the galaxy in a tide of slaughter, to conquer and kill every living thing until there is nothing left but spilt blood and shattered bone.

Khornate war bands despise the use of sorcery and psychic powers and, as such, no psychic powers or Wyrds may be selected for this war bands fighters (they may not even employ Psyker Hired Guns). Instead of Rogue Psykers, Khornate war bands may select 0-3 Beastmen, who may be armed similarly and begin with the same starting experience and skill tables (replace Stealth with Muscle) as Rogue Psykers. The Chain Axe is a favored weapon among the Khornate War bands; Khornate fighters are experts in wielding such weapon. A Khornate fighter equipped with a Chain Axe and using it in HtH combat gains the parry attribute. The cost of Chain Axes is reduced by 5TG. Khornate war bands may only ever summon Bloodletters and Juggernauts.

Khorne's Mark: 20 TG

The fighter gains permanently +1 Attack and +1 Weapon Skill and the Frenzy rule.

At the end of each game during which the fighter did not take out an opponent in HtH combat, and that he is not down or out of combat, his blood lust makes him lose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness.

Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight lasts until one of **them is taken out of action. Khorne's Mark Bearer receives the 'Charge' Bonus.** Apply serious injuries roll for the loser.

4.5.6 = The fighter turns his weapon on himself and chops his head off. Remove him from the roster.

NURGLE:

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence. All things, no matter how solid and permanent they seem, are liable to eventual corruption and death. Even the process of creation is but the precursor to destruction and decay. The bastion of **today is tomorrow's ruin, the maiden of the morning is the crone of the night,** and the hope of a moment is but the foundation of regret. Though he is the creator of every infection and epidemic to have ever swept the universe, Nurgle is not a morose purveyor of despair and gloom, but a vibrant god of life and laughter. In death, there is life.

Each Nurglite warband receives a Tox Bomb for free upon creation. Nurglite weaponry is unreliable, old, and of generally low quality. As such, all members must take an Ammo Roll if they roll a natural 1 or 6 on their Hit roll. This does not apply to the Magus & Acolytes & Daemonhost.

Because of this, the cost for all Ranged weaponry is reduced by -5 Throne Geld upon creation (to a minimum of 5).

Nurglite war bands may only ever summon Warp Predators & Plaguebearers.

Nurgle's Mark: 20 TG

The fighter gains permanently +1 Toughness and +1 Wound and the True Grit skill.

At the end of each game during which the fighter did not score two wounding hits in combat, and that he is not down or out of combat, his blood lust makes him lose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness.

Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight lasts until one of **them is taken out of action. Nurgle's Mark Bearer receives the 'Charge' Bonus.** Apply serious injuries roll for the loser.

4.5.6 = The fighter turns his weapon on himself and kills himself. Remove him from the roster.

TZEENTCH:

Tzeentch, also known as the Changer of Ways, is the Chaos God of Change, Evolution, Intrigue and Sorcery, he who weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads lies the ensnared soul of a human puppet; those of his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts.

Tzeentchian warbands with Mutants do not pay double for the second mutation as listed in the Mutant profile of Species and Races. The first mutation any member selects costs -10 Geld (to a minimum of 5). Tzeentchian war bands subtract -1 from their Subversion Rating

and add +1 to their Investigation Rating. Rogue Psykers unit is modified to 2-4. Daemonhosts only requires only 2 Cultists instead of 3. Tzeentchian war bands may summon ANY Warp Creature!

Tzeentch's Mark: 20 TG

The fighter gains permanently +1 Ld and +1 BS and the Ambush skill.

At the end of each game during which the fighter did not take out an opponent using psychic powers, and that he is not down or out of combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness.

Roll D6.

1.2.3 = Select randomly 1 fighter within **the chaos coven war band. Tzeentch's Mark Bearer** initiates a psychic fight. Make a Ld Test for both of them. The highest result wins. Apply serious injuries roll for the loser.

4.5.6 = The fighter starts to mutate quickly into a chaos spawn. He is lost to the coven. Remove him from the roster.

SLANNESH:

Slaanesh, also known as the Dark Prince, the Prince of Pleasure and even the Prince of Chaos in the Imperium of Man, is the Chaos God of Pleasure, Passion and Decadence. Lust, pride and self-indulgence are the hallmarks of all who follow him. He is the youngest of the Chaos Gods, having come to full sentience within the Immaterium only during the 30th Millennium. While generally **referred to as a "he"** by humans and as a female by the Eldar, Slaanesh is actually neither gender, combining characteristics of both.

Slaaneshi war bands may select and pay for one Pitslave or one Beastmaster upon creation. The selected model is considered a member of the war band from this point onward, but may only **ever use the ,Cultists' skill table.**

Slaaneshi warbands increase their Subversion Rating by +1. Slaaneshi warbands may only ever summon Warp Predators & Steeds & Daemonettes. Slaaneshi warbands get a 25% discount to buy drugs, but adjust the rating with the normal price. Slaaneshi fighters may take up to two drugs without using an Injector Rig. Slaaneshi warbands take pleasure in pain, for each flesh wound a fighter has, he gains +1A & +1Ld.

Slannesh's Mark: 20 TG

The fighter is no longer slowed by Difficult Terrain and has +1 Initiative and the Leap skill.

At the end of each game during which the fighter did not score two wounding hits, and that he is not down or out of combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness.

Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight last until one of **them is taken out of action. Slaanesh's Mark Bearer receives the 'Charge' Bonus.** Apply serious injuries roll for the loser.

4.5.6 = The fighter turns his weapon on himself and kills himself. Remove him from the roster.

RECRUITMENT

1 MAGUS

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +110 TG

- **Species:** Any non-Astartes Human, Wyrd, or Mutant.
- **Weapons:** The magus may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The magus may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The magus always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.
- **Coven:** Upon creation select a below option aligned with the Coven type :
 Nurgle: The leader gains +1T.
 Tzeentch: The leader gains +1 Ld.
 Khorne: The leader gains +1A.
 Slaanesh: The leader gains +1M.
 Undivided: Select randomly one of the above stat boost and apply.

1-3 ACOLYTES

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Any non-Astartes Human, Mutant, or Big Mutie
- **Weapons:** Acolytes may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment:** Acolytes may select equipment from the Armor and Equipment lists.

0-3 ROGUE PSYKERS

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	+1	-	+2

Base +30 TG

- **Species:** Any non-Astartes Human Wyrd Only
- **Weapons:** Rogue Psykers may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Rogue Psykers may select equipment from the Armor and Equipment lists.

0-2 CHAOS ZEALOTS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	+1	-	-	+1

Base +35 TG

- **Species:** Any non-Astartes Human, Mutant.
- **Weapons:** Zealots may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Zealots may select any equipment from the Equipment lists.
- **Special:** Zealots are subject to the rules for Frenzy. Zealots May never wear Armor.

2+ CULTISTS

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	+1	-	-

Base +20 TG

- **Species:** Any non-Astartes Human, Wyrd (level-I), Mutant, Big Mutie or Abhuman Ogryn (Max:2).
- **Weapons:** Cultists may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Cultists may select equipment from the Equipment list.

Q+ NOVITIATES

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-

Base +5 TG

- **Species:** Any non-Astartes Human, Wyrd (level-1), Mutant, or Big Mutie.
- **Weapons:** Noviciates may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None

Q-2 DAEMONHOSTS

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-

Base +40 + Mutations/Powers TG

- **Species:** Any non-Astartes Human.
- **Weapons:** None.
- **Equipment:** None.
- **Special:** For every 3 Cultists the coven has, it may select one (1) Daemonhost. Daemonhosts may select up to 100pts of mutations and/or psychic powers at normal cost upon creation.

Daemonhosts may never be captured. Re-roll this result.

Daemonhosts are considered Daemons (though they never have to be summoned) and have all the special rules as detailed under the 'Warp Creatures' entry of the Bestiary.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk¹
- Throwing Knife
- Sword¹
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon
- Chainsword²
- Chain-Axe²
- Man-Catcher²
- Electro-Flail³
- Wych Blade⁵
- Agonizer⁵

PISTOLS

- Hand Bow
- Autopistol
- Stubber
- Hand Cannon¹
- Laspistol
- Hellpistol³
- Hand Flamer¹
- Web Pistol³
- Splinter Pistol⁵

BASIC

- Bow
- Musket
- Scatter Gun
- Autogun
- Lasgun
- Las Carbine
- Bolt Carbine²
- Shotgun (Solid/Scatter)
- Hunting Rifle

SPECIAL

- Flamer
- Grenade Launcher
- Ripper Gun
- Scatter Cannon
- Spear Gun
- Webber
- Splinter Rifle⁵

HEAVY

Heavy Stubber
 RPG Launcher
 Multi-Laser
 Heavy Flamer

GRENADE & AMMO

Frag Grenades¹
 Krak Grenades²
 Smoke Grenade¹
 Fire Bomb
 Tox Bomb
 Dum-Dums
 Man-Stopppers
 Bolt Shell
 Hotshot Shell
 Overcharge Cell

ARMOR

Flak Armor
 Flak Armor (Enclosed)
 Carapace Armor

Carapace Armor (Enclosed)
 Mesh Armor
 Mesh Armor (Enclosed)

EQUIPMENT

Charm
 Clip Harness
 Liquid Courage (One Use)
 Photo-Contacts/Visor
 Respirator
 Silencer⁴

1. Not available to Initiates.
2. Only available to Heavies & Bosses.
3. Only available to Bosses.
4. Only available to Slaaneshi warbands.

	AGI	COM	FER	MUS	SHD	STE	TEC
NOVICIATES	X	-	X	-	-	X	-
DAEMONHOSTS	X	X	X	X	-	-	-
CULTISTS	X	X	X	X	-	X	-
ROGUE PSYKERS	X	X	X	-	-	X	-
ACOLYTES	X	X	X	X	X	X	-
MAGUS	X	X	X	X	X	X	X

ECCLESARCHAL DELEGATIONS

Redemption! Redemption! Through fire and through blood! The cries of the fiery priesthood of the Redemptionist movement resound through the hive in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

The creed of the Redemption derives from the mainstream Imperial cult of the Ecclesiarchy. They worship the Emperor as a divine being, the supreme Man whose very existence proves the manifest destiny of mankind to rule the galaxy. The Redemptionists believe that mankind has fallen from the path of righteousness and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged by fire, blood and faith.

Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such crusades are outlanders, much to the ire of the Redemption. If anything, outlawing the crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the

Guilders. A crusade moves constantly through the badzones, stopping off at Redemption settlements and holesteads from time to time in order to reprovision and rearm.

The Priest will preach to the settlers and reaffirm their faith while the brethren take a tithe of their produce or make a collection. Then the crusade moves on to battle the forces of darkness, keeping the settlers safe from the mutant devils, witches and gangs of heretics wandering the wastes by shooting them on sight.

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication and shooting innocent, hardworking folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Redemptionists also believe the Spire and Guild are riddled with sinners as there they find little support; with the majority of followers coming from Hive City.

INITIAL RESOURCES

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

HIRED GUNS

Redemptionists would never pay sinners to do the work of salvation, hence they may not use Hired Guns of any kind.

STARTING EXPERIENCE & SKILLS

All fighters start with the following experience point totals. All non-Construct Ecclesiarchal Delegations members gain experience as normal. Ecclesiarchal Delegations gain the Underdog Bonus as normal.

UNIT TYPE	EQUIV.	XP
Confessor	Leader	60 + D6
Archdeacon	Heavy	60 + D6
Templars	Ganger	20 + D6
Preacher	Heavy	60 + D6
Zealots	Ganger	20 + D6
Sages	Ganger	20 + D6
Militia	Juve	D3
Sister Repentia	Heavy	70 + D6

OUTLANDERS

Redemptionists are outlanders so all of the usual outlaw rules apply unless stated otherwise. They do not have a guild price and so may never pay off their outlaw status.

TERRITORY & INCOME:

Redemptionists start with one territory generated on the Redemptionist Territory Table. Additional captured territory is looted and burnt as a matter of course. The Redemptionists move on after each game, spreading the word of righteousness and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Crusade rolls on the Redemptionist Territory Table to see where its path takes it in the next game. Note any income collected from territories is not halved as it is for ordinary outlaws when working non-outlaw territories; the partisan support of Redemptionist settlers means they can collect money far more easily than other outlaws. Redemptionists cannot use Sump Dynamos and Isotropic Fuel Rods.

SUBVERSION RATING: 7
INVESTIGATION RATING: 7

SPECIAL RULES

The Redemption has active or covert followers in all of the Hive City Houses. House Cawdor has dedicated itself to the Redemption entirely and is effectively run by the Redemption. There the path of righteousness is at its

purest with regular public witch hunts and mass burnings of heretic and mutants. The brethren of Cawdor are so pure that they view even Redemptionists from other Houses as little better than sinners.

Unfortunately sinning is rife on Necromunda, especially in the Underhives. The Redemption councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees from Hive City go down into the Underhive to start a new life and set up holesteads far from the main settlements, which they see as being full of sin and damnation. These isolated communities have little to do with the outside world and only visit trading stations occasionally for supplies.

The Redemption also sends "crusades" of their most dedicated and fanatical brethren into the Underhive to purge it of sin with the holy fires of battle. A crusade is led by a Confessor Militant who has the blessings of the council and is supplied with weapons and followers. A crusade patrols the Underhive, destroying abominations and battling heretics as they find them.

All Ecclesiarchal Delegation war bands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

"I FIND YOUR LACK OF FAITH DISTURBING"

Ecclesiarchal Delegations that must pass a bottle test may choose instead of rolling dices, to perform a sacrifice of one of their own. This will increase the fervor of their troops.

If the Confessor Militant is not down or out of action, select a fighter within his line of sight that is not down.

The confessor militant urges the selected fighter to prove his faith! The selected fighter starts to spill inflammable liquid on his clothes and sets himself on fire! Remove from the game the selected fighter; you will perform a Serious Injuries roll at the end of the game for him. The Bottle test is passed automatically.

This action can be performed only once per game.

"PURE BLOOD AND PURE THOUGHTS"

Ecclesiarchal Delegations cannot hire any Xenos or mutant or Wyrds/ Psykers Hired Guns or members. Ecclesiarchal Delegations may never use combat drugs, Fleets, or Liquid Courage. Additionally, Delegation war bands must select one of the following Orders upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing war bands.

ECCLESIArchY (PURITAN)

The war band is part of the Ecclesiarchy and adheres to all common tenets. The war band increases its Investigation Rating by +1 and lowers its Subversion Rating by -1. The war band has access to 0-6 Zealots.

TEMPLE TENDENCY CULT (RADICAL)

The war band is part of the now heretical Temple of The Savior Emperor and adheres to all its common tenets. Declared apostates after the Age of Apostasy, the war band increases its Subversion Rating by +1 and lowers its Investigation Rating by -1. The war band has access to 0-2 Sister Repentia and 0-3 Preachers but not to Sages.

CULT OF THE RED REDEMPTION (RADICAL)

The war band is part of the underground Redemptionist Cult and adheres to all its common tenets. The war band raises its Subversion Rating by +2 but lowers its Investigation Rating by -2. Redemptionist war bands lower the cost for ALL flame weaponry & Fire Bombs by 5 points.

Additionally, all war band members automatically suffer from Hatred when facing an opposing Radical. The war band has access to 0-2 Preachers but not to Sages.

CAPTURED TERRITORY

The Crusade may be so heavily defeated that the piece of territory it was moving to is lost to another gang. If this occurs the opposing gang gains the territory and may collect income from it as normal. In the case of holesteads, settlements etc, the people will be sullen, impolite and do their best to make the gang feel unwelcome but they won't cause any trouble. The only exceptions are the Seminary which is treated as a Settlement instead and weapon caches must be crossed off when the income is collected.

INSPIRE HATRED

The Redemption fundamentally believes mutants and witches are the spawn of evil, so much so that the mere sight can provoke a crusade into a seething hatred. Redemptionists are subject to the rules for hatred against Wyrds, Ratskin Shamans, and all scavy gang members.

TRADING

The armaments of the Crusade are usually sought out by seemingly harmless Underhivers secretly supporting the Redemption. Because of this, Redemptionists use the normal Trading Post instead of the Outlaw Trading Post.

CAPTURE

Gang fighters captured by the Redemptionists have two choices: repent or die. Gangs can get back captured members by playing a Rescue and fighters will still be exchanged if both gangs have captured models, but Redemptionists will never pay or ask for ransom demands from heretics. If the enemy gang doesn't attempt a rescue or fails then the Redemptor Priest can try to convert the prisoner as explained below. If a prisoner will not repent or cannot be redeemed then they are burnt together with their tainted equipment.

REDEEM

If the Crusade captures any enemy fighters who are not a Wyrd, Ratskin Shaman or a scavy gang member, then the Redemptor Priest can try to convert them to the Redemption's cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to

the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Redemptor scores highest then the prisoner becomes a faithful convert. Copy his profile, skills, experience, etc, onto the Redemptionist roster. Note the fighter is now classed as a Templar, meaning he may lose access to skill sets, weaponry and special abilities (e.g. Ratskins lose their Resilient ability). All of the convert's equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment, such as lobo-chips.

If the prisoner equals or beats the Priest's score then he resists and refuses to repent.

REDEMPTIONIST TERRITORY TABLE

D66 RESULT	TERRITORY	INCOME
11-16	WASTES	0
21-26	OLD RUINS	10
31-36	SLAG	15
41-46	SETTLEMENT	30

The Crusade can find nothing better than a hole in the wastes to operate from until they move on again.

The Crusade stops at a ramshackled Redemptionist hideout in an exposed area of ancient ruins containing scrap pieces of archeotech, bits of old metal and interesting old curios.

The Redemptionists visit a small mining outpost out in the wastes who are supporters of the Redemption. Before moving on the Crusade offers prayers to reaffirm their faith and and take a tithe from the occupants.

The Crusade shelters in a settlement with strong ties to the Redemption, strengthening their faith through catechisms and prayers. There's also chance of a fiery young Novice joining the Crusade as detailed in the Settlement territory of the Necromunda Community Edition.

51-53	HOLESTEAD	D6X10	The Crusade stops at a holestead out in the wastes which belongs to Redemptionist settlers. They receive shelter, nourishment and donations to the Redemption cause in return for prayers and teachings.
54-56	WEAPONS CACHE	2D6X10	The Crusade uncovers one of the Redemption's weapon caches out in the wastes. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post. It cannot be supplemented from the Crusade's stash or saved for later so any unspent credits are wasted.
61-63	SEMINARY	D6X10	The Crusade visits a Redemption school. Operating under the guise of a settlement where they receive shelter and assistance from the Priests. There's also a chance fiery young Novices will join the Crusade as detailed in the Settlement territory of the NSE, however, 3D6 are rolled instead of the usual 1D6.
64-66	HIDDEN WEAPONS CACHE	3D6X10	The Crusade uncovers a hidden Redemption weapon cache. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post or can also be used to purchase rare items offered to the Crusade that game. It cannot be supplemented from the Crusade's stash nor saved for later so any unspent credits are wasted.

RECRUITMENT

CONFESSOR MILITANT

The Confessor Militant is the lynchpin of any Crusade despatched into the Underhive. He is the inspirational figure the Templars follow into the depths to test their faith. It is he who is greeted with rapture by the Redemptionist settlers and who commands their clandestine help. Only the words of a Redeemptor can fire the fury in men's hearts or save unbelievers from their sinful existence.

1 - CONFESSOR MILITANT								
WS	BS	S	T	W	I	A	LD	
+2	+2	-	-	-	+1	-	+2	

Base +100 TG

- **Species:** Human or Abhuman-Untouchable.
- **Weapons:** The Confessor Militant may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Confessor Militant may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Confessor Militant always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

ARCHDEACONS

Archdeacons attend to the secular affairs of the crusade: silencing dissenters, controlling the crowds while the Redeemptor preaches, protecting him from defilers and so forth. They are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.

0-3 - ARCHDEACON								
WS	BS	S	T	W	I	A	LD	
+1	+1	-	-	-	-	-	+1	

Base +40 TG

- **Species:** Human only.
- **Weapons:** Archdeacons may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Archdeacons may select any equipment from the Armor, Gunsights, and Equipment lists.

TEMPLARS

Templars form the great mass of supporters dedicated to the holy path of piety, but confirmed brothers are those who have fought in the Underhive before. Many are in fact redeemed ex gang fighters who now deliver their divine faith through fire and blood.

1+ - TEMPLARS								
WS	BS	S	T	W	I	A	LD	
+1	-	+1	-	-	-	-	+1	

Base +30 TG

- **Species:** Human only.
- **Weapons:** Templars may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Templars may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Templars may select one Bionic and/ or Implant weapon upon creation, at normal cost.

0-1 - PREACHER								
WS	BS	S	T	W	I	A	LD	
+1	-	-	+1	-	-	-	+2	

Base +55 TG

- **Species:** Human only.
- **Weapons:** Preachers may select weapons from the HtH, Pistols, Basic and Grenades list.

- **Equipment:** Preachers may select any equipment from the Armor and Equipment lists.
- **Special:** Preachers always counts as having a friend within 2". Additionally, friendly models within 4" of the Preacher may use its Leadership when taking any Leadership test.

ZEALOTS

Zealots are crazed fanatics touched by the Emperor's fury and are so filled with bile and anger that they are in an almost permanent state of rage. They test their faith by plunging headlong into combat with the greatest sinners they can find. They even lash at themselves to savour the pain of purgation, but they would rather carve the path of redemption into their enemies' hearts. Zealots carry only pistols or close combat weapons, preferring their battle of faith to be fought face to face with the sinners.

0-3 - ZEALOTS

WS	BS	S	T	W	I	A	LD
+1	-	+1	-	-	-	-	+1

Base +35 TG

- **Species:** Human (only, if Puritan or Redemptionist), Abhuman.
- **Weapons:** Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Zealots may select any equipment from the Equipment lists.
- **Special:** Zealots are subject to the rules for Frenzy. Zealots may never wear Armor. Zealots may only select Flame or Melta weaponry from the Special list, upon creation.

0-2 - SAGES

WS	BS	S	T	W	I	A	LD
-	+1	-	-	-	-	-	-

Base +15 TG

- **Species:** Human, Abhuman-Squats.

- **Weapons:** Sages may select weapons from the HtH, Pistols, Basic, and Grenades list.

- **Equipment:** Sages may select any equipment from the Equipment lists.

- **Special:** Each Sage adds +1 to the war band's Investigation Rating.

MILITIA

Militia are often ordinary Hive City workers driven to the path of Redemption by the assuring calls of a charismatic priest. Filled with devout zeal they can be seen launching themselves at the forefront of any fight eager to prove their worthiness.

0+ - MILITIA

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-

Base +5 TG

- **Species:** Human, Abhuman-Squats, Abhuman-Ogryn (Max: 1)

- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.

- **Equipment:** None

- **Special:** Militia may never make up more than 50% of the war band's total models. If there is ever more than 50%, no more Militia may be hired until they make up less than this.

0+ - SISTER REPENTIA

WS	BS	S	T	W	I	A	LD
+1	-	-	-	+1	-	-	-

Base +45 TG

- **Species:** Human Female

- **Weapons:** Sister Repentia may select weapons from the HtH and Grenades list.

- **Equipment:** Sister Repentia may select any equipment from the Equipment lists.

- **Special:** Sister Repentia may never wear Armor.

Sister Repentia has the 'Juggernaut' Skill. If a Sister Repentia rolls this skill again, re-roll the result. The Sister Repentia is subject to the rules for Frenzy

- **Martyrdom:** Once per game, if a Sista Repentia wins a HtH Combat, she may trigger a bomb vest. The Sista Repentia loses all of her attacks & Roll 1D6.

D6 Result

1: The bomb vest got damaged during the fight. Nothing happens. The martyrdom skill cannot be used again during this game.
 2-6: The Bomb Vest explodes. Center the small blast template on the Sister Repentia. Treat it as a frag grenade with Strength 4. The Sister Repentia is removed from the game, roll on the serious injuries chart at the end of the game.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk
- Throwing Knife
- Sword
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon
- Chainsword³
- Chain-Axe³
- Eviscerator³
- Electro-Flail³
- Shock Maul³
- Man-Catcher³
- Power Sword²
- Power Axe²
- Poser Fist²
- Force Weapon⁶
- Thunder Hammer^{2/3}

BASIC

- Bow
- Musket
- Scatter Gun
- Autogun
- Lasgun
- Las Carbine
- Hellgun^{2/3}
- Bolt Carbine^{2/3}
- Bolter^{2/3}
- Shotgun (Solid/Scatter)
- Exterminator Cartridge

SPECIAL

- Flamer
- Melta-Gun
- Grenade Launcher
- Plasma Gun²
- Long Las
- Storm Bolter²
- Stake-crossbow²
- Webber²

PISTOLS

- Hand-bow
- Autopistol

Stubber
 Hand Cannon
 Dueling Pistol³
 Laspistol
 Hellpistol³
 Hand Flamer
 Plasma Pistol²
 Inferno Pistol²

HEAVY

Heavy Stubber
 Heavy Bolter
 Missile Launcher
 Multi-Laser
 Heavy Flamer

GRENADE & AMMO

Frag Grenades
 Krak Grenades
 Photon Flash Grenades
 Choke/Scare Gas Grenades¹
 Fire Bomb
 Tox Bomb
 Frag Missile
 Krak Missile
 Dum-Dums
 Man-Stopppers
 Overcharge Cell
 Psycannon Bolts^{3/4}

EQUIPMENT

Bio-Scanner (1/warband)
 Charm
 Clip Harness
 MIU^{3/4}
 IR Goggles
 Photo-Contacts/Visor

Respirator
 Reloads
 Silencer
 Shoulder Rig^{3/5}

GUN-SIGHTS

Red-Dot Laser
 Telescopic Sight
 Mono-Sight

ARMOR

Flak Armor
 Flak Armor (Enclosed)
 Mesh Armor¹
 Mesh Armor (Enclosed)¹
 Carapace Armor¹
 Carapace Armor (Enclosed)¹
 Power Armor³
 Power Armor (Enclosed)³
 Refractor Field^{3/4}
 Conversion Field^{3/4}
 Hexagrammic Wards⁵

1. Not available to Militia/Sages
2. Only available to Clerics/Zealots
3. Only available to Templars/Confessor-Militant
4. Only available to Arch-Deacons/Confessor Militant
5. Only available to Confessor-Militant
6. Only available to non-Militia psykers (never available to Puritan or Redemptionist warbands)

	AGI	COM	FER	MUS	SHO	STE	TEC
CONFESSOR	X	X	X	X	-	-	X
ARCHDEACON	X	X	X	X	X	-	X
TEMPLARS	X	X	X	X	X	-	-
PREACHER	X	X	X	X	X	-	-
ZEALOTS	X	X	X	X	-	-	-
SAGES	X	-	-	-	X	X	-
MILITIA	X	X	X	-	-	-	-
SISTER REPENTIA	X	X	X	X	-	-	-

ELDAR STRIKE FORCE

- Initial Resources:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 4 models.
 - Hired Guns:
Eldars Strike force war bands may recruit up to 2 other Hired Guns, which must be Eldar.
 - Starting Experience & Skills:
All fighters start with the following experience point totals. All non-Construct Eldars members gain experience as normal. Eldars Strike forces gain the Underdog Bonus as normal
- Unit Type
- Leader
 - Warlock
 - Specialist
 - Aspect Warrior
 - Ranger
 - Warrior
 - Recruit
- NEC eq
- Leader
 - Heavy
 - Heavy
 - Heavy
 - Ganger
 - Ganger
 - Juve
- XP
- 60+D6
 - 60+D6
 - 60+D6
 - 60+D6
 - 20+D6
 - 20+D6
 - D3
- Territory & Income:
Eldars Strike force war bands select territories and

collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer & Underdog Bonus as listed.

Subversion Rating: 6
Investigation Rating: 8

- Special Rules:
All Eldars Strike force war bands may select Commlinks/Microbeads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

- Specific Items:
Death Spinner (Special Weapon) – Cost: 45 TG
The Death Spinner emits a cloud of deadly monofilament wire, slicing the target apart unless they somehow manage to avoid its entangling strands. Range: Tear/Drop Template, Strength Special, DMG 1, S/M -, Ammo 4+
Special: Monofilament - Roll 1D6 for each model fully or partially covered by the template. If the roll is higher than the model's Initiative, the model has been hit and must make a successful armor save or take a Wound. On a roll of 6 the target is hit automatically regardless of Initiative, and an Ammo Roll must be made.

Shuriken Cannon (Heavy Weapon) – Cost: 190 TG
Short 0-16", long 16-32", S5, DMG 1, S/M -2, 2d3 Sustained Fire, 4+ ammo, Move or Fire

Aspect Armor (Armor) – Cost: 60 TG
The armor worn by Aspect Warriors is moulded to perfection from a psycho-sensitive material, providing unparalleled flexibility as well as superior protection.

Aspect Armor grants an Eldar wearer a 4+ Armor Save.

Recruitment

Each Eldar warband may choose 0-5: Specialists, Aspect Warriors or Rangers.

1 Leader

M

-

WS

+2

Base +100 TG

BS

+1

S

-

T

-

W

-

I

+1

A

-

0-1 Warlock

Ld

+2

M

-

- Species: Eldar Craftworld Only.
- Weapons: The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- Equipment: The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- Special: The leader always counts as having a friend within 2". Additionally, friendly models

within 6" of the leader may use its Leadership when taking any Leadership test.

WS

+1

BS

+1

Base +50 TG

S

-

T

-

W

-

I

+1

A

-

Ld

+1

- Species: Eldar Craftworld Only and Wyrd (Lvl 1-3).
- Weapons: Warlocks may select weapons from the HtH, Pistols, and Grenades list.
- Equipment: Warlocks may select any equipment from the Armor and Equipment lists.

- Path of the Warrior - The Leader may choose the path of an Aspect Warrior. If he does, choose one Aspect (Warp Spider, Dire Avenger, Swooping Hawk, Dark Reaper, Fire Dragon, Howling Banshee, and Striking Scorpion) and pay the points cost indicated below. The Leader does not gain any

additional characteristic increases, but inherits all weapon and equipment restrictions/permissions and all special rules from that Aspect.

Points cost for Aspect upgrade:

Warp Spider - 40 points

Dark Reaper - 20 points

Dire Avenger - 5 points

Swooping Hawk - 70 points

Fire Dragon – 10 points

Howling Banshee - 10 points

Striking Scorpion -10 points

0-5 Specialists

M

-

WS

+1

BS

+1

Base +30 TG

S

-

T

-

W

-

I

-

A

-

Ld

+1

- Species: Eldar Craftworld Only.
- Weapons: Specialists may select weapons from the HtH, Pistols, Special, and Grenades list.
- Equipment: Specialists may select any equipment from the Armor and Equipment lists.

Aspect Warriors:

0-5 Warp Spiders

M

-

WS

+1

BS

+1

Base +70 TG

S

-

T

-

W

-

I

-

A

-

Ld

+1

- Species: Eldar Craftworld Only.
- Weapons: Must purchase a Deathspinner. May select weapons from the HtH, Pistols, and Grenades list.
- Equipment: Must purchase Aspect Armor.
- Warp Jump: A Warp Spider may choose to make a Warp Jump in the movement phase instead of moving normally. This does not prevent the model from shooting in the Shooting phase. To make a Warp Jump, roll 2D6+2 and move the model up to

that many inches in any direction, ignoring terrain, models and other obstacles. A model making a Warp Jump cannot be seen at any point during the Jump except at the final position. If a double one is rolled for the Warp Jump, the model is lost in the warp and immediately killed.

0-5 Dark Reaper
M
-

WS
+1

BS
+1

Base +50 TG
S
-

T
-

W
-

I
-

A
-

Ld
+1

- Species: Eldar Craftworld Only.
- Weapons: Must Purchase 1 Heavy Weapon. May select weapons from the HtH, Pistols, and Grenades list.
- Equipment: Must purchase Aspect Armor.

- Special: Reaper Rangefinder - Unless they are being charged, Dark Reapers ignore the To Hit penalty from firing Overwatch.

Aspect Warriors:

0-5 Dire Avenger
M
-

WS
+1

BS
+1

Base +35 TG
S
-

T
-

W
-

I
-

A
-

Ld
+1

- Species: Eldar Craftworld Only.
- Weapons: Must Purchase 1 HtH weapon and Shuriken Pistol OR Shuriken Catapult with Mono-sight. May select weapons from the HtH, Pistols, and Grenades list.
- Equipment: Must purchase Aspect Armor.
- Special: Combat Discipline - Dire Avengers

always get the +1 combat score modifier for charging in the first round of combat, even if they have been charged.	BS +1
0-5 Swooping Hawk	Base +40 TG
M	S
-	-
WS	T
+1	-
BS	W
+1	-
S	I
-	-
Base +100 TG	A
T	-
-	Ld
W	+1
-	<ul style="list-style-type: none"> • Species: Eldar Craftworld Only. • Weapons: Must purchase 1 Melta OR Flamer
I	weapon. May select weapons from the HtH, Pistols, and Grenades list.
-	<ul style="list-style-type: none"> • Equipment: Must purchase Aspect Armor. • Special: Deadly Accuracy - Fire Dragons firing
A	Melta weapons add +1 when rolling on the Injury Chart. Note that since Melta weapons are High Impact weapons, this means that an opponent will be taken out of action on a 4+.
-	Aspect Warriors:
Ld	0-5 Banshee
+1	M
<ul style="list-style-type: none"> • Species: Eldar Craftworld Only. • Weapons: Must purchase Lasgun OR Lascarbine. May select weapons from the HtH, Pistols, and Grenades list. • Equipment: Must purchase Aspect Armor. • Special: Flight. 	-
0-5 Fire Dragon	WS
M	+2
-	BS
WS	
+1	

-	T
-	-
Base +40 TG	
S	W
-	-
T	I
-	-
W	A
-	-
I	Ld
-	+1
A	<ul style="list-style-type: none"> • Species: Eldar Craftworld Only. • Weapons: Must purchase a Chain HtH weapon and Shuriken Pistol. May select weapons from the HtH, Pistols, and Grenades list.
-	<ul style="list-style-type: none"> • Equipment: Must purchase Aspect Armor and Holo-Field. • Special: Mandiblasters - These deadly face-mounted weapons grant the Striking Scorpion a +1 combat score modifier.
Ld	0+ Rangers
+1	M
<ul style="list-style-type: none"> • Species: Eldar Craftworld Only. • Weapons: Must purchase a Power HtH weapon and Shuriken Pistol. May select weapons from the HtH, Pistols, and Grenades list. • Equipment: Must purchase Aspect Armor. • Special: Banshee's Howl - A Howling Banshee does not trigger Overwatch during a Charge move, and causes Fear in Hand-to-hand combat. 	-
	WS
	-
0-5 Scorpion	Base +20 TG
M	BS
-	+1
WS	S
+2	-
BS	T
-	-
Base +40 TG	W
S	-
-	I

-	HtH, Pistols, Basic, and Grenades list. • Equipment: None.
A	0+ Recruit
-	M
-	-
Ld	
+1	WS
-	-
• Species: Eldar Craftworld Only.	Base +5 TG
• Weapons: Rangers may select weapons from the HtH, Pistols, Basic, and Grenades list.	BS
• Equipment: Rangers may select any equipment from the Armor and Equipment lists.	-
• Special: Rangers may purchase a Needle Rifle at recruitment.	S
0+ Warriors	-
M	T
-	-
WS	W
+1	-
BS	I
-	-
Base +20 TG	A
S	-
-	Ld
T	-
-	• Species: Eldar Craftworld Only.
W	• Weapons: Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
-	• Equipment: None.
I	• Special: Choosing a path - once a Recruit reaches the XP level needed to attain Ganger status, they must choose the Path of the Warrior or the Path of the Outcast. This choice determines which skill tables they will have access to; either those of the Warrior or those of the Ranger. A Recruit on the Path of the Outcast also gains the ability to use a
A	
-	
Ld	
+1	
• Species: Eldar Craftworld Only.	
• Weapons: Warriors may select weapons from the	

Needle Rifle, should they ever find one.

Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-Hand

Knife

Stiletto, Dirk

Throwing Knife

Sword

Club, Maul, Bludgeon

Chain, Flail

Massive Weapon

Chainsword

Chain-Axe

Power Sword¹

Power Axe¹

Power Fist¹

Force Staff²

Dire Sword³

Witchblade²

Singing Spear²

Triskele⁴

Web of Skulls⁵

•Pistols

Shuriken Pistol

Laspistol

Hand flamer

Plasma Pistol

Needle Pistol¹

Fusion Pistol¹

•Basic

Shuriken Pistol

Lasgun

Las Carbine

•Special

Flamer

Melta-Gun

Melta-Lance⁶

Fusion Gun⁶

Long Las

Plasma Gun

Death Spinner⁷

Needle Rifle⁸

•Heavy

Reaper Launcher

Shuriken Cannon

Missile Launcher

•Grenade & Ammo

Frag Grenades

Haywire Grenades

Krak Grenades

Plasma Grenades

Smoke Grenades

Photon Flash

Melta Bombs

Frag Missile

Krak Missile

Plasma Missile

•Armor

Flak Armor

Flak Armor (Enclosed)

Mesh Armor

Mesh Armor (Enclosed)

Carpace Armor

Carapace Armor (Enclosed)

Ghost Helm²

Aspect Armor⁹

Holo-Field¹⁰

•Gun-Sights

Telescopic Sight

Mono-Sight

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

Not usable by Recruits

Warlock only

Dire Avengers only

Howling Banshee only

Dark Reaper only

Fire Dragons only

Warp Spiders only

Rangers only

Aspect Warrior only

Leader, Striking Scorpions and Rangers only

Leader

Warlock

Specialist

IMPERIAL GUARD KILL TEAM

INITIAL RESOURCES

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models.

HIRED GUNS

IG Kill Team war bands may recruit up to 4 other Hired Guns.

STARTING EXPERIENCE & SKILLS

All fighters start with the following experience point totals. All non-Construct members gain experience as normal. IG Kill Team gain the Underdog Bonus as normal.

UNIT TYPE	EQUIV.	XP
Sergeant	Leader	60+ D6
Gunner	Heavy	60+ D6
Troopers	Ganger	20+ D6
FNG	Juve	D3

TERRITORY & INCOME:

IG Kill Team war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

SUBVERSION RATING: 6
INVESTIGATION RATING: 8

SPECIAL RULES

All IG Kill Team war bands may select Commlinks/Microbeads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Upon creation, the Kill Team may select one of the following doctrines:

PENAL LEGION

This upgrade must be taken by every non-sergeant fighter, and the gang may not select any member with the Gunner rank. All non-sergeant fighters are fitted with the Correction Collar item at +5TG

which cannot be removed.

Correction Collars allow all equipped models to re-roll failed nerve tests, including those caused by fear, terror, hatred and frenzy, however any model with a Correction Collar that fails a nerve test is immediately removed as a casualty and must roll for a serious injury.

CHEM-DOGS

This upgrade gives all members of the warband except the sergeant access to an injector rig filled with Slaughter, Kalma, and Frenzon at +25 Throne Geld per fighter. Fighters with this upgrade may not select Heavy Weapons or any Heavy armor.

DROP TROOPS

This upgrade costs +35 TG per fighter and the entire Kill Team MUST select these upgrades.

All kill team members are equipped with a grav chute and the kill team may set up models using the special deployment rules given by possession of a single **'surveillance officer' territory** (referred to as vents in nce).

They always benefit from the special deployment rules granted by a single **'surveillance officer' territory**, no matter what territory they actually hold.

DEATHWORLD VETERANS

This upgrade costs +2 TG per fighter and the entire warband MUST select these upgrades. Upon creation, select one non-Void category from the Treacherous Conditions table. Any scenario where Treacherous Conditions are used for that category, the conditions have no effect upon Kill Team members. Treacherous Conditions affect Hired Gun models normally.

XENOS FIGHTERS

This warband has fought for many long bitter years against a particular Xenos race. This upgrade costs +2 TG per fighter and the entire warband **MUST** select this upgrade. Upon creation, the warband may select one Xenos species type from the Species list. All models in the warband gain the Hatred special rule against this race. Note that warbands selecting Orkoid gain this against ALL Orkoid models and if selecting Eldar gain this against both Eldar and Dark Eldar models.

SUBS

This warband is from a planet where mutation is rife and the mutant underclass is conscripted to fight in battle. This upgrade costs nothing; the entire warband **MUST** select these upgrades and this doctrine also includes Deathworld Veterans as described above. Gunners, Troopers and FNG's replace their species option with the following: Abhuman, Human Mutant, or Big Mutie.

The Kill Team lowers its Investigation Rating by -1 and increases its Subversion Rating by +1.

RECRUITMENT

1 - SERGEANT

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +100 TG

- **Species:** Any non-Astartes Human.
- **Weapons:** The Sergeant may select weapons from the HtH, Pistols, Basic, Special, and Grenades lists.
- **Equipment:** The Sergeant may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Sergeant always counts as having a friend within 2" for the

purposes of recovering from pinning. Additionally, friendly models within 6" of the Sergeant may use the Sergeant's Leadership characteristic when taking any Leadership-based test.

0-4 - GUNNERS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Gunners may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Gunners may select equipment from the Armor, Gunsights, and Equipment lists.

2+ - TROOPERS

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +30 TG

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Troopers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Troopers may select equipment from the Armor and Equipment lists.
- **Special:** Kill Teams must be made up of 50% Troopers. If the warband roster ever falls below this amount, the warband may recruit no other non-Trooper models until it reaches 50%.

0+ - FNG

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +15 TG

- **Species:** Any non-Astartes Human or Abhuman.

- **Weapons:** FNGs may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** FNGs may select equipment from the Armor and Equipment lists.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword
Chain-Axe
Electro-Flail
Shock Maul
Power Sword
Power Axe
Power Fist

PISTOLS

Dueling Pistol
Autopistol
Stubber
Hand Cannon
Bolt Pistol
Laspistol
Hellpistol
Hand Flamer
Plasma Pistol

BASIC

Musket
Autogun
Lasgun
Las Carbine
Hellgun
Bolt Carbine
Bolter
Shotgun (Solid/Scatter)
Hunting Rifle

SPECIAL

Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Long Las
Storm Bolter

HEAVY

Autocannon
 Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun
 Lascannon
 Missile Launcher
 RPG Launcher
 Multi-Laser
 Heavy Flamer

GRENADE & AMMO

Frag Grenades
 Krak Grenades
 Photon Flash Grenades
 Fire Bomb
 Tox Bomb
 Melta-Bombs
 Demo-Charge
 Frag Missile
 Krak Missile
 Dum-Dums
 Man-Stopppers
 Hot Shot Shells
 Overcharge Cell

ARMOR

Flak Armor
 Flak Armor (Enclosed)

Mesh Armor
 Mesh Armor (Enclosed)
 Carapace Armor
 Carapace Armor (Enclosed)

EQUIPMENT

Bio-Scanner (1/warband)
 Blade Venom (One use)
 Charm
 Clip Harness
 Liquid Courage (One Use)
 Medi-Pack (1/warband)
 Photo-Contacts/Visor
 Respirator
 Reloads
 Silencer

GUN-SIGHTS

Red-Dot Laser
 Telescopic Sight
 Mono-Sight
 IR-Sight

1. Not available to FNGs
2. Not available to Troopers & FNGs
3. Sergeant only
4. Gunners only

	AGI	COM	FER	MUS	SHO	STE	TEC
SERGEANT	X	X	X	X	X	X	X
GUNNERS	-	X	X	X	X	X	X
TROOPERS	-	X	X	-	X	X	-
FNG	-	X	-	-	X	-	-

INQUISITION CELLS

INITIAL RESOURCES:

You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

HIRED GUNS

Inquisition warbands may recruit up to 5 Hired Guns.

STARTING EXPERIENCE & SKILLS

All fighters start with the following experience point totals. All non-Construct Cell members gain experience as normal. Inquisition Cells gain the Underdog Bonus as normal.

UNIT TYPE	EQUIV.	XP
Interrogator	Leader	60+ D6
Acolyte	Ganger	30+ D6
Disciple	Heavy	60+ D3
Assassin/Scum	Ganger	20+ D6
Tech-Adept	Heavy	60+ D6
Cleric/Zealot	Ganger	20+ D6
Sage	Ganger	20+ D6
Recruit	Juve	D3

TERRITORY & INCOME

Inquisition Cells select territories and collect income exactly as described in the Necromunda rulebook. This represents the Ordos agents working the territories for information and gaining resources from their Conclave based on such information. Only Acolytes, Assassins/Scum and Sages may work territory. They receive the 'Giant Killer Bonus' as listed.

SUBVERSION RATING: 5

INVESTIGATION RATING: 9

SPECIAL RULES

All Inquisition Cell warbands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

WELL-EQUIPPED

Inquisition Cells may purchase bionics and drugs from the bazaar at any time when purchasing items is normally allowed.

CRUSADER SHIELD

Cost : 20 TG

A fighter armed with a Crusader shield receives a +1 save modifier against any attack that originates on the 90 degree forward arc of the model using it. In addition, a crusader shield counts as a close combat weapon with a Strength of 3 and an AP Rating of 6. High Impact weapons will disable the shield cancelling its armor bonus.

ORDOS

Additionally, Inquisition Cell warbands must select one (1) of the following Ordos upon creation.

This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing opposing warbands.

ORDO HERETICUS (RADICAL)

The warband is part of the Ordo Hereticus but adheres to radical tenets. The warband may select any non-Exotic (Xenos), non-Implant weaponry from the Bazaar at base price at creation and one non-Recruit model may take the Weaponsmith skill upon creation. The warband increases its Subversion Rating by +2 and lowers its Investigation Rating by -1. Due to the ease of access to

unsanctioned psykers for the Ordo Hereticus, Radical Ordo Hereticus Wyrds may reroll one of their Wyrd powers during recruitment, but must accept the second result, even if it less favorable.

ORDO HERETICUS (PURITAN)

The warband is part of the Ordo Hereticus and adheres to all common tenets.

The warband lowers its Subversion Rating by -2 but increases its Investigation Rating by +1. The warband may never hire any Xenos, Abhuman, or Mutant Hired Guns or members (this includes Psykers!). Puritan Ordo Hereticus Interrogators, Acolytes, and Priests/Zealots have hatred of any Mutant or Wyrd (even those in other Puritan bands!).

This warband may recruit up to two (2) Priests/Zealots.

ORDO MALLEUS (RADICAL)

The warband is part of the Ordo Malleus but adheres to radical tenets. The warband increases its Subversion and Investigation Rating by +1.

Daemonhost Possession: During Warband creation, you may create up to 3 Daemonhost templates (selected without choosing a race). These Daemonhost templates represent Daemons which your warband has made pacts with and should be named as such. When the Daemonhost profile is made, generate wyrd powers as normal. These powers are permanent and are not generated each time the Daemonhost is summoned. You must pay the cost for the templates as normal to represent the resources spent in making the pact. These templates do not count towards your warband rating unless you have successfully summoned them. If you

attempt to summon a Daemonhost (while Radical Malleus Warbands can summon, they can only summon Daemonhosts), choose a friendly model that you wish to possess (you may also use a captive model whose gang has failed to rescue or ransom back from you). If you succeed your Summoning Roll, choose one of your **warband's** Daemons and apply that template to your chosen model, overlaying its current stats and **gaining the Daemon's** abilities. This model loses all of its equipment and counts as fighting with a Knife in HtH. No more than one Daemonhost may be in the warband at **any given time. Increase the warband's** rating by the cost of the template for this scenario and treat the daemonhost as an ordinary gang fighter for the purposes of deployment and gameplay.

At the end of the game in which a Daemonhost was summoned, the **warband's Interrogator may attempt to** bind the Daemonhost by making a LD test on 3D6. If successful, the Daemonhost is permanently added to warbands roster. If the test is failed, the Daemon leaves the host, and the host model is killed and struck from the gang roster. The template is kept on the roster, no longer counts toward the warband rating, and cannot be summoned again until D3 games have passed. If a Daemonhost is ever taken out of action in a game, the Daemon will leave its host, and the possessed model will die, exactly as if the warband leader had failed the binding roll, detailed above.

ORDO MALLEUS (PURITAN)

The warband is part of the Ordo Malleus and adheres to all common tenets. The warband increases its Investigation Rating by +1.

The warband may never hire any Xenos or Mutant Hired Guns or members (but

may select Psykers). The Ordo Malleus is incredibly well-equipped and as such may add +3 to their search for rare items in the post-game sequence as opposed to +1.

The members of this warband may reroll any failed Fear save caused by Daemons.

ORDOS XENOS (RADICAL)

The warband is part of the Ordo Xenos but adheres to radical tenets, such as consorting with xenos and/or using their technology. The warband increases its Subversion Rating by +1.

In addition to their normal equipment, all non-Recruit members may purchase non-Rare Xenos weaponry and any drugs from the Bazaar at base cost upon creation. One Acolyte model may be selected from a Xenos species. The warband may select Xenos Hired Guns.

ORDO XENOS (PURITAN)

The warband is part of the Ordo Xenos and adheres to all common tenets. The warband increases its Investigation Rating by +1.

The warband may never hire any Xenos Hired Guns or members. Ordos Xenos Puritan Interrogators and Acolytes are subject to hatred when fighting Xenos, In addition they may purchase implant weaponry from the Bazaar at any time.

RECRUITMENT

1 - INTERROGATOR

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +100 TG

- **Species:** Human (only, if Puritan), Abhuman Untouchable, or Wyrd
- **Weapons:** The Interrogator may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Interrogator may select any equipment from the Armor, Gun sights and Equipment lists. The Interrogator may have one (1) Construct. Choose between: Psyber Familiar or Servo Skull
- **Special:** The Interrogator always counts as having a friend within 2“. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test. The Interrogator may select one Exotic weapon upon creation, at normal cost.

2+ - ACOLYTES

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd (lvl I-II), (Mutant allowed for Radical Cells)
- **Weapons:** Acolytes may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Acolytes may select any equipment from the Armor, Gun sights, and Equipment lists.
- **Special:** Acolytes are given a random roll for an upgrade.

0-2 - DISCIPLES

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Disciples may select weapons from the HtH, Pistols, Basic, Special, Heavies and Grenades list.
- **Equipment:** Disciples may select any equipment from the Armor, Gun sights, and Equipment lists.

0-3 - ASSASSINS/SCUM

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** Any non-Astartes Human or Abhuman, Wyrd (Lvl-I), (Mutant allowed for Radical Cells)
- **Weapons:** Assassins/Scum may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Assassins/Scum may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Assassins automatically receive the Sneak Up skill upon creation. Scums automatically receive the Gunfighter skill upon creation.

0-1 - TECH-ADEPT

WS	BS	S	T	W	I	A	LD
-	+1	-	+1	-	-	-	+1

Base +30 TG

- **Species:** Any non-Astartes Human, Abhuman Squat, Abhuman Untouchable
- **Weapons:** Tech-Adepts may select weapons from the HtH, Pistols, Special, and Grenades list.

• **Equipment:** Tech-Adepts may select any equipment from the Armor, Gun sights, and Equipment lists.

• **Special:** Tech-Adepts automatically receive one (1) Bionic upon creation. Tech-Adepts may select up to two (2) Constructs at any time, purchased at normal cost.

0-1 - CLERIC/ZEALOT

WS	BS	S	T	W	I	A	LD
+1	-	-	-	+1	-	-	+1

Base +40 TG

- **Species:** Any non-Astartes Human
- **Weapons:** Clerics/Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Clerics/Zealots may select any equipment from the Equipment lists.
- **Special:** Clerics/Zealots may only select flame or melta weaponry from the Special list, upon creation. Clerics may re-roll one failed Fear test per scenario. Zealots are subject to the rules for Frenzy.

0-2 - SAGES

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	+1

Base +20 TG

- **Species:** any non-Astartes Human, Abhuman Squat, Abhuman - Ratling, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Sages may select weapons from the HtH, Pistols, Basic and Grenades list.
- **Equipment:** Sages may select any equipment from the Equipment lists.
- **Special:** Each Sage adds +1 to the war band's Investigation Rating.

Q+ - RECRUITS

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	+1

- **Species:** Any non-Astartes Human or Abhuman, (Mutant allowed for Radical Cells)
- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.
- **Special:** Recruits may never make up more than **25% of the war band's total models**. If there is ever more than 25%, no more Recruits may be hired until they make up less than this.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk
- Throwing Knife
- Sword
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon
- Chainsword¹
- Chain-Axe¹
- Eviscerator¹
- Electro-Flail¹
- Shock Maul¹
- Man-Catcher¹
- Power Sword¹
- Power Axe⁴
- Power Fist⁴
- Force Weapon⁶
- Thunder Hammer⁵

BASIC

- Bow
- Musket
- Scatter Gun
- Autogun
- Lasgun
- Las Carbine
- Hellgun¹
- Bolt Carbine¹
- Bolter¹
- Shotgun (Solid/Scatter)
- Hunting Rifle²
- Exterminator Cartridge

PISTOLS

- Hand-bow
- Autopistol
- Stubber
- Hand Cannon
- Bolt Pistol
- Laspistol
- Hellpistol¹
- Hand Flamer
- Plasma Pistol¹
- Needle Pistol²
- Web Pistol⁴

HEAVY

Autocannon
 Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun
 Lascannon
 Missile Launcher
 RPG Launcher
 Multi-Laser
 Heavy Flamer

SPECIAL

Flamer
 Melta-Gun
 Ripper Gun (Ogryn Only)
 Grenade Launcher
 Plasma Gun
 Long Las
 Storm Bolter
 Stake-crossbow⁵
 Webber
 Needle Rifle²

GRENADE & AMMO

Frag Grenades
 Krak Grenades
 Photon Flash Grenades
 Choke/Scare Gas Grenades¹
 Hallucinogen Grenades⁴
 Fire Bomb
 Tox Bomb
 Melta-Bombs¹
 Frag Missile
 Krak Missile
 Dum-Dums
 Man-Stopppers
 Overcharge Cell
 Pscannon Bolts⁴

GUN-SIGHTS

Red-Dot Laser
 Telescopic Sight
 Mono-Sight

EQUIPMENT

Bio-Scanner (1/warband)
 Blade Venom (1 use)²
 Charm
 Clip Harness
 Liquid Courage (One Use)
 IR Goggles

MIU^{3 4}
 Mechadendrites/Servo-Arm³
 Photo-Contacts/Visor
 Respirator
 Reloads
 Silencer
 Shoulder Rig^{3 5}

ARMOR

Flak Armor (Enclosed or not)
 Mesh Armor
 Mesh Armor (Enclosed)
 Carapace Armor¹
 Carapace Armor (Enclosed)¹
 Power Armor¹
 Power Armor (Enclosed)³

MINOR DAEMONIC WEAPON (ORDO MALLEUS INTERROGATOR ONLY)

- S: User +2
 - Dmg: 1
 Attribute : Parry and Grants its bearer +1A
 Cost 60 TG

1. Not available to Recruits
2. Only available to Assassins
3. Only available to Tech-Adepts
4. Only available to Acolytes/Interrogator
5. Only available to Interrogators
6. Only available to non-Recruit psykers

NECROMUNDA SURVIVAL EDITION

	AGI	COM	FER	MUS	SHD	STE	TEC
RECRUITS	X	X	-	-	-	X	-
SAGE	X	-	-	-	X	X	-
CLERIC	-	X	X	-	X	X	-
ZEALOT							
TECH-ADEPT	-	X	-	X	X	-	X
ASSASSIN/	X	X	X	-		-	-
SCUM							
ACOLYTE	X	X	X	X		X	-
INTERROGATOR	X	X	X	X		X	X
DISCIPL	-	X	X	X		X	X

NOBILIST Factions
Version 2.0

• Initial Resources:

You have 1050 Throne Geld to spend on recruiting and arming your warband (higher than other warbands due to the Nobilist's wealth). You must have a minimum of 3 models.

• Hired Guns:

Nobilist warbands may recruit up to 2 Hired Guns.

• Starting Experience & Skills:

All fighters start with the following experience point totals. All non-Construct Nobilist members gain experience as normal. Nobilist Elements gain the 'Underdog' Bonus as normal

Unit Type
Duke/Duchess
Noble
Custodian
Footman
Retainer
Slave

NEC eq
Leader
Heavy
Ganger
Ganger
Ganger
Juve

XP
60 + D6
60 + D6
20 + D6
20 + D6
20 + D6
D3

• Territory & Income:

Nobilist Factions collect income from territory as

normal. Because of their extensive connections and wealth, Nobilist Factions never need to pay the cost for upkeep or to avoid starvation. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6
Investigation Rating: 8

• Special Rules:

All Nobilist warbands may select Comm-links/Micro-beads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way. Information network: Nobilist Factions have extensive networks of spies and contacts in all levels of society. To represent this awareness, all Nobilist Factions warbands may choose to re-roll one (1) Investigation or one (1) Subversion Test during each game. Additionally, Nobilist warbands must select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when

facing certain opposing warbands.

• **Interstellar Commerce Guild:** The warband is part of a vast commercial organization dealing in nearly any trade item. The warband receives an additional 3D6 income after every scenario. In the Bazaar, the Guild always reduces the cost of Uncommon and Rare items by 1D6 TG. However, the Guild's Investigation and Subversion Rating is lowered by -1.

• **Planetary Governor's Court (Puritan):** The warband consists of the Imperial Governor and his court, rulers of an entire world within the Imperium. The Court lowers its Subversion Rating by -1 but increases its Investigation Rating by +2. The warband may never hire any Xenos members or Hired Guns and may not

include any non-Human model (except Psykers) above the rank of Footman. The Court is the only specialty with access to the Custodian rank (see recruitment below).

- Safari beyond the Imperium: The warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, riches, and more. The warband increases its Investigation Rating by +1 and lowers its Subversion Rating by -1. A Safari warband may take Xenos models in the Footman, Retainer and Slave ranks and may hire Xenos Hired Guns. Up to two (2) Nobles may select weapons from the Heavy Weapons list. Models may use any non-Rare weapons from both the Xenos and Human weapon lists (so long as their rank allows it). However, Puritan factions view the warband with suspicion: When battling Puritan warbands, the Safari's Subversion Rating is lowered by -1 for each opposing Puritan faction.

- Ancient lineage: The warband is led by a family as old as Humanity's expansion into the stars, perhaps even older. A warband of Ancient Lineage increases its Investigation rating by +1. Being around for a considerable amount of time has allowed the Ancient Lineage warbands to establish strong links with several population levels, they get an additional +1D6 TG income when working the following territories: 11-12 (Chemical Producer), 21-24 (A small favor), 25-26 (Information broker), 45-46 (Tradesman), 53-54 (Weaponsmith), 66 (Local Cells).

The Duke/Duchess may be of Specie 'Abhuman – Squat' and if so, all Nobles, Footmen and Retainers must also be 'Abhuman – Squat': the warband is an ancient Squat Household that somehow survived their race's extinction.

- Tainted Bloodlines (Radical): The warband is part of an ancient and genetically twisted lineage; its history filled with whispers of insanity and decadence. The warband's Investigation Rating is lowered by -2 but its Subversion Rating is increased by +2. The cost for mutations for all models is decreased by -5 Geld (to a minimum of 5 Geld), the cost for all Abhumans and Wyrds is lowered by -5 to their base cost (to a minimum of 10 Geld). The warband may take mutants in all ranks and Big Muties in the Retainers and Footman ranks. However, the cost for any normal Human models is increased by +5 Geld per model and the warband may never hire any model of the Ecclesiarchy or Redemption. Moreover, Human Hired Guns cost +5 Geld for each game. A warband with Tainted Bloodlines may use Summoning but may only summon Warp Predators. Puritan warbands fighting against Tainted Bloodlines are subject to Hatred.

- Hunting Rig Expedition (Radical): The most commonly encountered Nobilist warband throughout the galaxy, the Hunting Rig Expedition consists of a few high-ranking nobles armed and armored in specialized suits of powered armor of mysterious, non-Mechanicus origin. Hunting Rig Expeditions do not follow this warband list description; instead they conform to the Spyrer Hunters warband list from the Outlaws Community Edition book in all aspects except for Investigation and Subversion ratings.

Recruitment	having a friend within 2". Additionally,
1 Duke/Duchess	friendly
M	models within 6" of the Duke/Duchess
-	may use its
	Leadership when taking any Leadership
WS	test.
+2	The Duke /Duchess may select one (1)
	Beast or
BS	Construct model.
+2	The Duke /Duchess must always have a
	total cost of
0-4 Custodians	180 Geld or more (Base cost, Rank
	cost, weapons,
Base +110 TG	& equipment). If its cost ever falls below
S	180 Geld,
-	it may not participate in any scenario
	until its total
T	cost is above 180 Geld.
-	2+ Nobles
	M
W	-
+1	
	WS
I	+1
+1	
	WS
A	+1
-	
	BS
M	+1
-	
	Base +30 TG
Ld	S
+2	-
	T
• Species: Non-Astartes Human,	-
Abhuman –	
Untouchable, Wyrd.	W
• Weapons: The Duke/Duchess may	-
select weapons	
from the HtH, Pistols, Basic, Special,	I
and Grenades	-
list.	
• Equipment: The Duke /Duchess may	A
select any	-
equipment from the Armor, Gunsights,	
and	Ld
Equipment lists.	+1
• Special: The Duke /Duchess always	
counts as	

- Species: Human, Abhuman – Ogryn, Human Wyrd.
- Weapons: Custodians may select weapons from the HtH, Pistols, Basic, Special, Heavy and Grenades list.
- Equipment: Custodians may select equipment from the Armor, Gunsights and Equipment lists.
- Special: Custodians may only be selected as part of a Planetary Governor’s Court.

Base +40 TG

BS

+1

S

-

T

-

W

-

I

+1

A

-

Ld

+1

- Species: Non-Astartes Human, Abhuman – Untouchable, Wyrd.
- Weapons: Nobles may select weapons from the HtH, Pistols, Basic and Grenades list.
- Equipment: Nobles may select equipment from the Armor, Gunsights and Equipment lists.
- Special: Each Noble may select one (1) Beast or

Construct model.

Up to three (3) Nobles may select weapons from the Special list.

Each Noble must always have a total cost of 80

Geld or more (Base cost, Rank cost, weapons, & equipment). If its cost ever falls below 80 Geld, it

may not participate in any scenario until its total

cost is above 80 Geld.

0+ Footmen

M

-

WS

+1

BS

-

Base +30 TG

S

-

T

-

W

-

I

+1

A

-

Ld

+1

• Species: Any non-Astartes Human or Abhuman, Wyrd.

• Weapons: Footmen may select weapons from the HtH, Pistols, Basic, Heavy and Grenades list.

• Equipment: Footmen may select any equipment from the Equipment lists.	WS -
• Special: Footmen of a Planetary Governor's Court cannot select weapons from the Heavy list.	Base TG BS -
0+ Retainers	S
M	-
-	T
WS	-
+1	W
BS	-
+1	I
Base +30 TG	-
S	A
+1	-
T	Ld
-	-
W	
-	• Species: Any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd.
I	• Weapons: Slaves may select weapons from the HtH, Pistols and Grenades list.
-	• Equipment: None.
A	
-	
0+ Slaves	145
Ld	
-	
M	
-	
• Species: Any non-Astartes Human or Abhuman, Wyrd.	
• Weapons: Retainers may select weapons from the HtH, Pistols, Basic and Grenades list.	
• Equipment: Retainers may select any equipment from the Equipment lists.	

Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-Hand

Knife
 Stiletto, Dirk
 Throwing Knife
 Sword
 Club, Maul, Bludgeon
 Chain, Flail
 Massive Weapon
 Chainsword*
 Chain-Axe2
 Electro-Flail3
 Shock Maul3
 Power Sword4
 Power Axe4
 Power Fist3
 Force Weapon4
 •Pistols
 Autopistol
 Stubber
 Hand Cannon2
 Dueling Pistol3
 Bolt Pistol2
 Laspistol
 Hellpistol2
 Hand Flamer2
 Plasma Pistol2
 Web Pistol

•Basic

Musket
 Scatter Gun
 Autogun
 Lasgun
 Las Carbine
 Hellgun3
 Bolt Carbine3
 Bolter3
 Shotgun (Solid/Scatter)
 Hunting Rifle3

•Special

Flamer
 Melta-Gun
 Ripper Gun (Ogryn Only)
 Grenade Launcher
 Plasma Gun
 Long Las
 Storm Bolter

Scatter Cannon

Pistol Sword4
 Webber
 Needle Rifle4
 •Heavy
 Autocannon
 Assault Cannon
 Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun
 Lascannon
 Missile Launcher
 RPG Launcher
 Multi-Melta
 Multi-Laser
 Heavy Flamer

•Grenade & Ammo

Frag Grenades1
 Krak Grenades2
 Melta-Bomb3
 Photon Flash Grenades2
 Choke/Scare Gas Grenades3
 Smoke Grenades2
 Fire Bomb
 Tox Bomb
 Frag Missile3
 Krak Missile3
 Dum-Dums
 Man-Stoppers1
 Overcharge Cell1
 Hotshot Shell1
 Man-stopper Shell1
 Bolt Shell1

•Gun-Sights

Red-Dot Laser
 Telescopic Sight
 Mono-Sight

•Equipment

Bio-Scanner (1/warband)2
 Injector Rig (1/warband)
 Charm
 Clip Harness
 Control Collar
 Liquid Courage (One Use)
 Lobo-Chip
 Master-crafter Weapon3
 Kalma
 MIU

Photo-Contacts/Visor	X
Respirator	
Reloads ²	147
Slaught	
•Armor	Not available to Slaves
Light Armor	Not available to Slaves/Retainers
Flak Armor	Only available
Flak Armor (Enclosed)	to Custodians/Nobles/Duke
Medium Armor ²	Only available to Duke/Duchess
Medium Armor (Enclosed) ²	Only available to Custodians
Heavy Armor ³	Muscle
Heavy Armor (Enclosed) ³	X
Power Armor ⁴	X
Power Armor (Enclosed) ⁴	X
Hexagrammic Wards ⁵	X
Refractor Field ³	X
Conversion Field ³	X
Slave	Shooting
Footman	X
Retainer	X
Enforcer	X
Noble	
Duke	Stealth
	X
Agility	X
X	X
X	
X	Techno
X	X
X	X
X	-
1.	
2.	
3.	
4.	
5.	
Combat	
X	
X	
X	
Ferocity	
X	
X	
X	
X	

Ork Gang
Version 2.0

• Initial Resources:

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

• Hired Guns:

Orks may not take non-ork hired guns

• Starting Experience & Skills:

All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Ork Gang gain the Underdog Bonus as normal.

Unit Type

Nob

Oddboyz

Boys

Yoofs

Grots

NEC eq

Leader

Heavy

Ganger

Ganger

Juve

XP

60+D6

60+D6

20+D6

20+D6

D3

• Territory & Income:

Orks take starting territories as normal for gangs.

Oddboys or models substituted by specialists may not scavenge.

Subversion Rating: 8

Investigation Rating: 6

• Special Rules:

Waaagh!: Once per game for 1 turn models with this rule gain the berserk charge skill, models that have this rule already gain +1 attack (this can take number of attacks above maximum).

Oi get up!: An ork rolling 1 in the recovery phase is placed upright and can act normal on the orks next turn.

Feral: During recruitment Orks with this rule subtract -1 from their Bs and add +1 to their Ws, may not be taken by models that start with Bs1, Yoofs may make this change when they reach the level of boyz.

Upon creation an ork gang may become a clan; a clan follows one of the 6 clan types:

• Goff: These are the biggest and most violent Orks they love shouting at smaller orks

and kicking them around.

Goff 's make take 0-3 skarboyz.

May not take kommando's.

May take 1 extra Nob, this nob is not the gang leader and will never challenge for leadership, however should the leader ever be killed this model will

automatically become the leader

regardless of other models leadership. A

2nd Nob may be recruited

if there is only ever 1.

• Deathskulls: These orks will steal anything that is not bolted down and will steal the

bolts of anything that is; they are known for having a great number of loota's.

Make take 0-3 'Eavy's.

'Eavys may take Deffguns.

May re-roll 1 failed ammo check each game.

	WS
	+2
	Base +85 TG
• Snakebites: These orks prefer the old ork ways and shun technology, They are happy with simple weapons.	BS
Make take 0-2 Weird Boyz.	+1
Make take 0-2 Runtherds.	S
Boys may take the feral special rule.	+1
	T
	-
• Bad Moons: These are the richest of all the Ork clans. Bad Moons mobs are always well equipped, at least by Ork standards.	W
May take any armour from the ork armour list . Each Member cost an additional 5	-
TG and you get +1 to all ammo rolls, except those that are auto.	I
May take snazzguns.	-
Make take 1 extra grot per runtherd.	A
• Bloodaxes: These are the sneakiest of all the orks; they regularly come into contact	+1
with umies and are happy to work for them given the right price.	0-5 Grots
Make take Kommado's in place of boyz.	Ld
May take weapons from the imperial weapons list.	+2
May Take 0-2 Oddboyz.	M
	-
• Evil Sunz: These are the obsessed with their love for fast vehicles, they are known for their large number of meks in the clan.	• Species: Ork only.
May take 0-3 Meks.	• Weapons: Nobz may select weapons from the CC,
May take 0-3 Stormboyz.	Pistols, and basic weapons and any other weapons
Nob may become a bigmek and gains access to the mek and big mek weapons.	marked Nobz.
Recruitment	• Equipment: The Sergeant may select any equipment from the Armor, Gunsights, and Equipment lists.
	• Special: Waaaagh!
Each Ork warband may choose 0-4 Oddboyz.	Oi get up!
1 Nob	1+ Boyz
M	M
-	-
	WS
	+1
	S

-	W
T	-
-	I
W	-
-	A
I	-
-	BS
A	-
-	S
Ld	-
+1	T
	-
• Species: Ork only.	W
• Weapons: Boys may take weapons from the CC, Pistols and basic weapons.	-
• Equipment: Boys may select equipment from the Armor list.	I
• Special: Orks gang must be made up of 50% boys.	-
If the warband roster ever falls below this amount, the warband may recruit no other non-boys models until it reaches 50%.	A
Waaaagh!	-
Oi get up!	Ld
0+ Yoof 's	-
M	Grots must have a runtherd
-	• Species: Grot only.
WS	• Weapons: Grots may only take weapons marked grot only.
-	• Equipment: None.
	• Special: Grots have no impact on Orks if they die or flee.
Base +5 TG	Base +30 TG
BS	BS
-	+1
S	WS
-	-
T	Base TG
-	Ld

-	equipment from the Armor, Gunsights, and Equipment lists.
• Species: Ork only.	• Special: Waaaagh!
• Weapons: Yoof 's may only take weapons from the CC and Pistol list.	Oi get up!
• Equipment: None.	'Eavy: An 'Eavy has access to the ork heavy weapons list, also orks love to bash people around the head with something "gud n 'eavy"
• Special: Waaaagh!	orks carrying heavy weapons are not classed and being encumbered. 'Eavy's gain access to shooting skills.
Oi get up!	
Oddboyz:	
0-2 'Eavy's	
M	
-	
WS	WS
+1	+1
Base +40 TG	BS
BS	+1
+1	Base +60 TG
S	S
-	+1
T	T
-	-
W	W
-	+1
I	M
-	-
A	M
-	-
0-2 Skarboyz	WS
Ld	+1
+1	BS
M	+1
-	T
• Species: Ork only.	-
• Weapons: 'Eavy's may select weapons from the CC, Pistols, and basic weapons.	W
• Equipment: 'Eavy's may select any	-

I	A
-	-
A	• Species: Ork only.
-	• Weapons: Skarboyz may select weapons from the CC, Pistols, and basic weapons.
Ld	• Equipment: Skarboyz may select any equipment from the Armor, Gunsights, and Equipment lists.
+1	• Special: Waaaagh!
WS	Oi get up!
-	'Ard Case: This ork has been there and seen it twice, he will not be affected by an ork going down within 2" of him, and also the ork has the Iron jaw skill (and often will have an iron jaw).
BS	0-1 Weirdboy
-	
Base +30 TG	
S	
-	
T	
-	
W	0-1 Runtherd
-	
I	I
-	-
A	Ld
-	+1
Ld	• Species: Ork only.
+2	• Weapons: Runtherds may take weapons from the CC, Pistols and basic weapons.
• Species: Ork only & Wyrd.	• Equipment: Runtherds may select equipment from the Armor list.
• Weapons: Wairdboyz may take weapons from the CC, Pistols and basic weapons.	• Special: Waaaagh!
• Equipment: Weirdboyz may select equipment from the Armor list.	Oi get up!
• Special: Waaaagh!	Runtherds: Allows 0-5 grots, should the runtheard be removed as casualty no more grots make be taken until one is included in the gang, remove 1 grot as a casualty after each game when you play without them.
Oi get up!	Oddboyz:
Weirdboy (Lvl cost as Wyrd cost):	
Weirdboyz may not take any armour.	
Base +30 TG	
S	
-	

0-1 Burna

M

-

WS

-

WS

-

BS

+1

Base +20 TG

BS

+1

Base +40 TG

S

-

S

-

T

-

T

-

W

-

W

-

I

-

I

-

A

-

A

-

Ld

+1

0-1 Painboy

Ld

+1

• Species: Ork only.

• Weapons: Painboyz may take weapons from the CC, Pistols and basic weapons.

• Equipment: Painboyz may select equipment from the Armor list.

• Special: Waaaagh!

Oi get up!

Painboy: A Painboy may attempt to “fix” orks that

are wounded, in the shooting phase a down ork

with a painboy in base contact may become healed.

Roll a d6, on a 5+ the ork is healed and is returned

to his feet but may not act this round, on the roll

of a 1 the ork goes out of action. A Dok’s assistant

allows a re-reoll. A Painboy counts as having the

medic skill.

• Species: Ork only.

• Weapons: Burna may select weapons from the CC, Pistols, and basic weapons.

• Equipment: Burna may select any equipment from the Armor, Gunsights, and

Equipment lists.

• Special: Waaaagh!

Oi get up!

Burna: A Burna may take Burna’s and Skorcha

Weapons. Add +1 to the result to see if a ork using

a burner/skorcha is set on fire when hit with a

flame weapon.

Oddboyz:	0-1 Stormboy
	M
0-1 Mekboy	-
M	
-	WS
	+1
WS	
-	BS
	+1
BS	
+1	T
	-
Base +40 TG	
S	W
-	-
T	I
-	-
W	A
-	-
I	BS
-	+1
A	S
-	-
0-1 Kommando	T
Ld	-
+1	
	W
M	-
-	
	I
	+1
• Species: Ork only.	
• Weapons: Mekboy may select weapons from the CC, Pistols, and basic weapons.	A
• Equipment: Mekboy may select any equipment from the Armor, Gunsights, and Equipment lists.	-
• Special: Waaaagh!	Ld
Oi get up!	+1
Mekboy: A mekboy automatically counts as having the armourer and inventor skills and selects weapons from that are mekboy only.	
	• Species: Ork only.
	• Weapons: Kommando may select weapons from the CC, Pistols, and basic weapons.
	• Equipment: Kommando may select any equipment from the Armor, Gunsights, and

Equipment lists.

- Special: Waaaagh!

Oi get up!

Kommando: A Kommando gains access to the stealth skill table. Kommando's may not take any armour other than 'Ardhat.

Base +80 TG

S

-

WS

+1

Base +50 TG

Ld

+1

- Species: Ork only.
 - Weapons: Stormboyz may take weapons from the CC, Pistols and basic weapons.
 - Equipment: Stormboyz may select equipment from the Armor list.
 - Special: Waaaagh!
- Oi get up!
Stormboy: A stormboy come equipped with a rokkit pack.

Weapons & Equipment Lists

All costs are included within the armory

- Hand-to-Hand
- Knife
- Stiletto, Dirk
- Throwing Knife
- Sword1
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon1
- Chainsword1
- Chain-Axe1
- Electro-Flail3
- Shock Maul3
- Power Sword2
- Power Axe2
- Power Fist3
- Pistols
- Dueling Pistol3
- Autopistol
- Stubber
- Hand Cannon
- Bolt Pistol1
- Laspistol
- Hellpistol1
- Hand Flamer1
- Plasma Pistol2
- Basic
- Musket
- Autogun
- Lasgun
- Las Carbine
- Hellgun1
- Bolt Carbine2
- Bolter2
- Shotgun (Solid/Scatter)
- Hunting Rifle1
- Special
- Flamer
- Melta-Gun
- Ripper Gun (Ogryn Only)
- Grenade Launcher
- Plasma Gun4
- Long Las4
- Storm Bolter3
- Heavy
- Autocannon
- Heavy Stubber

- Heavy Bolter
- Heavy Plasma Gun
- Lascannon
- Missile Launcher
- RPG Launcher
- Multi-Laser
- Heavy Flamer
- Grenade & Ammo
- Frag Grenades
- Krak Grenades1
- Photon Flash Grenades1
- Fire Bomb
- Tox Bomb
- Melta-Bombs1
- Demo-Charge2
- Frag Missile
- Krak Missile
- Dum-Dums
- Man-Stopppers
- Hot Shot Shells
- Overcharge Cell1

- Armor
- Light Armor
- Flak Armor
- Flak Armor (Enclosed)
- Medium Armor
- Medium Armor (Enclosed)
- Heavy Armor
- Heavy Armor (Enclosed)
- Gun-Sights
- Red-Dot Laser
- Telescopic Sight
- Mono-Sight
- IR-Sight

- Equipment
- Bio-Scanner (1/warband)
- Blade Venom (One use)
- Charm
- Clip Harness
- Liquid Courage (One Use)
- Medi-Pack (1/warband)
- Photo-Contacts/Visor
- Respirator
- Reloads
- Silencer
- 1.
- 2.
- 3.

4.

Not available to FNGs
 Not available to Troopers & FNGs
 Sergeant only
 Gunners only

Ork Special Equipment:

Rokkit Pack :

A Rokkit pack allows the wearer to fly through the air performing acrobatics only an ork would

appreciate. A model with a rokkit pack may use it rather than moving. To use a rokkit pack 1st select a direction, then roll 2D6 and add the models movement the ork must move this full distance. If a double 1 is rolled the pack explodes, centre a 3" blast marker on the ork all models even partially touched by the template are affected with a str3 hit. If the roll is a double 6 the ork may choose the distance moved to a minimum of 8 as he has total control (for once) of his pack. A rokkit pack can be used to move models up and down levels much as there is movement to do so.

Should this bring a ork into contact with an enemy its classed as a charge move. If an ork using a pack moves so fast they may only be affected by overwatch at the start and end of the move.

Example: An Ork selects a direction then rolls 5 on the D6 giving him a movement of 13. He MUST move 13" directly forward but if there is one land on a platform to a maximum on 13" high.

Grot Companion:

These grots will be assigned to an ork before the fight and must attempt to stay within 2" of them. These grots are not given any weapons other than a knife.

If an ork falls it is assumed the grot follows him down, place the grot on the same level as the ork. If the ork

goes out of action remove the grot also.
 A grot with an ammo box will let the ork automatically pass its ammo role unless the fail is automatic, If the fail is automatic the roll passes on a 4+. Once this ability has been used remove the grot.

Nobz
 Boyz
 Yoof
 Grot
 Oddboyz
 Kommando
 'Eavy
 Mek

Agility

-

Combat

X
 X
 X
 X
 X
 X
 X
 -

Ferocity

X
 X
 X
 X
 X
 X
 X
 X

Muscle

X
 X
 X
 X
 X
 X
 -

Shooting

X
 X

-

Stealth

X
 X
 -

Techno

X

Orks are not known for their willingness to learn new things, they already know everything they need to.

Orks may never select a skill from a different table above for their type unless it is listed on their profile.

Example: A painboy has the medic skill at selection, he may never roll on the Techo skill chart ever, even though he has a skill from this group already.

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Rogue traders
Version 2.0

- Initial Resources:
You have 1000 Throne Geld to spend on recruiting and arming your Warband. You must have a minimum of 4 models.
 - Hired Guns:
Rogue Trader warbands may recruit up to 3 Hired Guns.
 - Starting Experience & Skills:
All fighters start with the following experience point totals. All non-Construct Rogue Traders members gain experience as normal. Rogue Traders gain the Underdog Bonus as normal.
- Unit Type
Rogue Trader
Representative
Arch Militant
Navigator
Crewmen
Rating
- NEC eq
Leader
Heavy
Heavy
Ganger
Ganger
Juve
- XP
60+D6
60+D6
60+D6
20+D6
20+D6
D3
- Territory & Income:
Rogue Traders select territories and collect income

exactly as described in the Necromunda rulebook.
They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 7
Investigation Rating: 7

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Rogue Traders are unique and powerful individuals who serve as a combination freelance explorer, conquistador and interstellar merchant for the Imperium of Man. They are hereditary Imperial servants and nobles, given a starship, a crew, and sometimes troops of the Imperial Guard and *carte blanche* to roam those worlds of the galaxy that still lie beyond Imperial control or knowledge. In their task of exploring and exploiting the still-uncharted regions of the galaxy for Mankind, Rogue Traders might come across worlds harboring long-forgotten human civilizations which will be later incorporated into the Imperium by official Adeptus Mechanicus Explorator fleets and expeditions of the Imperial Navy and Imperial Guard. Other times they find empty or alien-dominated planets ripe for colonization, conquest or exploitation by the Imperium and themselves.

• Special Rules:

All Rogue Trader Warbands may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Xenos Friendly: While strictly forbidden by the Imperium, many Rogue traders allow Xenos members to become part of their crew. Any Rogue Trader warband may start with up to 1 Xenos in any of the following ranks: Arch-Militant, Crewman. That model may select weapons appropriate to its rank and race from the Xenos weapons lists, at maximum cost.

Traders: In a campaign setup, the Rogue Trader might use his Warrant of Trade with other players, thus he can trade at the end of each game with other players to buy and sell what is in their stash. The price of goods traded is up to the players involved in the negotiation, but the rating increase is adjusted by the standard

bazaar price

Pirate's scums: Rogue traders present an inviting target for pirates and are constantly under threat of pirate raiding parties. As such, non-Construct Rogue Trader warband members suffer from hatred when fighting members of a Void Pirate warband.

Profit Factor: The prestige and pedigree of a Rogue Trader's Warrant of Trade is measured in terms of raw profit and influence. Most Rogue Trader dynasties control vast amounts of capital, from hard currency like Thrones to large networks of agents, contacts, and investments across a dozen worlds. These resources are all tied to the Rogue Trader's Warrant of Trade, the priceless document that grants him his authority and provides almost endless opportunities for success. Each charter (see below for further details) has its own profit factor:

Charter of Commerce: After each game the warband gains an additional 2D6 TG income.

Charter of Exploration: After each game the warband gains an additional 3D6 TG income.

Unknown Charter: After each game the warband gains an additional 1D6 TG income, add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

Xenos Trader: After each game the warband gains an additional 2D6 TG income.

Rogue Trader Warbands must select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing Warbands.

- Charter of Commerce: The Warband is part of a vast commercial organization dealing in nearly any trade item. It reduces the price of all rare items in the bazaar by 1D6. (Ex: Carapace Armor's cost is 60+3D6; it will pay only 60+ 2D6 and no additional cost on uncommon items).

- Charter of Exploration: The Warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, and more. The Warband fighters may use weapons from both the Xenos and human weapon lists (so long as their rank allows it).

The warband's Subversion Rating is lowered by -1 but its Investigation Rating is increased by +1.

The warband must include one (1) Ad Mech Engineer to reflect its focus on lost STC Technology. Check the Ad Mech Warband list for further information. Charter of Exploration has access only to 0-2 Arch Militants if it selects one Engineer.

- Unknown Charter: The Rogue Trader's family line was given a charter when the Emperor walked among men and its details have been lost over time. One of the Rogue Trader's weapons (Pistols & Basic weapons only) receives the Master Crafted upgrade for free upon creation and adjust the warband rating with its actual cost (Weapons ½ Value). Its Investigation and Subversion Rating are increased by 1.

- Xenos Trader: The Rogue trader is a freelance trader. His focus is to create new commercial agreements for

his own profit. The warband must include up to 40% of Xenos Models including its leader and it cannot recruit any non Xenos as long as this percentage is not respected. The fighters may use weapons from both the Xenos and human weapon lists as long as their rank and species allow it and suffer no penalty to access them. The warband's Subversion Rating is lowered by -2 but its Investigation Rating is increased by +2 to reflect the cultural melting pot of the crew. In the recruitment tables below, for all entries, add in the Species "Xenos".

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Recruitment	taking any Leadership test. Rogue
1 Rogue Trader	Traders may
M	select one (1) Beast or Construct model.
-	
WS	WS
+2	-
BS	BS
+2	-
Base +100 TG	Base +25 TG
S	S
-	-
T	T
-	-
W	W
-	-
I	I
+1	+1
A	A
-	-
1 Navigator	Ld
Ld	+1
+2	<ul style="list-style-type: none"> • Species: Human Wyrd Only! • Weapons: Navigators may select weapons from the HtH, Pistols, and Grenades list. • Equipment: Equipment: Navigators may select any equipment from the Armor and Equipment lists. • Special: Once each scenario, a Navigator may reroll one Perils of the Warp result.
M	
-	
<ul style="list-style-type: none"> • Species: any non-Astartes Human or Abhuman • Weapons: Rogue Traders may select weapons from the HtH, Pistols, Basic, Special, and Grenades list. • Equipment: Rogue Traders may select any equipment from the Armor, Gunsights, and Equipment lists. • Special: The Rogue Trader always counts as having a friend within 2". Additionally, friendly models within 6" of the Trader may use its Leadership when 	161

0-1 Representative

M WS
- +1

WS BS
+1 +1

BS T
+1 -

S W
- -

Base +40 TG I
T -
-

W A
- -

I Ld
+1 -

A • Species: any non-Astartes Human or Abhuman, Mutant

0-3 Arch-Militants • Weapons: Crewmen may select weapons from the HtH, Pistols, Basic, and Grenades list.

Ld +1 • Equipment: Crewmen may select any equipment from the Equipment lists.

M 0+ Rating

- M
-

• Species: any non-Astartes Human or Abhuman

• Weapons: Representative may select weapons from the HtH, Pistols, and Grenades list.

• Equipment: Equipment: Representative may Base +5 TG BS

select any equipment from the Armor and Equipment lists. -

•Special: Representative has the S
“Ambush” and -

“Escape Artist” skills. If a representative rolls this T
skill again, re-roll the result. -

1+ Crewmen

M W
- -

I

-

A

-

BS

+1

S

-

T

-

W

-

I

-

A

-

Ld

+1

- Species: any non-Astartes Human or Abhuman, Mutant
- Weapons: Arch-Militants may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- Equipment: Arch-Militants may select equipment from the Armor, Gunsights, and Equipment lists.

Base +20 TG

S

-

WS

+1

Base +40 TG

Ld

-

- Species: any non-Astartes Human or Abhuman, Mutant
- Weapons: Weapons: Crewmen may select weapons from the HtH, Pistols, and Grenades list.
- Equipment: Crewmen may select any equipment from the Equipment lists.
- Special: Ratings may never make up more than 25% of the Warband s total models. If Ratings make up more than 25% of the total model count for the Warband, no further Ratings may be hired.

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Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-Hand

Knife
 Stiletto, Dirk
 Throwing Knife
 Sword
 Club, Maul, Bludgeon
 Chain, Flail
 Massive Weapon
 Chainsword1
 Chain-Axe1
 Electro-Flail2
 Shock Maul2
 Power Sword3
 Force Staff4

•Pistols

Dueling Pistol2
 Autopistol
 Stubber
 Hand Cannon
 Bolt Pistol1
 Laspistol
 Hellpistol1
 Hand Flamer
 Plasma Pistol1

•Basic

Scatter Gun
 Autogun
 Lasgun
 Las Carbine
 Hellgun2
 Bolt Carbine2
 Bolter2
 Shotgun (Solid/Scatter)

•Special

Flamer
 Melta-Gun
 Ripper Gun (Ogryn Only)
 Grenade Launcher
 Plasma Gun
 Storm Bolter2
 Scatter Gun
 Pistol Sword3

•Heavy

Heavy Stubber
 Heavy Bolter
 Heavy Plasma Gun

Missile Launcher
 RPG Launcher
 Multi-Laser
 Heavy Flamer
 Multi-Meta
 •Grenade & Ammo
 Frag Grenades1
 Krak Grenades1
 Photon Flash Grenades1
 Fire Bomb
 Tox Bomb
 Melta-Bomb2
 Scare Gas Grenades2
 Smoke Grenades1
 Frag Missile2
 Krak Missile2
 Dum-Dums
 Man-Stoppers
 Overcharge Cell1

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•Armor	X
Light Armor	X
Flak Armor	X
Flak Armor (Enclosed)	
Medium Armor1	Combat
Medium Armor (Enclosed)1	X
Heavy Armor2	X
Heavy Armor (Enclosed)2	X
Hexagrammic Wards4	
Refractor Field2	Ferocity
Conversion Field	X
	X
•Equipment	X
Injector Rig (1/warband)2	X
Bio-Scanner (1/warband)2	X
Charm	X
Clip Harness	
Control Collar	164
Liquid Courage (One Use)	
Kalma	Muscle
Photo-Contacts/Visor	X
Respirator	X
Reloads	X
•Gun-Sights	Shooting
Red-Dot Laser	X
Telescopic Sight	X
Mono-Sight	X
1.	-
2.	
3.	Stealth
4.	X
	X
Not available to Ratings	X
Only available to Arch-Militants, Navigators, & Rogue Trader	X
	-
Only available to Rogue Trader	
Only available to Navigator	Techno
	X
Rogue Trader	X
Representative	-
Arch Militant	
Navigator	
Crewmen	
Rating	
Agility	
X	
X	
X	

Muscle

- X
- X
- X
-

Shooting

- X
- X
- X
- X

Stealth

- X
- X
- X

Techno

- X
- X
-

VOID PIRATES

INITIAL RESOURCES

You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models

HIRED GUNS

Void Pirate war bands may recruit up to 4 Hired Guns.

STARTING EXPERIENCE & SKILLS

All fighters start with the following experience point totals. All non-Construct Void Pirates gain experience as normal. Void Pirates gain the Underdog Bonus as normal.

UNIT TYPE	NEC EQUIV.	XP
CAPTAIN	LEADER	60+D6
QUARTER MASTER	GANGER	20+D6
VOID MASTER	GANGER	20+D6
MASTER GUNNER	HEAVY	60+D6
BOSUNS	HEAVY	60+D6
CREW	GANGER	20+D6
SWABIES	JUVE	D3
SLAVES	JUVE	0

TERRITORY & INCOME

Void Pirates war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

SUBVERSION RATING: 8
INVESTIGATION RATING: 6

SPECIAL RULES

Void Pirates have no qualms about mixing human and Xenos races, so long as everyone does their job and performs well in battle. As such, upon creation, Void Pirates may select humans and Xenos models as listed.

All Void Pirates war bands (except Orkoid) may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Plunder: If a Void pirate war band wins a scenario, it triggers additional 2D6 TG profit.

Captured Fighter: War Band fighters captured by Void Pirates have three choices: convert or be sold to slavers or be traded back. Follow the below steps:

1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value. If there are some remaining captured fighters, move on to step 2.

2. If there is no exchange possible, you can start negotiations, and thus ransom the captured fighters. There is no fixed **value for ransoms, it's up to the players** to negotiate deals on captives, their gear and how they are paid – either with TG, equipment, etc. If the players do not reach an agreement, the enemy war band must decide to attempt a rescue mission or not.

2. A. If the captured fighter owning player wants to play the rescue mission, the captured fighter is held in the **pirates' cells until the** rescue mission is done.

2. B. If the captured fighter owning player does not want to play the rescue mission or if the rescue mission is

a failure, the captured fighter can convert to piracy or be sold to Slavers.

3. The Void Pirates player rolls 2D6 and adds the Captain Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured **model's leadership to the score. Any** Member of Ecclesiarchal Delegation or Inquisition Cells adds 2 to his result.

3. A. If the Captain scores higher than the prisoner, the prisoner becomes a pirate. Copy his profile, skills, experience, etc, onto the Void Pirates roster. Note the fighter is now classed as a crew member unit type if it is a Mixed Races war band, or a slave if it is an Eldar/Orkoid war band meaning he may lose access to skill sets, weaponry and **special abilities. All of the fighter's** equipment is also destroyed to fully embrace his new life, but he will keep implanted bionic equipment.

3. B. If the prisoner equals or beats the **Captain's score then he resists and** refuses to convert to piracy. If a prisoner will not convert, cannot be rescued by his war band or cannot be traded back then he is sold to Slavers for D6*5 profit. His equipment is kept by the pirates.

ELDAR

Sometimes the rigid constraints of the Eldar Path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. There are many bands of so-called Corsairs scattered across the galaxy, and all are savage and deadly raiders. Outcasts from the strict confines of the Craftworlds, the Corsairs live in self-imposed exile, seeking to explore the galaxy and experience the full gamut of emotion and sensation accessible to **the Eldar's sensitive psyche. Most are** young and adventurous Eldar who will eventually return to their homes older, wiser and tempered by warfare. Some, **however, embrace the raider's life** completely and fall further still, becoming ever more bloodthirsty and psychotic, indulging their darkest impulses and eventually seeking out the infamous Dark City. It is known that sometimes foolish and wealthy Humans are known to hire the services of Corsairs who demand an extortionate price for their cooperation. In battle, Corsairs emphasize speed and surprise over firepower and armor.

If a player selects Eldar Corsairs, the war band must consist entirely of Eldars and Slaves. Eldar Corsairs war bands may not **hire any Swabies, this is slave's work!** Replace the Swabies with the Slaves entry. Hired Guns of different races may be used as normal. Eldar Corsairs war bands add 1 to their Subversion rating and subtract 1 from the Investigation rating. Eldars Corsairs war bands **consider "Grav Chute" as a common** equipment not rare, to reflect their fighting style, thus take out the 4D6 price add on if you buy it. Eldar Corsairs may select Eldar and/or Human Weapons/Equipment. Eldar Corsairs do not have access to Carapace and Power Armor.

ORKOID (FREEBOOTERZ)

Freebooterz are Orks who have separated themselves from their clan (by choice or through being exiled) and go off to live the life of pirates and mercenaries. The composition of Freebooter bands can vary greatly depending on their origin and history; some are the remnants of shattered war bands, others are eccentrics or fugitives from Ork society. Freebooterz forsake their previous Clan and tribal allegiances and usually wear a distinctive style of dress to emphasize this, often decorating themselves with ear and nose rings, Jolly Ork symbols and flamboyant clothing. **As Freebooterz often don't** have access to Painboyz or Mekboyz; their injuries frequently have to be patched up in a temporary manner, thus many Freebooterz sport eye patches, peg-legs or hook hands.

Freebooter bands are often led by a Kaptin, these individuals are even tougher, more ruthless and foul tempered than the rest of their brethren and are usually even more ostentatiously attired, frequently favoring large hats and voluminous coats in which they conceal numerous weapons and flasks of fungus rum. The universal symbol of the Freebooterz is the Jolly Ork - an Ork Skull and Crossbones motif which often adorns their clothes, banners and vehicles.

If a player selects Orkoid, the war band must consist entirely of Orkoids. Orkoid war bands add 2 to their Subversion rating and subtract 2 from the Investigation rating. Replace the Swabies with the Slaves entry.

Slaves bought in an Orkoid war band must be from the Grot Species. Orkoid war band have always access to the Saw Bones. Orkoid war band may select Ork and/or Human Weapons/Equipment.

MIXED RACES

Usually dwelling in isolated regions of space, these areas naturally attract renegades, exiles, and mercenaries. Without the guidance of the Emperor, this drudge of humanity often falls to the powers of Chaos. However many do not, instead opting for a life of plunder. Hiding away on fringe worlds, moons, or in asteroid belts these men form pirate fleets. Their ranks are filled with deserters from the Imperial Guard and Imperial Navy as well as those fleeing from the Adeptus Arbites. Many are also anti-Imperial insurgents, who see themselves as freedom fighters against the tyranny of the Adeptus Terra. Pirate bases act as safe havens for every criminal, miscreant, heretic, and rebel throughout the Imperium. Such bases are a constant bane to the Imperium, often serving as epicenters for raiding outposts and isolated colonies. However most pirates survive by living off the plunder acquired through raiding Imperial Merchant Fleets. Such is the level of piracy in **the Imperium's space** lanes that one of the prime duties of the Imperial Navy is to hunt down pirate bases and keep shipping lanes safe for Merchant ships.

If a player selects Mixed Races, the war band must not have more than 40% of a single species in its rank.

Mixed Races do not have access to Slaves. Thanks to their diversity and the pool of knowledge it induces, Mixed Races war bands are able to efficiently **combine their members'** strengths. Mixed Races war band increase their Investigation rating by +1. Each member counts all common Xenos weaponry as if they were a member of that species so long as the gang contains a member of that species.(ex: The crew contains a single Ork so all crew members can purchase and use common Ork weapons as if they were an

Ork. If the crew also contains an Eldar, the Ork can have a Shuriken Catapult if he wants.)

The void pirates have two Sub Types and you must select one upon creation.

- **Privateer:** A privateer is a private person or ship authorized by a government by letters of marque to attack foreign vessels during wartime. Privateering is a way of mobilizing armed ships and sailors without having vessels be commissioned into regular service as warships.

Privateers add 1 to the Investigation rating.

“Government’s Support”: If a war band fighter rolls a Dead result on the Serious Injuries chart then there is a chance the Governmental doc can patch him up **before it’s too late. Roll a D6. On a 5+** the injury roll is treated as a Multiple Injuries result instead. This rule can only be used once per battle and on a single fighter.

- **Buccaneers:** Buccaneers are law less scums driven by a single purpose, plunder! Every merchant/rogue trader ship is a prey. Law enforcement tries to bring them down at all costs.

Buccaneers add 1 to the Subversion rating.

Having seen so many of their companions taken out by law enforcement, Buccaneers suffer from Hatred when facing an Arbites war band.

“Wolf Packs”: When the gang fights a battle they can deploy up to three fighters anywhere on the battlefield at ground level. Models are set up at the **end of the player’s first turn and cannot be placed within 8” of enemy**

models or within 8” of objectives/loot counters. No more than 50% of the **gang’s initially deployable fighters** can use this ruse. If a scenario prevent the use of the tunnels or vents special **rule, then “Wolf Packs” cannot** be used neither.

RECRUITMENT

1 – CAPTAIN

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +100 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Wyrd (Lvl: 1-2)
- **Weapons:** The captain may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The captain may select any equipment from the Armor, Gunsights, and Equipment lists. The captain may have one Construct/Beast
- **Special:** The captain always counts as having a friend within 2". Additionally, friendly models within 6" of the captain may use its leadership when taking any leadership test.

1 – QUARTER MASTER

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +40 TG

- **Species:** : any non-Astartes Human or Ab-Human or Xenos, Wyrd (Lvl: 1), Mutant
- **Weapons:** The Quarter Master may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Quarter Master may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** If the captain gets down or OOA, then all friendly models within 6" of the Quarter Master may use its leadership when taking any leadership test. If the captain is removed from the roster during a campaign, the quarter is automatically promoted to Captain and gains the leader Nec eq. and has access to the leader skill's set.

1 – VOID MASHER

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +30 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant and must be a Wyrd (Lvl: 2-3),
- **Weapons:** The Void Master may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** The Void Master may select any equipment from the Armor, Gunsights, and Equipment lists.

1 – MASTER GUNNER

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +50 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant)
- **Weapons:** The Master Gunner may select weapons from the HtH, Pistols, Basic, Special, Heavy and Grenades list.
- **Equipment:** The Master Gunner may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Master Gunner has the "Armourer" skill. If a Master Gunner rolls this skill again, re-roll the result.

0-2 – BOSUNS

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base +40 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Bosuns may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment:** Bosuns may select any equipment from the Armor and Equipment lists.

2+ - CREW MEMBER

WS	BS	S	T	W	I	A	LD
+1	+1	-	-	-	-	-	+1

Base +30 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Crew Members may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Crew Members may select any equipment from the Equipment lists.

0+ - SWABIES

WS	BS	S	T	W	I	A	LD
-	-	-	-	-	-	-	-

Base +5 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Recruits may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.

0+ - SLAVES

WS	BS	S	T	W	I	A	LD
+2	+2	-	-	-	+1	-	+2

Base -5 TG

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Slaves may select weapons from the HtH only.
- **Equipment:** None.
- **Special:** Slaves cannot progress in rank and they will remain slaves.

WEAPONS & EQUIPMENT LISTS

All costs are included within the armory

HAND-TO-HAND

- Knife
- Stiletto, Dirk
- Throwing Knife
- Sword¹
- Club, Maul, Bludgeon
- Chain, Flail
- Massive Weapon¹
- Chainsword¹
- Chain-Axe¹
- Electro-Flail¹
- Shock Maul
- Power Sword
- Force Staff
- Choppa
- Big Choppa¹
- Power Klaw⁴
- Dire Sword¹
- Harlequin's Kiss¹**
- Witchblade²
- Singing Spear²
- Web of Skulls (Eldar Only)¹
- Wych Blade¹
- Agonizer¹

PISTOLS

- Autopistol
- Stubber
- Hand Cannon
- Bolt Pistol¹
- Laspistol
- Hand Flamer¹
- Plasma Pistol¹
- Slugga
- Shuriken Pistol¹
- Splinter Pistol¹
- Shredder (D.Eldar Only)¹
- Pulse Pistol¹
- Nailer

BASIC¹

- Scatter Gun
- Autogun
- Lasgun
- Las Carbine
- Bolt Carbine

Bolter
Shotgun (Solid/Scatter)
Shoota
Grot Blasta (Grots Only)
Shuriken Catapult
Splinter Rifle
Pulse Carbine
Pulse Rifle
Kroot Rifle

SPECIAL¹

Flamer
Melta-Gun
Grenade Launcher
Plasma Gun
Storm Bolter
Ripper Gun
Scattter Cannon
Spear Gun
Kustom Megablasta
Burna
Rokkit Launcha
Fusion Gun
Neutron Blaster
Hrud Fusil (Hrud Only)

HEAVY

Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
RPG Launcher
Multi-Laser
Deff Gun
Reaper Launcher (Eldar Only)
Splinter Cannon
Dark Lance (D. Eldar Only)

ARMOR

Light Armor
Flak Armor
Flak Armor (Enclosed)
Medium Armor¹
Medium Armor (Enclosed)²
Heavy Armor¹
Heavy Armor (Enclosed)²
Ghosthelm (Eldar Only)⁵
Holo-Field (Eldar Only)³
Kustom Forcefield (Orks Only)²

GRENADE & AMMO

Frag Grenades
EMP Grenades
Haywire Grenades
Cristalline Sphere
Krak Grenades
Plasma Grenades
Smoke Grenades
Photon Flash
Fire Bomb
Tox Bomb
Dum-Dums
Man-Stoppers
Hotshot Shell
Bolt Shell

GUN-SIGHTS

Red-Dot Laser
Mono-Sight

EQUIPMENT

Bio-Scanner (1/warband)
Charm¹
Clip Harness
Control Collar
Liquid Courage (One Use)
Photo-Contacts/Visor
Respirator

1. Not available to Recruits
2. Only available to Bosuns & Captains
3. Only available to Captains
4. Only available to Freeboota Kaptins
5. Seers Only

NECROMUNDA SURVIVAL EDITION

	AGI	COM	FER	MUS	SHO	STE	TEC
CAPTAIN	X	X	X	X	X	X	X
QUARTER MASTER	X	X	X	X	X	X	-
VOID MASTER	X	X	X	-	X	X	-
MASTER GUNNER	-	X	X	X	X	-	X
BOSUNS	X	X	X	X	X	-	-
CREW MEMBERS	X	X	X	X	X	X	-
SWABIES	-	X	X	-	X	X	-
SLAVES	-	X	X	-	X	-	-

NECROMUNDA CAMPAIGNS

Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to campaign a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.

STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

To start the campaign two players simply take their gangs and select one of the scenarios to fight. At the end of each game the players work out how much experience the gang fighters have earned and how much cash the gang collects by trading.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills.

Fighting other, more powerful gangs will enable them to develop more quickly.

PLAYING THE CAMPAIGN

Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals.

This gives each gang a certain amount of income, which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

Experience is expressed as Experience points which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section.

When a fighter has sufficient Experience points he receives an advance.

An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as Dodge or Fast Shot.

Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.

THE GANG RATING

Each gang has what we call a gang rating the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

GANG RATING: VALUE OF FIGHTERS+EXPERIENCE

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power! The player whose gang has the highest gang rating is winning the campaign his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it.

If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories and starts a new one.

SERIOUS INJURIES

Gang fighters that are wounded during fights stand a chance of picking up long-term serious injuries, and those are the lucky ones. Other fighters may be captured or even die as a result of their injuries.

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured - in terms of the game he is no longer capable of fighting and that is all that matters.

HIGH IMPACT INJURIES

If a fighter is taken out of action by a high impact weapon then there is a chance he will be simply ripped apart by the devastating force. The model rolls for serious injuries as normal, however, if a double is rolled then the unfortunate fighter has been reduced to nothing more than giblets. So for example, on a roll of 11, 22, 33, 44, 55

or 66, all that now remains of the gang fighter is a red smear on the dome floor.

This is treated as a Dead result, however, it cannot be rerolled or modified in any way. Ratskins are just as susceptible to being obliterated as any other hiver and even the finest Medics cannot put all of the pieces back together again.

When you are playing a campaign it matters a great deal what happens to fighters who go out of action!

They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. He might for example be captured by a rival gang or become lost in the hive depths and have to fight his way back home.

Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

In addition to fighters who go out of action during the game, fighters who are down at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll a D66.

Over the course of a campaign fighters can suffer the same serious injury multiple times. Many of the injuries have cumulative effects if they are rolled again. For example, a model suffering from two Shell Shock injuries suffers a -2 Leadership penalty. Some injuries though once rolled multiple times may not have a cumulative effect. Injuries such as Horrible Scars if rolled for a second time have no effect, as do injuries that modify values already reduced to 1.

However, even these types of injuries must be noted on the gang roster. This is important to remember as some gang fighters can become so terribly injured that not even an Experience advance or bionic implant will improve his condition.

DEATH OF A GANG LEADER

Even hardened and much loved Gang Leaders can fall victim to the twists of fate. If the leader of your gang dies or is sold to slavers then don't despair, your gang will live on to avenge his untimely demise!

It's not possible to recruit a new Gang Leader mid-campaign, instead the Ganger with the highest Leadership characteristic will take over as the new leader of your gang. If multiple Gangers have the same Leadership value then the Ganger with the most Experience points out of those will take command.

Heavies and Juves cannot become the gang's new leader. Heavies spend all of their time tinkering with weapons and gubbins while a gang led by a Juve would hardly be respected or feared.

The new leader from then on follows all of the usual rules associated with a Gang Leader. For example, he will gain access to new skills and special weapons and will no longer be able to work

territories. Note the cost value of the new leader remains at 50 credits.

MISSING GAMES

Sometimes a gang fighter will be forced to miss a game. This is usually due to a serious injury, such as a fighter suffering from an Infected Wound or if he's been captured by a rival gang. Gang fighters that must miss games automatically count as out of action for the purposes of post game actions. So for example, a ganger would not be able to work a territory or look for rare trade. Missing fighters still count towards the gang's rating and for the purposes of any gang recruitment limits. You will also still have to pay any upkeep costs for missing fighters.

SERIOUS INJURIES CHART

11-15: DEAD

The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.

16: MULTIPLE INJURIES

The fighter isn't dead but has suffered many serious wounds. Roll a further D3+1 times on this chart. All Dead, Multiple Injuries, Captured and Full Recovery results must be rolled again.

21: INFECTED WOUND

The fighter eventually recovers but it takes time for his agonising wounds to fully heal. The model must miss the next D3 games.

22: CHEST WOUND

The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.

23: LEG WOUND

The fighter has smashed a leg. He recovers from his injuries but he can no longer move as quickly. The fighter's Movement characteristic is reduced by -1. Randomly determine which leg has been hurt.

24: ARM WOUND

The fighter has smashed one of his arms. The fighter's Strength characteristic is reduced by -1 when using that arm e.g. when using a sword in hand-to-hand combat. Randomly determine which arm has been hit.

25: HEAD WOUND

A serious head injury leaves the fighter unhinged. At the start of each game roll a D6 for each Head Wound to determine how he is affected. On a 1-3 the fighter is dazed and confused - he is affected by

the rules for stupidity. On a roll of 4-6 the fighter is enraged and uncontrollable - he is affected by the rules for frenzy.

26: BLINDED IN ONE EYE

The fighter survives but loses the sight of one eye. Randomly determine which eye. A character with only one eye has his Ballistic Skill reduced by -1. If the fighter is subsequently blinded in his remaining good eye then treat it as a Dead result.

31: PARTIALLY DEAFENED

The fighter survives but is partially deafened as a result of his injuries. His Initiative characteristic is reduced by -1.

32: SHELL SHOCK

The fighter survives but is extremely nervous and jumpy due to the traumatic injuries he has suffered. His Leadership characteristic is reduced by -1.

33: HAND INJURY

The fighter has badly wounded one of his hands. The fighter's Weapon Skill characteristic is reduced by -1.

Randomly determine which hand has been hurt.

34-36 OLD BATTLE WOUND

The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game for each Old Battle Wound suffered. On the roll of a 1 the Fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

41-55: FULL RECOVERY

The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

56: BITTER ENMITY

Although he makes a full physical recovery, the fighter has been mentally

scarred by his experiences. He develops a bitter enmity for the gang responsible for his injury. Roll a D6 to see who he now hates.

1-4: The individual enemy who inflicted the injury (if unknown, roll a random enemy model).

5-6: The leader of the gang who inflicted the injury.

61-63: CAPTURED

The fighter is captured. If both gangs hold captives then they must be exchanged one-for-one with their gear starting with models of highest value. Remaining captives are ransomed back to their gang. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid for. If a player refuses to rescue or pay a ransom then the captive must be sold to the Guild slavers, earning the captor D6x5 credits, and you may keep their equipment. Any credits earned are added straight to your stash. The status of a captured fighter must be resolved before or immediately following the next time the two gangs fight each other.

64: HORRIBLE SCARS

The fighter recovers but is left horribly disfigured. His scarred and distorted features means he causes fear.

65: IMPRESSIVE SCARS

The fighter recovers and is left with impressive scars as testament to his bravery. The model receives a +1 Leadership bonus. This bonus applies only once.

66: SURVIVES AGAINST THE ODDS

The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home. He recovers fully and his uncanny survival earns him +2D6 Experience points.

EXPERIENCE

As gangers take part in fights, those who survive become more experienced, and improve their battle skills. This is represented in the campaign game by experience.

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

INITIAL EXPERIENCE

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

UNDERDOGS

When a gang fights an enemy gang with a higher gang rating than its fighters earn extra Experience points. The higher the enemy gang's gang rating the more points the underdog earns. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat.

DIFFERENCE IN GANG RATING	EXPERIENCE BONUS WIN / LOSE
1-49	+1/+0
50-99	+2/+1
100-149	+3/+2
150-199	+4/+3
200-249	+5/+4
250-499	+6/+5
500-749	+7/+6
750-999	+8/+7
1000-1499	+9/+8
1500+	+10/+9

EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways.

In the Scavenger scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

If you look through the scenarios you will notice that a gang fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured - so long as he lives to tell the tale!

The Playing a Campaign Game section includes full details of the Experience points that can be earned for each scenario.

EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The Experience Advance shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained,

while both players are present to witness the result.

Extra Experience points are always added to the fighter's total after the game is over.

Example: A newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.

JUVES

Once a Juve has earned 21 or more Experience points he becomes a fully fledged Ganger. The new Ganger from then on follows all of the usual rules associated with a Ganger. For example, he will gain access to new skills and basic weapons and can work territories or search for rare trade. Note the cost value of the new Ganger remains at 25 credits.

EXPERIENCE ADVANCE TABLE

EXPERIENCE	TITLE
0-5	GREEN JUVE
6-10	JUVE
11-15	JUVE
16-20	TOP JUVE
21-30	NEW GANGER
31-40	GANGER
41-50	GANGER
51-60	GANGER
61-80	GANG
	CHAMPION
81-100	GANG
	CHAMPION
101-120	GANG
	CHAMPION
121-140	GANG
	CHAMPION
141-160	GANG
	CHAMPION
161-180	GANG
	CHAMPION
181-200	GANG
	CHAMPION
201-240	GANG HERO
241-280	GANG HERO
281-320	GANG HERO
321-360	GANG HERO
361-400	GANG HERO
401+	MIGHTY GANGER

NEW SKILLS

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The type of skill that a fighter can have is restricted by the **Warband's Type** and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills and so on. These restriction are indicated on the Skill tables

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his warband type, and select from any of the Skill tables.

Example: A player rolls a 3 indicating a new skill for a Goliath Juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is Hard as Nails. This is noted against the fighter's other details on the gang roster.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	RESULT
2	CHOOSE ANY OF THE SKILL TABLES AND RANDOMLY GENERATE A SKILL FROM IT.
3-4	SELECT ONE OF THE STANDARD SKILL TABLES FOR YOUR GANG AND RANDOMLY GENERATE A SKILL FROM IT.
5	CHARACTERISTIC INCREASE: ROLL AGAIN
	1-3 = +1 STRENGTH
	4-6 = +1 ATTACKS.
6	CHARACTERISTIC INCREASE: ROLL AGAIN
	1-3 = +1 WS
	4-6 = +1 BS.
7	CHARACTERISTIC INCREASE: ROLL AGAIN
	1-3 = +1 INITIATIVE
	4-6 = +1 LEADERSHIP.
8	CHARACTERISTIC INCREASE: ROLL AGAIN
	1-3 = +1 WS
	4-6 = +1 BS.
9	CHARACTERISTIC INCREASE: ROLL AGAIN
	1-3 = +1 WOUNDS
	4-6 = +1 TOUGHNESS.
10-11	SELECT ONE OF THE STANDARD SKILL TABLES FOR YOUR GANG AND RANDOMLY GENERATE A SKILL FROM IT.
12	CHOOSE ANY OF THE SKILL TABLES AND RANDOMLY GENERATE A SKILL FROM IT.

CHARACTERISTIC INCREASE

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies.

To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 means he gains +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

WS	BS	S	T	W	I	A	LD
7	7	7	7	6	8	6	10

When working out if a fighter has reached his characteristic limit, all modifiers to his profile except characteristic advances are ignored. For example, if a fighter suffers a Chest Wound then it's not possible for him to advance beyond a Toughness value of 3.

SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables. Otherwise, your fighter is restricted to specific Skill tables depending upon his Warband and whether he is a Juve, Ganger, Heavy or Leader (or equivalent).

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn.

Gangers will have fought in many different situations and their abilities usually reflects this, while Juves only have a limited knowledge of how the Underhive battles are fought.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart cross reference the fighter against the skill type. If the column is marked then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

AGILITY SKILLS

1: CATFALL

If a model with the Catfall skill falls then he can take an Initiative test. If the test is passed then he suffers no damage from the fall but will still be pinned. The fighter is also no longer restricted to jumping down from heights of no more than 3", instead he can jump down from any height.

2: DODGE

A model with this skill receives a 6+ special save against hits from shooting.

3: JUMP BACK

At the start of his activation the model may disengage from any hand-to-hand combat by jumping back. If you elect to do this then the model may immediately jump back up to 2" leaving any hand-to-hand opponents behind.

4: LEAP

The model can move an extra +D6" during his movement phase if he runs or charges. Note you can roll the D6 before deciding where to move but you must commit to a charge before the roll is made.

5: QUICK WITTED

Before the first turn of the game begins, the fighter can make a special extra move, just as if it was his movement phase. So for example, the model can choose to run, charge, hide, go onto overwatch, etc.

Note this skill cannot be used in scenarios that don't allow special deployment rules.

6: SPRINT

The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

COMBAT SKILLS

1: COMBAT MASTER

If the model is attacked by multiple hand-to-hand opponents then he can use their numbers against them. Enemy models don't gain the usual Attack dice and Combat Score bonuses when fighting against him in a multiple combat, instead the Combat Master gets those bonuses.

2: DISARM

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take an Initiative test. If the test is passed then he knocks his opponent's weapons aside and he must fight the remainder of the turn using only a knife. It's assumed the fighter recovers his weapons in time for their next activation.

3: FEINT

The fighter uses cunning feints to lure his opponent into making mistakes. Hand-to-hand opponents will fumble on a roll of 1-2, instead of the usual 1.

4: DEFLECT

The fighter is able to knock aside blows using the flats of his hands and the haft of his weapons. During each hand-to-hand combat the model can force his opponent to re-roll one of his Attack dice.

5: COUNTER ATTACK

The fighter is able to repulse his opponent's advances, swiftly turning defence into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.

6: STEP ASIDE

The model has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ special save against any hits struck during hand-to-hand combat.

STEALTH SKILLS

1: AMBUSH

If the model goes on overwatch then he can also hide. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with this skill can do both.

2: DIVE

A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with this skill can do both.

3: ESCAPE ARTIST

If the model is captured, such as from a serious injury or a bounty hunter, then the fighter will automatically escape and it is treated as a Full Recovery serious injury result instead.

4: EVADE

The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is benefitting from a cover modifier.

5: INFILTRATION

A model with this skill can be deployed anywhere on the battlefield at the end of your first turn, though not within 8" of an enemy model.

6: SNEAK UP

If the model is targeted from overwatch and he counts as a fleeting target then the shooter's Initiative characteristic is reduced to 1 when he takes the Initiative test to see if he reacts in time.

MUSCLE SKILLS

1: BODY SLAM

If the model charged that turn then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed then an opponent's Weapon Skill is reduced to 1 for the duration of the turn.

2: BULGING BICEPS

The fighter's Strength characteristic is increased by +1. Note this can take him above the usual maximum characteristic profile.

3: HARD AS NAILS

If the fighter must roll on the Serious Injuries chart, roll a D6 first. On a roll of 6 it's automatically assumed a Full Recovery result was rolled.

4: JUGGERNAUT

If the model suffers a hit but isn't wounded by the attack then he may immediately take a Strength test. If the test is passed then the fighter ignores the hit so won't be pinned either. Note this can allow the fighter to continue his move if attacked from overwatch.

5: HURL OPPONENT

Once per turn, during the model's hand-to-hand phase, he may use this skill before or after fighting his opponent. The model must take a Strength test. If the test is passed then the opponent is thrown in a direction of your choice up to D6". The hurled model is unharmed but pinned. He can also be hurled at an enemy fighter, in which case he will stop at the target and both models are pinned. Note the best way to use this skill is to throw enemy models off tall buildings!

6: IRON JAW

The model receives a 6+ armour saving throw which can be combined with any other forms of armour.

FEROCITY SKILLS

1: BERSERK CHARGE

If the model charged that turn then he rolls an extra +D3 Attack dice during the hand-to-hand combat.

2: IMPETUOUS

Usually a fighter that is pinned or down can only move up to 2". However, a model with this skill can move up to 4" instead.

3: IRON WILL

The model can re-roll any failed nerve tests. In addition, if the fighter's Leadership is being used for the Bottle roll then you can re-roll it if failed.

4: KILLER REPUTATION

A model with this skill has such a reputation as a vicious and depraved killer that he causes fear.

5: NERVES OF STEEL

The model can test to escape pinning early even if there are no friendly models within 2". If the fighter could already test to escape pinning early then he can re-roll the Initiative test if it is failed.

6: TRUE GRIT

Treat a roll of 1 or 2 as a flesh wound when rolling to see the extent of any injuries the model suffers. When using special injury charts (eg needle guns) add 1 to the lowest result band in the same way as above.

SHOOTING SKILLS

1: CRACK SHOT

If the model inflicts any damage when making a ranged attack and must make an injury roll, then the enemy model will be taken out of action on a roll of 5 or 6 instead of just a 6. When using special injury charts (eg needle guns or high impact) add 1 to the highest result band in the same way as above. Note this only applies when making the initial injury roll, not to injury rolls made in the recovery phase.

2: FAST SHOT

The model is allowed to go onto overwatch even if he moved in the same turn. However, he still cannot go onto overwatch if he ran. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with the Fast Shot skill can also move.

3: GUNFIGHTER

The model can make an extra ranged attack following the usual shooting rules, but only when shooting a pistol. The fighter can aim and fire a pistol from each hand or alternatively fire the same pistol again.

4: HIP SHOOTING

The model is allowed to shoot even if he ran in the same turn. However, if he does so he suffers a -1 to hit modifier. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.

This skill allows models carrying a Heavy weapon to move and shoot within the same activation

5: MARKSMAN

A model with the Marksman skill can ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

6: RAPID FIRE

If the model doesn't move in his movement phase then he can make an extra ranged attack following the usual shooting rules, but only when firing the same pistol or basic weapon.

TECHNO SKILLS

1: ARMOURER

As long as the model didn't go out of action last game the gang can choose to ignore a failed Ammo roll, instead it's treated as if the test was passed.

2: FIXER

As long as the model didn't go out of action the gang will be offered one extra rare item.

3: INVENTOR

As long as the model didn't go out of action, roll a D6 after each battle. On a 6 the model has invented something! Randomly select an item from the Rare Trade Chart in the Trading Post section. Whatever is selected is the item that has been invented.

4: MEDIC

As long as the model didn't go out of action, you can re-roll a result on the Serious Injury table for one fighter after a battle. This decision must be made straight after the injury roll, otherwise the chance is wasted. Note a Medic cannot patch himself up.

5: SPECIALIST

This skill can only be taken by Juves or Gangers. It allows the model to be armed with a special weapon.

6: WEAPONSMITH

A model with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

TERRITORY

The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.

YOUR TERRITORY

Every gang begins with five territories generated from the Territory table. Some scenarios allow gangs to gain extra territory or lose it to their rivals. The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with players randomly generate five territories and record them on their roster.

To generate a random territory from the Territory table roll a D66. The table indicates the type of territory, and the income it provides, with a short description underneath and any special rules.

OUTLAW TERRITORY

Being an outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious outlaw trading posts or with the night trains where a ready gun serves you better than good bargaining techniques. On the bright side there are plenty of hired guns in the badzones

who never show their faces in the settlements.

Some outlaw gangs succeed in setting up small kingdoms of their own in the badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. But there are many more who simply just disappear without trace.

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the outlaw gang.

The outlaw gang can end up losing its one remaining territory to another gang. Perhaps because it was heavily defeated in a Gang Fight or their territory is a Mineral Vein which becomes depleted. If this happens the outlaws are forced to move on and look for another hideout. At the end of the post game sequence roll on the Outlaw Territory Table to see what charming new abode they find for themselves.

An outlaw gang cannot hold more than one piece of territory at a time because in the badzones a gang can't risk splitting up to protect more than one piece of territory. This means an outlaw gang that captures additional territory has two choices:

OCCUPY

The gang takes the new territory and abandons their old hideout (delete it from the roster).

LOOT

The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum.

Note only the basic income is used, special income rules are ignored. For example, looting an Archeotech Hoard would yield 240 credits. This income is not halved as it is for working territory out in the badzones.

ABANDONING TERRITORY

An outlaw gang can choose to abandon their hideout and move to a new area of the badzones, usually in the hope of stumbling upon a more profitable domain. A player can elect to do this after any game at the end of the post game sequence, but only if the gang hasn't already changed territories that game (e.g. due to the gang's old hideout being captured) and the territory must not have been worked that game. The old hideout is struck from the gang roster and a new one rolled on the Outlaw Territory Table.

INCOME WARBANDS

At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, Heavies and Juves never collect income - only Gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.

COLLECTING INCOME

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes

the appropriate dice rolls to determine the total. It's not possible to send more than one ganger to work the same territory. Each territory can only be worked once after each battle.

Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the **gang's income with the number of models in the gang.**

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is **added to the gang's stash.**

INCOME	NUMBER OF MODELS IN GANG						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	75	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70

OUTLAWS

The regular rules for Warband Income do not apply to Outlawed Warbands. The following rules apply to Warbands that have become outlawed.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a Ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the badzones without the support of the guilders.

This penalty doesn't apply to territory generated from the Outlaw Territory Chart because the territory is already so bad it doesn't get any worse! The income the gang collects from their territory and foraging is not cross referenced with the size of the gang on the Income Table as it would be for a normal gang. However, the gang will need to be given supplies of some sort as explained later.

FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, Gangers, Heavies and even Gang Leaders can all forage, though if they forage they can't perform any special tasks such as visiting the outlaw trading post or working the gang's territory. Each forager collects D6 credits worth of

stuff from the wastes. Hired guns and special characters never forage, that isn't what they're paid for.

SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After each game, once the gang's income have been generated, each member of the gang will need 3 credits worth of supplies to keep him going.

If the gang's income isn't enough to cover the cost of the fighter's upkeep then credits from the gang's stash must be used for the remainder. Hired guns don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over is put into the gang's stash.

STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death.

Any model that doesn't have 3 credits spent on them after a game suffers a -1 penalty to their Strength and Toughness characteristics until they do. Any ranged weapons they carry also suffer a -1 Ammo Roll penalty if applicable, to a minimum of 6+.

These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the equipment of someone who has starved to death.

GUILD PRICE

An outlawed gang can buy off its outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an outlaw gang to buy back their freedom is a tenth (10%) of their gang rating, rounding up to the nearest 10 creds.

For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is $(2,788/10=278.8)$. Rounding up to 280 credits.

It is important to note that a gang's guild price is set when they become outlaws and uses their gang rating at that time. Make a note of the gang's guild price when they are outlawed to avoid any confusion later.

Once a gang has gathered enough credits to buy their way out of being outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash.

When an outlaw gang pays off its guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang on the normal Territory Table. The gang's old hideout may be discarded or kept as one of the five territories.

PERSISTENT OFFENDERS

Unfortunately the guild price for outlaw gangs is increased every time they commit another crime.

If an outlaw gang plays as the attackers in an outlaw scenario and the defenders are not outlaws too, add another D6x10 credits onto the outlaws' guild price. Note down the increase in price after each game and keep a running total.

If an outlaw gang ever attacks or harms a guildier in any way it loses its chance to pay off its guild price forever. The Merchant Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the badzones.

Incidentally, real hardened outlaws don't give a damn about paying off their guild price anyway, and should complain loudly that it's far too low!

CAPTURED

If an outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think).

Alternatively, outlaws generally have a bounty on their heads, that's why there are bounty hunters after all. If the outlaw isn't rescued then they can be sold to the Guildier courts for the usual D6x5 credits, plus they can claim his bounty for handing him over alive. An outlaw's bounty is equal to his total Experience points. The gang may also keep any of his equipment. Naturally outlaws can't collect bounty on other outlaws, more because they would be shot for trying than for ethical reasons.

Outlaws have the normal options with gangers that they capture - exchange or ransom them back to their gang or sell them into slavery on the night trains for D6x5 credits while keeping their equipment.

SPENDING THE STASH

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance costs. The profit is added to the gang's stash.

DIFFERENCE IN GANG RATING	INCOME BONUS FOR WINNING
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1000-1499	+200
1500	+250

Example: A gang consists of a leader, two heavies, four gangers and three juves. The gang fights a battle and two of the gangers go out of action but survive to fight another day. After the game is over the player works out his income. He has only two remaining gangers to work the gang's territories. These naturally collect income from the two best territories held by the gang, which happen to be Old Ruins (10 points) and Mine Workings (D6x10). A roll of 4 for the mine gives a total of $10 + 40 = 50$ credits. There are 10 fighters to support so the gang is left with a total of 15 credits profit to add to its stash.

GIANT KILLER BONUS

When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and traders are keen to expand their dealings with the Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note this is added to the gang's income, not profit.

TERRITORY CHART

D66	TERRITORY	INCOME
11-12	CHEMICAL PRODUCER	2D6
13-16	DESPERATE TIMES	10
21-24	A SMALL FAVOUR	15
25-26	INFORMATION BROKER	D6X10
31-34	TALENT RECRUITER	30
35-36	PRIZEFIGHT ORGANISER	D6X10
41-42	PICKPOCKETS	10
43-44	SURVEILLANCE OFFICER	10
45-46	TRADESMAN	D6X10
51-52	BOOKIE	D6X10
53-54	WEAPONSMITH	D6X10
55-56	BLACK MARKETEEER	D6X10
61	DISGRUNTLED BANK CLERK	D6X10
62	SURGEON	D6X10
63	CONSTRUCT	D6X10
63	AN OLD FRIEND	2D6X10
64	MEDICAL RESEARCHER	2D6X10
65	TECHNOLOGIST	2D6X10
66	LOCAL CELLS	-

11-12 CHEMICAL PRODUCER / 2D6

Your warband has the skills to produce valuable chemicals that can be sold for 2D6 Throne Gelt. The work is extremely hazardous. If you roll a double when working out your Throne Gelt, an accident has occurred. It has left the warband member horrifically scarred; their skin covered with blisters and with an appearance is so foul that from now on they cause fear. No income is collected.

13-16 DESPERATE TIMES... / 10

Near every human (and xenos) settlement there is bound to be a place to dispose of accumulated waste. A

warband member can sift through the trash and search for anything to sell to the local Guilders, Traders Union or Merchants for 10 Throne Gelt.

21-24 A SMALL FAVOR / 15

A member of your warband has done a small favor for a local businessman, which nets you a payment of 15 Throne Gelt.

25-26 INFORMATION BROKER / D6X10

Your warband has made contact with a local information broker. The broker pays you D6x10 Throne Gelt in exchange for any useful intelligence you come across.

31-34 TALENT RECRUITER / 30

The warband has aquired the services of a professional recruiter of some form or another. A fighter may assist the talent recruiter in canvassing for skilled workers, earning 30 Throne Gelt for the day's work. In addition there is a chance of the talent recruiter passing a promising applicant along to the warband. Roll a D6 after each battle. On a 6 you may recruit a Juve or equivalent member for free. He comes equipped with a knife, but you have to pay for any other weapons. The race of juve must be same as the majority of the warband, and it cannot have any mutation.

35-36 PRIZEFIGHT ORGANISER / D6X10

One of your contacts has made it his business to pit the fiercest fighters in the galaxy against one another in deadly arena combat. You can send a member of your warband to be a sparring partner for one of his fighters, a thankless job that nonetheless pays D6x10 Throne Gelt. If you capture an enemy fighter you can **make them "volunteer"** for the fighting pits instead of selling them to slavers. Each captive volunteered in this way adds +1 to your D6 dice roll for income from the Prizefight Organizer.

41-42 PICKPOCKETS / 10

Your warband has established a mutually beneficial relationship with a rather unscrupulous band of local thieves. Their leader has agreed to teach you about the secret paths and hideaways his gang uses to get around unseen, as well as provide you with a cut of their weekly take. When the warband fights a battle they can use these hidden pathways to deploy up to three fighters anywhere on the battlefield at ground level. Models are **set up at the end of the player's first turn and cannot be placed within 8" of enemy models.** No more than 50% of the warbands initially deployable fighters can use Pickpockets and Surveillance Officer.

43-44 SURVEILLANCE OFFICER / 10

A member of your warband has gained access to a network of security cameras. Using these cameras, your warband is able to pinpoint access ladders and ideal ambush sites throughout the area. When the warband fights a battle they can use this intel to deploy up to three fighters anywhere on the top surface level of any building on the battlefield. Models are **set up at the end of the player's first turn and cannot be placed within 8" of an enemy.** No more than 50% of the warbands initially deployable fighters can use Pickpockets and Surveillance Officer.

45-46 TRADESMAN / D6X10

One of the warband members has made a deal with a local tradesman. The **warband can visit the tradesman's workshop and bring back useful goods to sell at the trading post in return for a D6x10 Throne Gelt cut of the proceeds.**

51-52 BOOKIE / D6X10

Your warband has traded favours and protection with a local loan shark who runs a rigged gambling den, and the proprietor happily pays you a D6x10 protection fee to keep the establishment out of trouble. The gambling den also provides the warband with a convenient source of information and rumours. Roll a D6 after each battle. On a 6 your contacts overhear rumours about a rival warbands activity. You can add or subtract 1 from the Scenario Table roll next game.

53-54 WEAPONSMITH / D6X10

Though long retired from active duty, this former soldier still retains the ability to maintain arms and ammunition, as well as an interest in collecting on the side. You can trade in captured weaponry in return for cheap repair work or cash. Visiting the workshop will earn you D6x10 Throne Gelt. Thanks to **the smith's meticulous care, you can choose to ignore one failed Ammo roll during each battle.**

55-56 BLACK MARKETEEER / D6X10

The proprietor of a local black market establishment has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Fence you gain an extra D6x10 Throne Gelt. If you recover loot during a Scavengers, The Hoard or a Package Run scenario then you can trade it in to your Fence contact. Each loot counter is worth an additional +5 Throne Gelt of income.

61 DISGRUNTLED BANK CLERK / D6X10

You have managed to infiltrate a local financial establishment. Using a clever scheme to skim small amounts of money off the top of every transaction made **through the establishment's systems,** you have created an almost fool-proof

source of income. You may send a member of your warband to collect D6x10 Throne Gelt from your earnings. If a 6 is rolled, add a further D6x10 Throne Geld to your income.

62 SURGEON CONSTRUCT / D6X10

A member of your warband has acquired a very rare and valuable Surgeon Construct. These amazing artefacts are able to synthesise essential body fluids from almost any natural substance and these can be sold to local clinics and hospitals for D6x10 Throne Gelt. If a warband member rolls a Dead result on the Serious Injuries chart there is a chance that the Construct can patch him **up before it's too late. Roll a D6. On a 5+ the injury roll is treated as a Multiple Injuries result instead.** Note each Construct can only patch up a single fighter per battle.

63 AN OLD FRIEND / 2D6X10

The leader of your warband has been contacted by a former acquaintance that they have not seen in a very long time. This old friend has made an offer you cannot refuse, one that will hopefully make both of you a lot of money. However, as always, there are risks involved. You can send a member of your warband to collect 2D6x10 Throne Gelt from your old friend, but if you roll any double, the amount rolled is subtracted from you income instead (eg. a double 4 means you lose 80 credits). Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay this sum out of its income then the difference must be made up from its **stash. If this still isn't enough to cover the gang's debt then weapons or equipment must be sold off.**

64 MEDICAL RESEARCHER / 2D6X10

Your warband has contacts at a medical manufactorum. You can send a ganger to take part in drug trials and can be handsomely rewarded with 2D6x10 Throne Gelt. If you roll double 1 when taking part in the trial, it turns out that this trial is not above board and the ganger has suffered debilitating side effects that will require rest. The warband member will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.

65 TECHNOLOGIST / 2D6X10

Your warband has made contact with a brilliant technologist, gone into hiding after an incident turned their former benefactors against them. They are willing to provide you with specialist equipment in return for protection. A warband member can collect unusual technical devices which can be sold for 2D6x10 Throne Gelt. So long as your warband is careful not to sell too many items at once, no one will question their origin.

No risk is incurred by collecting 2D6x10 Throne Gelt. However, there is always the opportunity to reap bigger rewards, if you are willing to take the risk. A warband member can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if you roll any double they have aroused the suspicion of agents sent by the **technologist's former employers.** You still collect the income rolled, but the rogue has been discovered and captured. The contact **turns into "Desperate times..."**

66 LOCAL CELLS

Your agents have been contacted by a group who share the same mission and outlook as your own (or near enough that there is little difference) and have

made a request to join you. You may choose any type of territory from the chart. The territory represents the vocation of the operatives or a discovery they have chanced across in their mission to establish their bona fides.

OUTLAW TERRITORY TABLE

D66	TERRITORY	INCOME
11-14	SCROFULOUS WASTES	0
15-16	COLLAPSED DOME	0
21-24	WASTES	0
25-26	FUNGUS GROTTO	0
31-34	RAD ZONE	0
35-36	SUMP SPILLAGE	5
41-42	SLUDGE SEA	0
43-44	POWER CABLE TAP	5
45-46	SCRAP YARD	5
51-52	RUINS	10
53-54	MINERAL VEIN	3D6
55-56	RECYCLING DUMP	0
61-62	SLAG HEAP	15
63-64	OUTPOST	15
65-66	TOLL BLOCKADE	2D6X2

11-14 SCROFULOUS WASTES / 0

The gang finds nothing but a putrefying refuse dome to hole up in. Any gang fighters sent foraging will only find D3 credits worth of stuff instead of the usual D6 credits.

15-16 COLLAPSED DOME / 0

A model can scavenge the ruins earning 2D6 credits. However, on any roll of 1 the dome caves-in completely and is crossed off the roster. The model working the territory must also take an Initiative test. If failed he is crushed by the falling debris, the fighter and his equipment are crossed off the roster and he collects no income.

21-24 WASTES / 0

25-26 FUNGUS GROTTTO / 0

Any starving fighters can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a random fighter selected from those that have eaten the fungus dies from eating a poisonous patch. You may keep his equipment.

31-34 RAD ZONE / 0

A model can scavenge the irradiated dome earning 2D6 credits. However, on a double the fighter is hideously scarred from radiation poisoning. The model causes fear from now on and no income is collected.

35-36 SUMP SPILLAGE / 5

41-42 SLUDGE SEA / 0

A model can dive into the sludge to try and drag up valuable artefacts that have sunk to the bottom. Roll a D6.

1 - The fighter is attacked by some horribly mutated monster or swims into a highly toxic area of sludge. The model suffers a serious injury treating any Bitter Emnity and Captured results as a Full Recovery.

2-3 - The model finds nothing of value.

4-5 - The model discovers an artefact worth 3D6 credits.

6 - The model discovers an artefact worth D6x10 credits.

43-44 POWER CABLE TAP / 5

Roll a D6. On a roll of 6 the tap provides D6x5 credits worth of energy instead of the usual 5 credits.

45-46 SCRAP YARD / 5

If the gang recovers loot during a Scavengers, The Hoard or a Package Run scenario then they can stripped and sold for parts. Each loot counter is worth an additional +5 credits of income.

51-52 RUINS / 10

53-54 MINERAL VEIN / 3D6

A model can mine the ore vein earning 3D6 credits. However, if any doubles or a triple is rolled then the mineral deposit is exhausted and must be struck from the gang roster.

55-56 RECYCLING DUMP / 0

The old disused resync machinery provides distilled water and limited food chips. Each gang member requires 1 less credits worth of supplies to avoid starvation (e.g. 2 credits instead of 3).

61-62 SLAG HEAP / 15

63-64 OUTPOST 15

After each game roll a D6. On a roll of 6 you overhear vital information about the activities of gangs in the local area. You may add or subtract up to 2 from the Scenario Table roll when fighting the next game.

65-66 TOLL BLOCKADE 2D6x2

A model can set a blockade to toll travellers earning 2D6x2 credits. You can increase the toll's cost, but there is a chance of the travellers revolting. You may choose to earn 3D6x2, 4D6x2, 5D6x2 or 6D6x2 credits, but if you roll any doubles an angry mob forces the gang on. You still collect the toll but the territory is crossed off the roster.

TRADING POSTS

Every medium-sized settlement has at least one trading post where Guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit which can be spent in any trading post in the Underhive. The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

SPENDING CREDITS

After every game a gang can collect income from its territories as described earlier. Credits can be spent on recruiting new fighters and on new equipment for the gang.

Common items may be purchased at the cost listed at any time and in any quantity.

Uncommon items may only be purchased by rolling a D6. On a roll of **6, the market simply doesn't have the goods available** (maybe they ran out of stock, suffered a raid by the authorities, etc.).

Rare Items are difficult to find. To represent the scarcity of rare items each player must dedicate a Ganger (Nec Eq.) to look for rare Items. Make a dice roll at the start of the trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the ganger by their dealer contacts, guilders and local merchants. A ganger who does this must not have gone out of action and cannot collect income from the

gang's territory that turn; searching out rare items is an alternative to collecting income.

VISIT THE SAWBONES

Bionics and Implant weaponry require advanced technical and biological knowledge that is not very widespread within the Imperium. Some warbands have the means and resources to fit and produce these parts (detailed below), but most do not. As such, to purchase any sort of bionic or implant weaponry, a warband must make sure the Bazaar has some sort of Doc, Genetor, or Heretek willing to fit the implants.

The player rolls a D6. Puritan warbands subtract 1 from the result.

On a roll of 1-2, the warband may not purchase implants and bionics this postgame sequence.

On a roll of 3+, the warband may purchase and equip bionics and implant weaponry as detailed above.

However, word spreads during the next battle, and that warband may automatically purchase bionics and implants in the subsequent postgame sequence, as the Doc catches up with them.

The following warbands may ALWAYS purchase implants and bionics:

- AdMech Explorators
- Inquisition Cells with a surviving TechAdept
- Nobilist Factions
- Void Pirates
- Freebooterz

SELL TO THE BAZAAR

Some warbands may end up with excess equipment or weapons from dead members, captured opponents, or loot taken from scenarios. Any warband may sell as many items as it wishes each

postgame sequence and the sold items are worth half their fixed value (i.e. an item worth 10+D6 Geld, may be sold for 5 Geld, etc...).

Items and weapons never have to be sold and may be hoarded in the warband's Stash for later use or sale.

ITEM COST

The cost of each item is defined by a basic cost, used upon the creation of the warband, and the market cost to represent its bazaar's cost. The cost of each item is within the armory table in the expanded armory chapter.

ARMORY

TYPE	NAME	COST	AVAILABILITY	SPECIAL
Ammo	Bolt Shells	15	Common	
Ammo	Dum-dum Bullets	5	Common	
Ammo	Executioner Shell	15 + D6	Rare	
Ammo	Frag Missiles	35	Common	
Ammo	Hellfire Bolts	20 + 3D6	Rare	
Ammo	Hot Shot Shells	5	Common	
Ammo	Hotshot Laser	15 + 2D6	Rare	
	Power Packs			
Ammo	Inferno Bolts	15 + D6	Rare	
Ammo	Krak Missiles	50	Common	
Ammo	Kraken Bolts	20 + D6	Rare	
Ammo	Manstopper Shells	5	Common	
Ammo	Metal Storm Bolts	15 + D6	Rare	
Ammo	Overcharge Cell	10 + D6	Common	
Ammo	Plasma Missile	40 + D6	Rare	
Ammo	Psycannon Bolts	20 + D6	Rare	
Armour	Cameoline	15 + D6	Uncommon	
Armour	Carapace Armour	60 + 3D6	Rare	
Armour	Carapace Armour (Enc)	70 + 3D6	Rare	
Armour	Conversion Field	150 + 2D6	Rare	
Armour	Displacer Field	35 + 3D6	Rare	
Armour	Flak Armour	10 + 2D6	Rare	
Armour	Force Field	100 + 4D6	Rare	
Armour	Ghosthelm	20 + 2D6	Rare	Void Pirates & Eldar Only
Armour	Hexagrammic Wards	50 + 3D6	Rare	
Armour	Holo-Field	30 + 2D6	Uncommon	Eldar Only
Armour	Kustom Force Field	35 + 2D6	Uncommon	Ork (Mek) Only
Armour	Mesh Armour	25 + 2D6	Rare	
Armour	Mesh Armour (Enc)	30 + 2D6	Rare	
Armour	Power Armor	80 + 3D6	Rare	Requires a MIU

NECROMUNDA SURVIVAL EDITION

Armour	Power Armor (Enc)	90+3D6	Rare	Requires a MIU
Armour	Refractor Field	25+2D6	Uncommon	
Bionics	Bionic Arm	80+3D6	Rare	
Bionics	Bionic Chest	50+3D6	Rare	
Bionics	Bionic Eye	50+3D6	Rare	
Bionics	Bionic Leg	80+3D6	Rare	
Bionics	Electoos	40+3D6	Rare	Ad Mech Only
Bionics	Injector/Bio-Booster	10	Common	
Bionics	Lobo-Chip	10	Common	
Bionics	Servo-Arm	45+D6	Uncommon	Requires a MIU
Bionics	MIU	10+D6	Uncommon	
Bionics	Shoulder Rig	20+3D6	Rare	Requires a MIU
Bionics	Skull Chip	25+2D6	Uncommon	
Grenades	Choke Grenades	15+2D6	Rare	
Grenades	Demo-Charge	50+2D6	Rare	
Grenades	Fire Bomb	20+D6	Uncommon	
Grenades	Frag Grenades	25	Common	
Grenades	Hallucinogen Grenades	40+4D6	Rare	
Grenades	Krak Grenades	40	Common	
Grenades	Melta Grenades	40+3D6	Rare	
Grenades	Photon Flash Flares	20+2D6	Rare	
Grenades	Plasma Grenades	35+3D6	Rare	
Grenades	Scare Grenades	20+2D6	Rare	
Grenades	Smoke Grenades	10+3D6	Rare	
Grenades	Tox Bomb	25+D6	Uncommon	Mutants/Chaos Only
Miscellaneous	Auto-repairer	80+4D6	Rare	
Miscellaneous	Berserker Chip	25+3D6	Rare	
Miscellaneous	Bio-scanner	50+3D6	Rare	
Miscellaneous	Blade Venom	10+D6	Rare	
Miscellaneous	Blindsnake Pouch	30+2D6	Rare	
Miscellaneous	Bottle of Wildsnake	10+D6	Rare	
Miscellaneous	Charm	20+2D6	Uncommon	
Miscellaneous	Clip Harness	10	Common	
Miscellaneous	Comm-Link/Microbead	5	Common	
Miscellaneous	Concealed Blade	10+D6	Rare	
Miscellaneous	Control Collar	5	Common	
Miscellaneous	Drum Magazine	15+2D6	Rare	
Miscellaneous	Filter Plugs	10	Common	
Miscellaneous	Flects	20+3D6	Rare	
Miscellaneous	Frenzon	40+3D6	Rare	

Miscellaneous	Grapnel	30+4D6	Rare
Miscellaneous	Grav Chute	40+4D6	Rare
Miscellaneous	Icrotic Slime	50+3D6	Rare
Miscellaneous	Infra-red Goggles	30+3D6	Rare
Miscellaneous	Isotropic Fuel Rod	50+4D6	Rare
Miscellaneous	Kalma (per dose)	5+D6	Rare
Miscellaneous	Lobo-chip	20	Common
Miscellaneous	Local Map	D6x10	Rare
Miscellaneous	Master-Crafted Weapon	Weapon / 2	Rare
Miscellaneous	Medi-pack	80+4D6	Rare
Miscellaneous	Mung Vase	D6x10	Rare
Miscellaneous	Photo-Visor		
Miscellaneous	Respirator	15+2D6	Rare
Miscellaneous	Screamers	10+3D6	Rare
Miscellaneous	Silencer	10+2D6	Rare
Miscellaneous	Skull Chip	30+3D6	Rare
Miscellaneous	Slaught (per dose)	5+3D6	Rare
Miscellaneous	Spur (per dose)	5+3D6	Rare
Miscellaneous	Stinger Pouch	10+3D6	Rare
Miscellaneous	Suspensor	50+3D6	Rare
Miscellaneous	Weapon Reload	Weapon / 2	Common
Sight	Infra-red Sight	30+3D6	Rare
Sight	Mono Sight	40+3D6	Rare
Sight	Red-dot Laser Sight	40+3D6	Rare
Sight	Telescopic Sight	30+3D6	Rare

NECROMUNDA SURVIVAL EDITION

TYPE	NAME	RACE	S	DMG	AP	AMMO	SPECIAL	BASE	MARKET COST	AVAIL.
Basic	Assassin Rifle	-	3	1	6	5+	Critical Shot	45	45	Common
Basic	Autogun	-	3	1	-	4+	-	20	20	Common
Basic	Blunderbuss/Scatter gun	-	3	1	-	4+	-	10	10	Common
Basic	Boltgun	-	4	1	6	6+	-	35	35	Common
Basic	Bow	-	3	1	-	4+	Silent	5	5	Common
Basic	Discus/Throwing Axe	-	User	1	-	Auto	-	20	20	Common
Basic	Flechette Projector	Loaxt	4	D3	-	4+	Pellets	70	70+3D6	Rare
Basic	Grot Blasta Ork	-	3	1	-	4+	-	10	10	Common
Basic	Hellgun	-	4	1	5	4+	-	40	40+2D6	Uncommon
Basic	Hunting Rifle	-	3	1	-	4+	Critical Shot	25	25	Common
Basic	Kroot Rifle Kroot	-	4	1	6	4+	Count as Club in hth	25	25+2D6	Uncommon
Basic	Lasgun	-	3	1	-	2+	-	25	25	Common
Basic	Musket	-	3	1	-	4+	-	10	10	Common
Basic	Pulse Carbine	Tau	4	1	-1	3+	-	35	35+2D6	Uncommon
Basic	Pulse Rifle	Tau	5	1	-2	3+	-	40	40+2D6	Uncommon
Basic	Shoota	Ork	4	1	6	4+	-	25	25+1D6	Uncommon
Basic	Shotgun (Man Stopper Shells)	-	4	1	-	4+	Knock Back	25	25	Common
Basic	Shotgun (Scatter)	-	3	1	-	4+	Pellets	20	20	Common
Basic	Shotgun (Solid)	-	4	1	-	4+	Knock Back	20	20	Common
Basic	Shotgun (Bolt)	-	4	1	-	6+	-	20	20	Common
Basic	Shotgun (Hot Shot)	-	4	1	-	6+	Knock Back, Catch Fire	25	25	Common
Basic	Shuriken Catapult	Eldar	4	1	6	4+	-	25	25+2D6	Uncommon
Basic	Splinter Rifle	Eldar	1	1	6	3+	Toxic	40		Uncommon

NECROMUNDA SURVIVAL EDITION

Special	Webber	-	Special	Special	Special	6+	Webbed Targets, Solvent, Capture	160		Rare
Grenade	Choke Grenades	-	Special	Special	Special	Special	Gas Cloud, Choke	15	15+3D6	Rare
Grenade	Demo Charge	-	10	2D6	-5	-	Demolition, 1 use per game	40	40+3D6	Rare
Grenade	Fire Bomb	-	3	1	-1	-	Blast, Catch Fire (5+)	20	20+3d6	Rare
Grenade	Frag Grenades	-	3	1	-1	-	Gas Cloud	25	25	Common
Grenade	Hallucinogen Grenades	-	Special	Special	Special	Special	Gas Cloud, Hallucinogen	40	40+3D6	Rare
Grenade	Haywire/EMP Grenades	-	0	D3	-3	-	Gas Cloud	25	25+3d6	Rare
Grenade	Krak Grenades	-	6	D6	4	-	Demolition	40	40	Common
Grenade	Melta Bombs	-	8	2D6	2	-	Demolition, 1 use per game	40	40+3D6	Rare
Grenade	Photon Flash Flares	-	Special	Special	Special	Special	Blast, Blind	20	20+3D6	Rare
Grenade	Plasma Grenades	-	5	1	5	-	Blast	35	35+3D6	Rare
Grenade	Scare Grenade	-	Special	Special	Special	Special	Gas Cloud, Scare	20	20+3D6	Rare
Grenade	Smoke Bombs	-	Special	Special	Special	Special	Gas Cloud, Somke	10	10+3D6	Rare
Grenade	Tox Bomb*	-	4	1	-	-	Gas Cloud, Toxic, Ignore Armour	20	20+3D6	Rare
Heavy	Assault Cannon	-	7	D3	5	4+	High Impact, Sustained Fire 1	240	240	Common
Heavy	Autocannon	-	8	D6	3	4+	Sustained Fire 1, High Impact	260	260	Common
Heavy	Big Shoota Ork	Ork	5	D3	5	6+	Sustained Fire 2	180	180	Common
Heavy	Dark Lance Eldar	Eldar	9	2D6	1	2+	High Impact	300	300	Common
Heavy	Deffgun	Ork	7	D3	5	4+	High Impact, Sustained Fire 1	240	240	Common

NECROMUNDA SURVIVAL EDITION

Heavy	Gauss Cannon Necron	-	9	D3	3	6+	High Impact, Sudden Death	300	300	Common
Heavy	Heavy Bolter	-	5	D3	5	6+	Sustained Fire 2	180	180	Common
Heavy	Heavy Flamer	-	5	D3	4	3+	Flamer, Ammo Roll, Catch Fire 3+	80	80	Common
Heavy	Heavy Plasma Gun (High)	-	8	D6	2	6+	Gas Cloud, High Impact	240	240	Common
Heavy	Heavy Plasma Gun (Low)	-	7	D3	3	4+	Blast, High Impact	240	240	Common
Heavy	Heavy Stubber	-	4	1	6	4+	Sustained Fire 2	120	120	Common
Heavy	Lascannon	-	9	2D6	1	2+	High Impact	300	300	Common
Heavy	Missile Launcher (Frag)	-	4	1	5	4+	Gas Cloud	140	140	Common
Heavy	Missile Launcher (Krak)	-	8	D6	2	4+	High Impact	140	140	Common
Heavy	Multi-Laser	-	6	1	5	4+	Sustained Fire 2	170	170	Common
Heavy	Multi-Melta	-	10	2D6	1	4+	High Impact, Melta	300	300	Common
Heavy	Reaper Launcher	Eldar	5	1	5	4+	Blast	170	170	Common
Heavy	Rokkit Launcha	Ork	7	1	5	Auto	Blast	100	100	Common
Heavy	RPG Launcher	-	Special	Special	Special	Special	Buy a Grenade Type	110	110	Common
Heavy	Scatter Cannon	-	4	1	6	6+	Gas Cloud	50	50	Common
Heavy	Spear Gun	-	6	D3	4	6+	-	50	50	Common
Heavy	Splinter Cannon Eldar	Eldar	1	1	6	3+	Toxic, Sustained Fire 2	220	220+2D6	Uncommon
HtH	Bonding Knife	Tau	User	1	SB	-	-	5	5	Common
HtH	Knife	-	User	1	SB	-	First one is always free	5	5	Common
HtH	Stilletto/Dirk/Punch Knife	-	User -1	1	SB	-	Nullify	5	5	Common
HtH	Throwing Knife	-	User -1	1	SB	-	-	5	5	Common
HtH	Chain/Flail	-	User	1	SB	-	Nullify, Clumsy	10	10	Common
HtH	Choppa	Ork	User	1	SB	-	-	10	10	Common

NECROMUNDA SURVIVAL EDITION

HtH	Claw	-	3	1	-	-	Implant	10	10+1D6	Uncommon
HtH	Club/Maul/Bludgeon	-	User	1	SB	-	-	10	10	Common
HtH	Hammer	-	3	1	-	-	Implant	10	10+1D6	Uncommon
HtH	Shear	-	4	1	6	-	Implant	10	10+1D6	Uncommon
HtH	Axe (1 Handed)	-	User	1	SB	-	-	15	15	Common
HtH	Axe (2 Handed)	-	User	2	SB	-	Massive Weapon, Mighty Blow	15	15	Common
HtH	Buzz Saw	-	5	1	5	-	Noisy, Implant	15	15+1D6	Uncommon
HtH	Chainsaw	-	4	1	6	-	Parry, Implant	15	15+3D6	Rare
HtH	Massive Axe,Sword or Club	-	User +2	2	SB	-	Massive Weapon, Mighty Blow	15	15	Common
HtH	Rock Drill	-	4	D3	4	-	Implant	15	15+1D6	Uncommon
HtH	Staff	-	User	1	SB	-	Parry	15	15	Common
HtH	Sword	-	User	1	SB	-	Parry	15	15	Common
HtH	Web of Skulls	Eldar	User	1	SB	-	Nullify, Clumsy	15	15+3D6	Rare
HtH	Big Choppa	Ork	User +3	1	SB	-	Massive Weapon, Mighty Blow	20	20	Common
HtH	Agonizer	Eldar	User	1	SB	-	Toxic	25	25+2D6	Uncommon
HtH	Chain Axe (1 Handed)	-	User +2	1	SB	-	Noisy	25	25+2D6	Uncommon
HtH	Chain Axe (2 Handed)	-	User +3	1	SB	-	Massive Weapon, Mighty Blow, Noisy	25	25+2D6	Uncommon
HtH	Chainsword	-	4	1	5	-	Parry, Noisy	25	25	Common
HtH	Diresword	Eldar	User	1	SB	-	Parry, Toxic	25	25+3D6	Rare
HtH	Harlequin's Kiss	Eldar	4	D3	SB	-	Fleshbane	25	25+3D6	Rare
HtH	Man-Catcher	-	User	1	SB	-	Shock, 2 Handed, Opponent -1A	25	25+3D6	Rare
HtH	Neural Whip	Eldar	User	1	SB	-	Nullify, Stun, Exotic	25	25+2D6	Uncommon
HtH	Razorflail	Eldar	User	1	SB	-	Parry, Nullify	25	25+2D6	Uncommon
HtH	Triskele	Eldar	5	1	6	-	Power	25	25+3D6	Rare

NECROMUNDA SURVIVAL EDITION

HtH	Eviscerator	-	6	1	3	-	Massive Weapon, Unparriable, Mightly Blow, Noisy	30	30+3D6	Rare
HtH	Electro-Flail	-	User	D3	SB	-	Shock, Nullify	35	35+3D6	Rare
HtH	Power Axe (1 Handed)	-	User +3	1	SB	-	Power	35	35+3D6	Rare
HtH	Power Axe (2 Handed)	-	User +4	1	SB	-	Massive Weapon, Mightly Blow, Power	35	35+3D6	Rare
HtH	Shock Maul	-	5	1	1	5	Shock Injury	35	35+3D6	Rare
HtH	Force Axe (1 Handed)	-	User +3	1	SB	-	Force	40	40+3D6	Rare
HtH	Force Axe (2 Handed)	-	User +4	1	SB	-	Massive Weapon, Mightly Blow, Force	40	40+3D6	Rare
HtH	Force Sword	-	User +2	1	SB	-	Force, Parry	45	45+3D6	Rare
HtH	Power Sword	-	User +2	1	SB	-	Power, Parry	40	40+3D6	Rare
HtH	Witchblade	Eldar	5	1	6	-	Force, Parry	50	50+3D6	Rare
HtH	Force Staff	-	User+ 2	1	SB	-	Force, Parry, Focus Power	55	55+3D6	Rare
HtH	Singing Spear	Eldar	6	1	6	-	Massive Weapon, Mightly Blow, Force	60	60+3D6	Rare
HtH	Zephyrglaive	Eldar	User+ 2	1	SB	-	Parry, Fleshbane	55	55+3D6	Rare
HtH	Power Fist	-	User +5	D3	SB	-	Power	85	85+3D6	Rare
HtH	Power Klaw	Ork	User +5	D3	SB	-	Power	85	85+3D6	Rare
HtH	Thunder Hammer	-	6	1	5	-	Massive Weapon, Unparriable, Mightly Blow, Stun	85	85+3D6	Rare
Pistols	Autopistol	-	3	1	-	4+	-	15	15	Common

NECROMUNDA SURVIVAL EDITION

Pistols	Bolt Pistol	-	4	1	6	6+	-	25	25	Common
Pistols	Duelling Pistol	-	4	1	-	5+	Cannot be used in HtH Combat	20	20+1D6	Uncommon
Pistols	Fusion Pistol	Eldar	8	D3	3	4+	Melta	70	70+3D6	Rare
Pistols	Hand Bow	-	3	1	-	2+	Recharge, Silent	5	5	Common
Pistols	Hand Cannon	-	4	1	-	4+	-	15	15	Common
Pistols	Hand Flamer	-	3	1	6	5+	Flamer, Ammo Roll, Catch Fire 5+	25	25	Common
Pistols	Hellpistol	-	3	1	6	4+	-	20	20+1D6	Uncommon
Pistols	Inferno Pistol	-	8	D3	3	4+	Melta	70	70+3D6	Rare
Pistols	Laspistol	-	3	1	-	2+	-	15	15	Common
Pistols	Nailer	Tarellian	4	1	-	4+	-	15	15	Common
Pistols	Needle Pistol	-	3	1	6	6+	Special Injuries, Silent	80	80+3D6	Rare
Pistols	Neuro Disruptor	Eldar	3	1	3	4+	Fleshbane	30	30+3D6	Rare
Pistols	Plasma Pistol (low)		4	1	6	4+	-	30	30	Common
Pistols	Plasma Pistol (high)		5	1	5	6+	Gets Hot	30	30	Common
Pistols	Pulse Pistol	Tau	5	1	6	2+	-	25	25+2D6	Uncommon
Pistols	Shredder	Eldar	8	D3	3	4+	-	65	65+3D6	Rare
Pistols	Shuriken Pistol	Eldar	4	1	6	4+	-	20	20+1D6	Uncommon
Pistols	Slugga	Ork	4	1	6	4+	-	10	10+1D6	Uncommon
Pistols	Splinter Pistol	Eldar	1	1	6	3+	Toxic	20	20+1D6	Uncommon
Pistols	Stub Gun	-	3	1	-	4+	-	10	10	Common
Pistols	Web Pisolt	Pistol	-	-	-	6+	Webbed Targets, Solvent, Capture	120	120+3D6	Rare
Special	Autoslugger	-	3	1	-	5+	Sustained Fire 1	45	45	Common
Special	Burna	Ork	4	1	5	4+	Counts as a 2H-Power Axe, Catch Fire 4+, Ammo Roll	55	55	Common
Special	Flamer	-	4	1	5	4+	Flamer, Ammo Roll, Catch Fire 4+	40	40	Common
Special	Fusion Gun	Eldar	8	D6	2	2+	Melta, Eldar Only	110	110	Common

NECROMUNDA SURVIVAL EDITION

Special	Grenade Launcher	-	Grenade	Grenade	Grenade	6+	Select a Grenade Type	60	60	Common
Special	Hrud Fusil	Hrud	6	D3	4	5+	Recharge, Ignore Ward Saves, Hrud Only	130	130+3D6	Rare
Special	Kustom Megablasta	Ork	8	D6	2	4+	Melta	105	105	Common
Special	Liquifier	Eldar	3	D3	5	4+	Flamer, Ammo Roll, Catch Fire 4+	45	45+3D6	Rare
Special	Long-Las	-	3	1	6	2+	-	40	40+2D6	Uncommon
Special	Meltagun	-	8	D6	2	4+	Melta	95	95	Common
Special	Needle Rifle	Rifle	3	1	6	6+	Special Injuries, Silent	180	180+3D6	Rare
Special	Neutron Blaster	Vespid	5	1	4	4+	-	70	70	Common
Special	Plasma Gun (High)	-	6	1	4	6+	Gets Hot, Sustained Fire 1	80	80	Common
Special	Plasma Gun (Low)	-	5	1	5	4+	-	80	80	Common
Special	Rad-Cleanser	-	4	1	-	Auto	Toxic, No Armour Save	60	60+3D6	Rare
Special	Rail Rifle	Tau	6	1	-	4+	Tau	100	100+2D6	Uncommon
Special	Ripper Gun	-	4	1	6	4+	Counts as Club in HtH Combat, Sustained Fire 1	55	55+2D6	Uncommon
Special	Stake Crossbow	-	3	1	6	Auto	Toxic (Psyker), Silent	80	80+3D6	Rare
Special	Storm Bolter	-	4	1	6	6+	Sustained Fire 1	45	45+3D6	Rare

New Recruits

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

New Recruits

The outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as the original gang. Refer to the appropriate Recruiting a Gang section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment List, but cannot be given other equipment until they have fought at least one battle.

Roll a D66 for each item and consult the Outlaw Rare

Trade Chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading; even if they are both outlaws the gangs don't necessarily hide out in the same place nor have the same contacts.

One player cannot buy goods offered to another.

Gangs can recruit whatever type of fighter the player

wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on.

Recruiting Hired Guns

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns sections of Necromunda and Outlanders for details. Hired guns in outlaw gangs are criminals, outcasts and wanderers who are willing to sell their skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to outlaw gangs.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang by their dealer contacts, guilders and local merchants.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

Gangers and Trading

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further

rare items which might be for sale. A ganger who does must not have gone out of action and cannot collect income from the gang's territory nor forage, searching out rare items is an alternative to collecting income. Each ganger employed in this fashion adds a further +1 randomly generated rare items to those offered for sale.

Roll D66 for each item and consult the Rare Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Recruiting Hired Guns
Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

Note that each player rolls separately for his trading - the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

Gangers and Trading
If a player wishes he can use a ganger to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this must not have gone out of action and

cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income.

Weapons
If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the Recruitment charts. Rarer items and weapons are not always available and vary in price. Remember that each house must adhere to its own house weapons list as well.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

Weapons
If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an outlaw trading post, though many items are not always available and vary in price.

When to Buy
Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Rare Trade Chart

The following chart is used to determine what rare trade items are offered for sale to the gang. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what to buy later on.

Rare Trade Chart

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

NECROMUNDA

RARE TRADE CHART

11

Power Weapon: Roll again
 1-3: Power Sword, 4-5: Power
 Axe
 6: Power Fist

12

Rare Weapon: Roll again
 1-3: Needle Weapon: Roll again
 1-4: Needle Pistol
 5-6: Needle Rifle
 4-5: Web Pistol
 6: One in a Million Weapon
 (see page 54)

13-14

Gas Grenades: Roll again
 1-3: Choke, 4-5: Scare
 6: Hallucinogen

15-16

Grenades: Roll again
 1: Melta Bombs, 2-3: Photon
 Flash Flares
 4: Plasma Grenades, 5-6: Smoke
 Bombs

21-23

Ammo: Roll again
 1-3: Hotshot Laser Power Packs
 4-5: Drum Magazine, 6:
 Hellfire Bolts

24-25

26

31-33

A player may wish to trade-in
 weapons at the same
 time as he buys new ones.
 After all, as gangs get more

powerful they often abandon
 their earlier armament
 in favour of something better.
 However, the secondhand value
 of gear is not high due to the
 considerable
 wear and tear inflicted on it
 by your fighters.

Gunsight: Roll again
 1-2: Red-dot Laser, 3: Mono-
 sight
 4-5: Telescopic Sight, 6:
 Infra-red Sight
 Heavy Gear: Roll again
 1-4: Auto-repairer
 5-6: Suspensor

Gangs can sell equipment for
 half its listed price. In
 the case of rare weapons which
 have a variable price
 the gang receives half of the
 fixed cost component.
 For example, a Red-dot laser
 sight costs 40+3D6
 credits so it can be sold for
 20 credits.

Armour: Roll again
 1-3: Flak, 4-5: Mesh
 6: Exotic Armour: Roll again
 1-4: Carapace, 5-6: Force
 Field

34

35

Medi-pack
 Isotropic Fuel Rod

36

Bionic: Choose one of the
 following:
 Bionic Arm, Eye, Leg, Chest or
 Implant

41-46

SELLING

Old gear can be hoarded for future use (make a note in the gang's stash) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.

Items: Roll again
 1: Skull Chip, 2: Shock Maul
 3: Grapnel, 4: Grav Chute
 5: Bio-scanner, 6: Bio-booster

51-56

Items: Roll again
 1: Concealed Blade, 2: Respirator
 3: Photo-visor, 4: Berserker Chip
 5: Blindsnake Pouch, 6: Infra-red Goggles

61-63

Raid Gear: Roll again
 1-3: Silencer
 4-6: Choose one of the following:
 Screammers or Stummers

64

Stinger Pouch

65

Ratskin Map

66

Mung Vase

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the outlaw hole. Each of these events are a one-off, so if you roll the same result twice in the same trading session then re-roll the dice.

OUTLAW RARE TRADE

11

Archeotech

12

Sump Dynamo

13

Stinger Mould Patch

14

Spook

15-16

Bottle of Wild Snake

21

Gas Grenades: Roll again
 1-2: Choke, 3-4: Scare
 5-6: Hallucinogen

22

Grenades: Roll again
 1: Melta Bombs, 2-3: Photon Flash Flares
 4: Plasma Grenades, 5-6: Smoke Bombs

23

Ammo: Roll again
 1-2: Hotshot Laser Power Packs
 3-5: Drum Magazine, 6: Hellfire Bolts

24	Shock Maul
Gunsight: Roll again 1-2: Red-dot Laser, 3: Mono-sight 4-5: Telescopic Sight, 6: Infra-red Sight	44 Grapnel
25	45 Photo-visor
Armour: Roll again 1-3: Flak, 4-5: Mesh, 6: Carapace	46
26	Respirator
Roll again 1-3: Icrotic Slime, 4-6: Mung Vase	51-53
31	You may roll any number of dice and win a number of credits equal to your rolls multiplied by 2. For example, rolling a 4 a 3 and a 1 wins you 16 credits. However, if any dice are the same then you lose the full amount instead. If there aren't enough credits in the gang's stash then you must sell off equipment to pay off the debt (otherwise legs start breaking).
Concealed Blade	Rumour
32	A contact hears rumours about what's going on in the wastes, which gangs are going where and what they are looking for. If you pay the contact 2D6 credits then instead of the usual Scenario Table roll your gang leader must take a Leadership test. If the test is passed then the rumours are true and you may choose which scenario to play. However, if the test is failed then you're double-crossed and your opponent can
Blade Venom	
33	
Blindsnake Pouch	
34	
Berserker Chip	
35	
Infra-red Goggles	
36	
Stinger Pouch	
41	
Rad Counter	
42	
Ratskin Map	
43	

choose the scenario instead. If both gangs paid for Rumour then both leaders are conned and a Scenario Table roll is made as normal. Healer
 You make contact with a wyrd rumoured to have remarkable restorative powers. Wandering healers aren't rare in the deadzones, the majority being charlatans looking to make easy credit from the desperate, but even those with legitimate gifts often wield dangerously unpredictable powers. You may pay the healer D6x10 credits to use his power on a chosen gang member. If paid, roll a D6.

Raid Gear: Roll again
 1-3: Silencer
 4-6: Choose one of the following: Screammers or Stummers

54-56

Drugs Fixer: Roll again
 1-3: Kalma, 4-5: 'Slaught, 6: Spur

61-63

Special: Gamble

64-65

Special: Rumour

66

Gamble
 You have to gamble at an outlaw trading post, though it's not a law (because there aren't any). But most of the business is conducted around the

gambling tables and it's considered a character flaw not to gamble - it implies you're not prepared to take risks, and that makes you an easy roll.

1

The healer proves to be a smooth-tongued fraud who makes off with the payment.

2-3 The wyrd heals all of his serious injuries, even the beneficial ones like Impressive Scars.

4-6 The healer struggles to control his life meddling powers. All of the fighter's serious injuries are healed, but he must take a Toughness test. If the test is failed he suffers D3 Old Battle Wounds.

Special: Healer

9

ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Merchant Guild as soon as it's discovered, but odd pieces do find their way to outlaw trading posts to be sold illegally. The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight. If you decide to buy a piece of archeotech then roll on the Archeotech Table to see what the miraculous device can do. Once an archeotech's true purpose has been discovered it's considerably easier to sell on too. The value of the archeotech is equal to the D66 rolled

multiplied by 2. For example, if a 42 is rolled (Lifter) then the value of the archeotech becomes 84.

ARCHEOTECH TABLE

D66

Result

11-16

Dangerous: The device is accidentally triggered as it's being messed about with and is reduced to a pile of worthless molten slag. The archeotech is crossed from the gang roster. In addition, a random gang member must take an Initiative test. If the test is failed then he suffers a Hand Injury as a result of his meddling.

21--23 Cutting Beam: The device can focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. The device can be used following the usual Attacking Terrain rules though the model must not have moved that turn. It inflicts a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third, and so on up to S10.

24-26

Viewer: The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move then he can use the device instead of attacking normally in the shooting phase to spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the

enemy sneaking around.

31-33

Servojigger: The device is a compact industrial tool which can activate a series of lasers and grisly mechanical apparatus. It can be used in hand-to-hand combat but cannot be combined with another weapon. If used the model rolls an extra +D3 Attack dice and any hits struck by the device are at D6 Strength (roll separately for each hit).

34-36

Panoply: The device can create an aura that shifts and splits light waves to create a dazzling visual display. The operator can choose to turn the device on or off at the start of his turn. When activated any ranged attacks against the model suffers a -1 penalty if the weapon firing is at long range. However, the impressive light display means the model cannot hide when the device is on.

41-43

Lifter: The device is a sophisticated suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down even if there is no ladder for him to climb and he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.

44-46

Graviton: The device fires a stream of particles that affect local gravitational fields. A fighter can use the device against an enemy fighter instead of attacking normally in the shooting phase. It has a range of 16" and automatically hits but follows the usual targeting rules. The target is unharmed but is pinned as he struggles against the magnetic shifts.

51-53

Holo Projector: The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a 4+ special save against any hits from shooting. As soon as the saving throw is failed the projector stops working for the rest of the game. Note the device is useless against close combat attacks and weapons that use a template.

54-56

Weapon: The device is a powerful weapon. Roll a D6 to find out what its profile resembles:
 1-2: Autoslugger 3: Flamer 4: Meltagun
 5: Plasma Gun 6: Grenade launcher +Frag grenades
 The weapon has the standard profile for a weapon of its type but because it's self maintaining it can be used by anyone, not just Heavies or Gang Leaders. However, the device's unique design means it cannot be modified or given additional ammo (i.e. a scope cannot be fitted to it). For the purpose of skills and hand-to-hand combat it still counts as a special weapon.

61-66

Arcana: The mysterious device is barely fathomable. Roll on the Wyrd Minor Power table to see what strange purpose it has, re-rolling any None, Multiple Minor Powers and Extra Primary Power results.

The device can be used following the usual Wyrd rules except ignores the Perils of the Warp rules. However, if the Leadership test is failed then the temperamental device refuses to work for the remainder of the game.

BLADE VENOM

ICROTIC SLIME

Many mutant fungi strains found at Hive Bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them.

Icrotic slime is a rare and dangerous Underhive organism - a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind

and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

Once inside the host's brain the slime encycsts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within hours the pressure of the feeding,

growing baby slimes is so great that the victim's skull cracks open and millions of tiny Icrotic Slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to knives, Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons and Swords. Any hits inflicted by a weapon coated in blade venom causes D3 wounds instead of 1 and counts as high impact. However, the model suffers a S1 hit for every fumble it rolls which also count as high impact.

So great is the physical and mental enhancement and general sense of euphoria induced by Icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Icrotic slime before it has a chance to encyst. Once

encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

BOTTLE OF WILDSNAKE

Wildsnake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's common for an outlaw gang to get tanked up on Wildsnake before a fight - "Snake Courage" as it's called.

The risks of using icrotic slime are considerable, even when using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Icrotic slime that have become immune to the anti-parasite drugs.

If you send any gangers to look for rare items for trade and you roll a bottle of Wildsnake then you have to buy it assuming you have enough credits in the gang's stash, the gangers just can't resist good liquor. Fortunately a cunning leader can still use the Wildsnake to instil a bit of "Snake

Courage" into their gang by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang can reroll any failed nerve tests and Bottle rolls. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

Effect: Ictrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the ictrotic slime to reproduce successfully.

OUTLANDERS

If a fighter uses the icrotic slime, then at the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6

1

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being.

Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A 'kalmed' character can be led about and will remain passive while unattended.

Result

The characteristic is unaffected.

2-3

Increase the characteristic by +1 points.

4-5

Increase the characteristic by +2 point.

6

Increase the characteristic by +3 points.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is never pinned by any hits.

Fixer: The 'Kalma' result on the Outlaw Rare

Trade chart indicates you have contacted an individual who can supply you with kalma whenever you trade from now on. This means that even though kalma is listed as a rare item on the price chart you now treat it as 'common'.

Duration: Icrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Effect: Kalma can be used in one of two ways.

Kalma can be ingested by a downed fighter to alleviate pain, or it can be fed to a captured fighter if a rescue attempt is made.

Side-effects: Roll 2D6 at the end of the game. If the roll is a 2 the Icrotic slime encysted before the fighter's comrades could remove it, he dies screaming in agony. On the plus side you get to keep his equipment and all these valuable baby icrotic slimes are scooped up and sold on for 4D6 credits. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he

had no injuries the fighter gets a free roll on the Advance Table instead.

If a down fighter consumes kalma then when he's required to roll on the Injury chart the Flesh Wound bracket is increased to 1-3. However, once the effects of the kalma have worn off the sudden overload of pain means he's automatically taken out of action. If the kalma is fed to a captive then he is treated in the same way as a down model throughout the scenario (i.e. they are placed face down and can only move 2" per turn), though they don't make recovery rolls. In either case, the sedative effects of the kalma means that a fighter which consumes it has his Initiative reduced to 1 and follows the rules for stupidity until its effects wear off.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the

radioactive hot spots.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the kalma wears off; if the total is 12 or less the fighter is still affected and grinning beatifically. Note if the kalma is fed to a captive then this test is only rolled once the captive is freed or the alarm is sounded.

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

Side-effects: There are no long-term side-effects to using kalma.
 One Use: Once a dose of kalma has been used it must be struck from the gang roster.

OUTLANDERS

'SLAUGHT

SPOOK

'Slaughter is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug.

Spook is extracted from certain decayed synthidiet deposits or 'raw spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by scavvies and ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Fixer: Like kalma, the "Slaughter" result on the Outlaw Rare Trade chart indicates you have contacted an individual who can usually supply

you with 'slaught whenever you trade from now on. Roll a D6 in each trading session: on a 2+ 'slaught is available and on any other roll it isn't.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Effect: A model may take a dose of 'slaught before the start of a game. 'Slaughter increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

Spook enhances any latent psychic awareness in the human mind. Most spook-induced wyrds will be devoid of any inherent mental strength (otherwise latent wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many wyrds.

Duration: Roll 2D6 in each recovery phase and

add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the drug's influence. Only a single dose of 'slaught may be taken in a game or the cumulative effects would kill the user.

Effect: A dose of spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all. If an Extra Primary Power result is rolled then you may choose which Primary Power table to roll on, or to control D3 pets following the usual Beastmaster rules. Taking spook is not what you'd call exact science. Even if the same model takes spook twice in a row it will not get the same power.

Side-effects: There are dangers associated with long-term use of 'slaught. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of double 1 the model has become dependent upon it. A

dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

Duration: A single dose of spook lasts for the duration of the game.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'slaught are called 'slaughters. As 'slaughters get older they become 'slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

Side-effects: Just like Wyrds, daemonic attacks can occur whenever the spooker uses their power following the Perils of the Warp rules found in the Wyrd section. However, to reflect that the spooker has no inherent mental defences, when attempting to use the power he must roll for Perils of the Warp if any double is rolled. One Use: Once a dose of spook has been used it must be struck from the gang roster.

One Use: Once a dose of 'slaught has been used it must be struck from the gang roster.

15

OUTLANDERS
SPUR

STINGER MOULD PATCH

The name spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking spur involves extra risks because not all spur is the same, and so the potency of any sideeffect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

Stinger mould is a rare and precious fungi that can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores into the air currents. The mould then shrivels and dies. If the mould is harvested before it matures its spores can be rendered into a curative paste which vastly stimulates a body's healing rate. The recuperative effects of stinger are renowned and is heavily harvested for use in The Spire and even offworld.

Fixer: Like kalma, the 'Spur' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can occasionally supply you with spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4+ spur is available and on any other roll it isn't.

A stinger mould patch can be used in one of two ways. It can be used to re-roll a Dead result on the Serious Injury Chart. Alternatively it can heal an existing serious injury. Stinger moulds are kept in the gang's stash until used, after which it's struck from the gang roster.

Effect: A model may take a dose of spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6
1

Result

2-3

Increases Movement and Initiative by +D3.

4-5

Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's

Toughness is reduced by -1 point as long as the spur lasts.

6

SUMP DYNAMO

The batch is old or bad and has no effect.

The sump dynamo covers a variety of ramshackle clunkers designed to produce a limited supply of power by transmuting waste. Unfortunately their crude designs aren't an exact science so a gang can never be certain of how reliable it will be.

A gang can choose to activate the sump dynamo at the start of the post game sequence. If the dynamo is activated, roll a D6:

Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.

1

The contraption explodes spewing effluent. The gang's hideout is now Scrofulous Wastes.

2

The gang's hideout is now a Power Cable Tap.

3-5
6

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of spur may be taken in a game or the cumulative effects would kill the user.

The gang's hideout is now an Outpost. The gang sets up an Outlaw Settlement. This behaves like a regular Settlement but outlaws generate the full 30 credits if worked.

Sump dynamos are kept in the gang's stash until used, after which it's struck from the gang roster.

Side-effects: There are no long-term side-effects to using spur.

One Use: Once a dose of spur has been used it must be struck from the gang roster.

16

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the outlaw hole. Each of these events are a one-off, so if you roll the same result twice in the same trading

session then re-roll the dice.

OUTLAW RARE TRADE

11

Archeotech

12

Sump Dynamo

13

Stinger Mould Patch

14

Spook

15-16

Bottle of Wild Snake

21

Gas Grenades: Roll again

1-2: Choke, 3-4: Scare

5-6: Hallucinogen

22

Grenades: Roll again

1: Melta Bombs, 2-3: Photon Flash
Flares

4: Plasma Grenades, 5-6: Smoke
Bombs

23

Ammo: Roll again

1-2: Hotshot Laser Power Packs

3-5: Drum Magazine, 6: Hellfire Bolts

24

Gunsight: Roll again

1-2: Red-dot Laser, 3: Mono-sight

4-5: Telescopic Sight, 6: Infra-red Sight

25

Armour: Roll again

1-3: Flak, 4-5: Mesh, 6: Carapace

26

Roll again

1-3: Ictrotic Slime, 4-6: Mung Vase

31

Concealed Blade

32

Blade Venom

33

Blindsnake Pouch

34

Berserker Chip

35

Infra-red Goggles

36

Stinger Pouch

41

Rad Counter

42

Ratskin Map

43

Shock Maul

44

Grapnel

45

Photo-visor

46

Respirator

51-53

You may roll any number of dice and win a number of credits equal to your rolls multiplied by 2. For example, rolling a 4 a 3 and a 1 wins you 16 credits.

However, if any dice are the same then you lose the full amount instead. If there aren't enough credits in the gang's stash then you must sell off equipment to pay off the debt (otherwise legs start breaking).

Rumour

A contact hears rumours about what's going on in the wastes, which gangs are going where and what they are looking for.

If you pay the contact 2D6 credits then instead of the usual Scenario Table roll your gang leader must

take a Leadership test. If the test is passed then the rumours are true and you may choose which scenario to play. However, if the test is failed then

you're double-crossed and your opponent can choose the scenario instead. If both gangs paid for

Rumour then both leaders are conned and a

Scenario Table roll is made as normal.

Healer

You make contact with a wyrd rumoured to have

remarkable restorative powers.

Wandering healers

aren't rare in the deadzones, the majority being

charlatans looking to make easy credit from the

desperate, but even those with legitimate gifts often

wield dangerously unpredictable powers.

You may pay the healer D6x10 credits to use his

power on a chosen gang member. If paid, roll a D6.

Raid Gear: Roll again

1-3: Silencer

4-6: Choose one of the following: Screammers or Stummers

54-56

Drugs Fixer: Roll again

1-3: Kalma, 4-5: 'Slaught, 6: Spur

61-63

Special: Gamble

64-65

Special: Rumour

66

Gamble

You have to gamble at an outlaw trading post,

though it's not a law (because there aren't any). But

most of the business is conducted around the

gambling tables and it's considered a character flaw

not to gamble - it implies you're not prepared to

take risks, and that makes you an easy roll.

1

The healer proves to be a smooth-tongued fraud who makes off with the payment.

2-3 The wyrd heals all of his serious injuries, even the beneficial ones like Impressive Scars.

4-6 The healer struggles to control his life meddling powers. All of the fighter's serious injuries are healed, but he must take a Toughness test. If the test is failed he suffers D3 Old Battle Wounds.

Special: Healer

ADJUSTING

THE GANG RATING

The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang roster sheet every time equipment is bought, sold or swapped.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating. Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not $80+3D6$. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

DEATH OF A FIGHTER

When a fighter is killed all of his equipment is lost. This is very important to remember as it is not possible to reallocate his equipment once he is dead.

HIRED GUNS

This section of the Campaign rules introduces Hired Guns into the game. Hired Guns are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trade posts in settlements like Dust Falls, Two Tunnels and Dead End Pass. A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot swap or sell a Hired Gun's gear. Hired Guns earn no Experience points cannot gain further skills or characteristic advances. They must roll for serious injuries if taken out of action just like regular gang members.

RECRUITING HIRED GUNS

A player can recruit Hired Guns when he creates his gang. Hired Guns can also be recruited from the trade post after any game. A gang can dispense with the services of a Hired Gun after any game. Hired Guns don't belong to the gang they fight with and they don't help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. Hired Guns count as gang members for the purposes of working out when the gang must start taking Bottle rolls, however, a hired gun's Leadership characteristic cannot be used for the Bottle roll if the gang's leader is incapacitated.

HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and after each battle including the first. This cost comes from the gang's stash. Note Hired guns must be paid even if they don't participate in the game. If the gang dispenses with a Hired Gun then he must still be paid for his services that

game. However, if the Hired Gun dies or is forced to miss a game, such as because he was suffering from an Infected Wound or is captured, then understandably he does not have to be paid for his services that game.

If there is insufficient credit in the gang's stash to pay a Hired Gun, then he leaves the gang and the gang may not recruit further Hired Guns until it has fought another battle.

For purposes of the gang rating the value of a Hired Gun is his hire fee x5.

Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly they don't accumulate Experience and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and gear, which are vital to a gang's future.

PIT SLAVE

Pit slaves are the unfortunates that end up being sold to the guilders by gangs or Watchmen and are kept in the Underhive to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal property of a Guilder and set to work for the rest of their lives.

A few pit slaves, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped pit slaves are wanted by the law in theory and if they go strolling down main street they'll get caught. But the Watchmen don't go out of their way looking for every slave that takes a hike and most pit slaves wind up running with the gangs.

RECRUITING PIT SLAVES

Outlaw gangs will find escaped pit slaves at any Outlaw trade post, often pit fighting for themselves to earn a few credits. Other gangs may well come across escaped slaves in the wastes or near holesteads where they try to find some sympathy and a little food.

PIT SLAVE PROFILE

Pit Slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the Pit Slave is recruited. The basic characteristic level is shown below. In addition to this the Pit Slave will have a number of 'advances'.

Any gang can hire Pit Slaves, though there may be a risk of being outlawed if they are reported to the Watchmen. If a player wants to hire a Pit Slave he must pay the standard hire fee, which is 10 credits. A gang can have any number of Pit Slaves. The profile and skills for a Pit Slave are worked out only after they are hired.

For purposes of calculating the gang rating each Pit Slave has a value of 50 (ie, his hire fee of 10x5).

1 - PIT SLAVE

WS	BS	S	T	W	I	A	LD
+1	-	-	-	-	-	-	-

Each Pit Slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A Pit Slave may not improve any characteristic by more than +2. If a duplicate characteristic advance that the Pit Slave cannot take is rolled, re-roll the result. Similarly, if you roll the same skill twice, re-roll the result. Note a Pit Slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 - this is because their crude cybernetic adaptations can give them superhuman durability and strength.

D6	ADVANCE
1	+1 WS
2	+1 A
3-4	ROLL D6
	1-3 - +1 S

5	4-6 - +1 T
	ROLL D6
	1-2 - +1 W
	3-4 - +1 I
	5-6 +1LD
	ROLL D6
	1 JUGGERNAUGHT
	2 IRON JAW
6	3 TRUE GRIT
	4 IMPETUOUS
	5 DEFLECT
	6 STEP ASIDE

PIT SLAVE GEAR

Pit Slaves fight with their own built-in weapons as described below, plus they usually carry a pistol which they have stolen or traded from somewhere. Pit Slaves cannot buy or use other weaponry or equipment (they spend all their money on good food, chrome polish and other half forgotten luxuries).

Pit Slaves are equipped with a Knife and one of the following pit slave weapons:

- Rock Drill
- Claw
- Shears
- Chainsaw
- Buzz Saw
- Hammer

Plus one of the following pistols:

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol

WYRD

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations - they may be lucky at cards, or very good at guessing what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants.

Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by wyrds are highly varied, and it is extremely rare for two wyrds to have exactly the same abilities. However it is possible to divide wyrds into a number of very broad types. For example, a significant proportion of wyrds are telepaths, whose powers allow them to affect the mind of another person. The way this power manifests itself varies from one telepathic wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most wyrds have one or more additional minor abilities.

Wyrds that hide their powers are fairly safe, though there is always a risk of discovery. Sometimes as a wyrd grows older and more confident they will start to flaunt their superhuman abilities. Few wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch, or captured by Scholastica Psykana because they over-estimate their

own abilities. For this reason many wyrds choose to live in the Underhive, where for the most part mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Wyrds whose powers become impossible to hide have no choice but to escape downhive or face almost certain death or capture.

RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil.

These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder.

Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any warband except the Ecclesiarchy can hire a Wyrd, though there is an increased chance of being outlawed if reported to the Watchmen. A player hiring a Wyrd must pay the hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose what type of Wyrd he wants, but the exact powers are only worked out

after the Wyrd is hired. For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

1 - WYRD

WS	BS	S	T	W	I	A	LD
-1	-1	-	+1	-	+1	-	-

WYRD GEAR

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. None the less no-one travels in the Underhive unarmed, and so Wyrds are armed with a Knife and up to two weapons from the following list:

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol
- Sword
- Chain or Flail
- Club, Maul or Bludgeon
- Massive Axe, Sword or Club

WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the appropriate table. The Primary Power Table that is used depends on the Wyrd's type: telepathic Wyrds roll on the Telepathic Primary Power Table, Pyro's roll on the Pyromaniac Primary Power Table and so on.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy.

This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity;

those further away blur and merge into one another in a confusing swirl.

USING PSYCHIC POWERS

It requires intense focus and concentration to summon and control psychic powers. To represent this, a Psyker who wishes to use one of its powers may take a Leadership test, also known as a Psychic Test, at the beginning of its turn. Roll a 2D6 and consult the Psyker's Leadership (Ld) characteristic. If the result is higher than its Ld value, the test is failed. The Psyker may end its turn as normal; with no restrictions (unless it suffers a Peril of the Warp attack or the power it attempts to use has a negative effect, see below). If this test is passed, the Psyker may not shoot this turn but its chosen power is used as described. A psychic power can be triggered whenever during the **player's turn, but it requires so much** from the Wyrd that he cannot use a power and shoot during the same turn.

PSYCHIC-FOCUS

Certain charms, magical devices, and force weapons have the ability to soothe **and hence focus a Psyker's** sub-consciousness, so he may more easily use his powers. Multiple instances of Focus Power are NOT cumulative. If a Psyker possesses a weapon or piece of equipment with the Focus Power attribute, the Psyker may reroll one dice of its Psychic Test. The second result MUST be accepted, even if it is worse or leads to a Perils of the Warp attack. Psychic-Foci do open doors within the **mind but not all of them are good...**

PERILS OF THE WARP

Being untrained and untested, most Psykers have no idea how to truly control their power and what danger they are truly in. Untrained Psykers glow brightly within the warp, attracting all manner of lesser and greater warp predators and daemons. When they use

their powers, the barrier between the warp and the material universe diminishes and it is much easier for those warp denizens to hurt the Psyker or others around him.

To represent this, if a Psyker rolls a natural 2 or 12 (double 1s or double 6s) when it takes its psychic test, he must roll on the Perils of the Warp chart to represent the chance that a daemon may attack the Psyker.

1: Shadow Of The Warp: The Psyker, and all models within 2", must take a Ld test. If passed, all models may act normally (though the Psyker may not use his power this turn). If failed, no model may make any voluntary actions this round.

2-3: Attacked: A warp predator or raw power of the Warp sears into the Psyker's mind. The Psyker suffers one automatic hit at D6 Strength, with no saves allowed.

4-5: Possessed: The Psyker takes an immediate Ld test. If he succeeds he **manages to ward off the daemon's** attack, but can do nothing more this turn other than defend itself in HtH combat. If he fails, he suffers from the effects of Possession (see below).

6: Drawn into the Warp: unless the Psyker can successfully pass an Initiative test, he is drawn screaming into the Warp! Remove the model from play. It is immediately considered killed. If there are other models (both friend and foe) **within 1"**, they must also take an Initiative test or suffer the same fate.

POSSESSION

Possessed models are taken over completely by the daemon within them and will attempt to cause as much destruction and death as possible, before their time in the material realm runs out. Once a Psyker is possessed, the controlling player loses his or her control over the model and the Psyker is subject to the following rules:

- The model will no longer use any weapons or equipment carried by the model, other than non-field armor.
- The model now causes Fear (this fear is considered to be the same as one caused by a Daemon model).
- The model is never pinned and is not affected by down results. (Though it does help to banish them, see below).
- The model has WS, Strength, Toughness, and Attacks all doubled!

At the start of each turn, before either player resumes play, roll a scatter die and 2D6. The possessed model moves the total number of inches on each dice, in the direction indicated by the scatter dice. If this takes it into base contact with another model, it stops moving and is considered to be in HtH combat with that model, as if it had charged. If the possessed model remains unengaged at the end of its movement, it will unleash a blast of warp energy at the nearest model (those in LOS will be targeted first). This attack is a shooting attack, hitting on 2+, and causing D3 Strength 5 hits, with no normal armor save allowed.

Hexagrammic Wards and Field saves may be used as normal.

At the end of each player's turn, roll a D6. On a result of 6 or more, the Psyker's physical body finally succumbs and the daemon is banished. Add the following modifiers, if applicable:

- +1 for each Pinned result the possessed model has.
- +2 if the possessed model suffered a Knocked Down result (this effect is not cumulative).
- +3 if the possessed model has been possessed for 4 or more player turns.

Any model which takes a possessed model Out Of Action immediately receives 20 Experience points. If the fighter is a Redemptionist or Puritan member of the Inquisition or Ecclesiarchy, it earns 30 Experience points. These points may be earned in addition to any others, per the scenario rules.

MINOR PSYCHIC POWERS (D66)

D66	MINOR PSYCHIC POWER
11-16	CURSED LUCK
21	TRAGIC SUGGESTION
22	LEVITATE
23	DEUS EX MACHINA
24	BEASTMASTER
25	SUNDER VEIL
26	GROUND WELL
31	DISTRACTING SOUND
32	FEARFUL AURA
33	TRIGGER SPASM
34	SIXTH SENSE
35	WALL WALKER
36	UNERRING AIM
41	CAST GLOW
42	BEND SHADOWS
43	DOPPELGANGER
44	EMBOLDEN
45	RIDDLE ME THIS!
46	HEALING HANDS
51	STIGMATA
52	WALK THROUGH WALLS
53	DISTORT PERCEPTION
54	FREEZE TIME
55	INNER CALM
56	RESIST POSSESSION
61	TERRIFY
62-65	WELL OF POWER
66	WARP TAP

- **11-16 Cursed Luck:** The Psyker may re-roll any one roll it makes this turn (NOT the Psychic Test used to take this power though!). However, the opposing player may also force the Psyker to re-roll any one roll this turn! The second result of both re-rolls must be accepted.

- **21 Tragic Suggestion:** The Psyker may target any model within 16 and 1" of a ledge or gap. The unfortunate victim believes they can fly until they realize they can't. The model suffers damage as normal from falling.

- **22 Levitate:** Until the end of the turn, the Psyker floats a foot above the ground, ignoring difficult terrain. It may fall, but does not suffer damage from falling, while this power is in effect.

- **23 Deus Ex Machina:** Until the next turn, any model making a ranged attack specifically targeting the Psyker must make an Ammo Roll.

- **24 Beastmaster:** The Psyker can control beasts without the use of a control collar. If there is a neutral or **enemy beast within 6"**, the Psyker may attempt to control it. Roll D3 and add **the Psyker's Ld**. If the result is higher than the beast's Ld, the Psyker may control the beast as if it were a friendly model.

- **25 Sunder Veil:** The Psyker attempts to break down the barriers between the material world and the Warp. If successful, all models (excluding the **Psyker**) of **Ld 6" or less within 6"** must pass a Ld test or be Pinned.

During the subsequent turn, any Psychic tests suffer a Peril of the Warp attack on a natural roll of 2, 3, **11"**, or **12"**

- **26 Ground Swell:** Any time the Psyker is charged by an enemy model, that model must pass an Initiative test. If passed, it may charge as normal. If **failed, it ends its move 2"** from the Psyker's base and is pinned. This power has no effect on Daemons or Large models. This power is Persistent - a psychic test does not need to be taken to use this power.

- **31 Distracting Sound:** If passed, any models within 24 in Overwatch are immediately removed from Overwatch. Affected models may attempt to negate this effect by passing an Initiative test.

- **32 Fearful Aura:** The Psyker causes Fear until its next activation. If the Psyker already causes Fear (without the help of this power), it instead causes Terror.

- **33 Trigger Spasm:** The Psyker may force one enemy model within LOS to make one ranged attack with a weapon of the controller's choice at the nearest enemy model in LOS. If the target is out of range, a to hit roll must still be made to determine if an Ammo Roll must be made.

- **34 Sixth Sense:** The Psyker can sense **the presence of any models within 12"**, even if he could not normally detect them. This power is Persistent a Psychic Test does not need to be taken to use this power.

- **35 Wall Walker:** The Psyker may move up and down vertical surfaces at its normal movement rate, even if there is no ladder or stairs available.

- **36 Unerring Aim:** The Psyker may make one normal shooting attack with one of its ranged weapons this turn at one target within LOS. This attack automatically hits.

- **41 Cast Glow:** If in Low Light Conditions, the Psyker immediately negates the conditions for the remainder of the scenario. If in normal conditions, the Psyker changes this to Blinding Conditions.

- **42 Bend Shadows:** The Psyker is considered to possess powers equivalent to Cameoline. This power is Persistent – a psychic test does not need to be taken to use this power.

- **43 Doppelganger:** At the end of HtH combat, if the Psyker wishes, he may move out of HtH combat, up to 2" away.

This power is Persistent - a psychic test does not need to be taken to use this power.

- **44 Embolden:** The Psyker may attempt to stoke the courage of one non-Construct, non-Beast friendly model in

LOS. The targeted model may immediately test to recover from Pinning.

- **45 Riddle Me This!: The Psyker fills the** mind of one enemy model with several conflicting thoughts. The targeted enemy model must be within LOS. The enemy model immediately takes a Ld test. If passed, the power has no effect. If failed, the model is subject to Stupidity until its next activation.

- **46 Healing Hands: The Psyker may use** this power if it moves into base contact with another friendly model. That model makes a Recovery roll with a -2 modifier. If this roll is failed, and the friendly model goes Out of Action, the Psyker may not use this power again in this scenario!

- **51 Stigmata: The Psyker suffers** terrible wounds to outside observers, much like a famous saint (or sinner).

The Psyker has +1 Toughness until its next activation.

- **52 Walk Through Walls: The Psyker** may walk through ANY intervening terrain 1 wide or less during this movement with no penalties.

- **53 Distort Perception: The Psyker** causes one enemy model to suffer a -2 to hit modifier on its next ranged attack. This is in addition to any other negative modifiers.

- **54 Freeze Time: The Psyker uses his** powers to momentarily step out of normal space-time and enemies believe he is moving incredibly fast. The Psyker adds D6 to its move and +1 Initiative in HtH combat this turn.

- **55 Inner Calm: The Psyker naturally** possesses the Focus Power attribute. This power is Persistent – a psychic test

does not need to be taken to use this power.

- **56 Resist Possession: If the Psyker** were to suffer a possessed result due to a Peril of The Warp roll, the Psyker may re-roll that result. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power.

- **61 Terrify: The Psyker may target one** enemy model within LOS. That model takes an immediate Break test using its own Ld. If failed; the victim is broken and flees 2D6. The victim recovers automatically on its next turn.

- **62-65 Well Of Power: The Psyker may** roll an additional D3 minor psychic powers. If the Psyker rolls this power again, it has no further effect.

- **66 Warp Tap: The Psyker may select** one additional major psychic power at random out of one Major Area.

Make a note of which major power is taken. When taking a Psychic Test for this power, the Psyker will suffer a Peril of the Warp on a natural roll of 2, 11, or 12. If the Psyker rolls this power again, it has no further effect.

MAJOR PSYCHIC POWERS

To select major psychic powers, first roll D6. This roll represents the major area of power the Psyker possesses. Note that some Psykers do not have to make this roll and may choose their area of power; however they must still roll within the major power chart to see what powers they actually possess. Once the Psyker has its major area of power, it again rolls D6 and consults the powers under that major power chart.

In each major area, the last power cannot be selected by lvl-1 Psykers, re-roll the result. Major Psychic Power can always be rerolled once, but the second result must be kept.

1 - DIVINATION (ROLL D6)

- **1 Precognition:** The Psyker can see the near future and attempt to avoid danger. After setup, take a Psychic Test. If failed, nothing happens. If passed, the Psyker's controller may re-deploy D3 friendly models anywhere within their deployment zone.

- **2 Guide:** The Psyker may guide the shots of one friendly model in 12". If the model is in Overwatch, it does not suffer the to hit penalty when it takes its shot. If it shoots this turn, it may re-roll one failed to hit roll.

- **3 Righteous Cause** The Psyker and two friendly models within 6" are +1 Initiative and +1 Ld until the end of the scenario. The effects of this power are not cumulative.

- **4 Preternatural Awareness:** The Psyker strikes first in HtH combat and all enemy models in HtH combat count Fumbles double. This power lasts until the Psyker's next activation. This power cannot be used against Warp Creatures.

- **5 Augury:** The Psyker may force all opposing warbands to reroll any

Subversion Rating for setup purposes before each scenario begins. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power.

- **6 Sense Danger:** The Psyker can sense where his opponents' shots may come from. The Psyker cannot be targeted by models in Overwatch. This power is Persistent - a psychic test does not need to be taken to use this power.

2 - TELEPATHY (ROLL D6)

- **1 Dominate:** The Psyker may attempt to use this power at any point during the enemy's turn. If the Psychic Test is passed, he may try to take over the mind of one enemy model within LOS. The victim takes a Ld test. If passed, this power has no effect but the model is considered Pinned. If failed, the Psyker may control the actions of the victim until the end of the turn. The victim may NOT act suicidally (i.e. it may not shoot itself, jump off a high ledge, etc.).

- **2 Impending Doom:** This power may be used once per scenario. Target one non-Leader enemy model with Ld 9 or less within LOS. That model must pass a Ld test using its own Ld or immediately leave play. If this occurs, the model does NOT roll on the Injury chart, collects experience as applicable, and MAY participate in the next battle (even if it wouldn't normally be able to).

- **3 Cloud Mind:** The Psyker may target the closest enemy model within LOS. That model may not target the Psyker or any friendly model until the next turn, unless it first passes a Ld test. If the victim is in HtH combat with a friendly model, its WS reduced by 2.

- **4 Hallucinate:** Target one enemy model within LOS. The victim suffers the same effects of a Hallucinogen grenade attack.

- **5 Mind War:** The Psyker and his target fight a furious battle within the victim's mind. Target one enemy within LOS. Both the Psyker and the victim roll D6 and add their unmodified Ld value.

Whichever model has the higher total is the winner. The loser suffers one automatic wound, with no saves allowed. If the enemy model loses and is not taken Out of Action, it is affected by Hatred towards the Psyker.

- **6 Astral Projection:** This is the pinnacle of the Telepath's power, where the Psyker's spirit leaves its physical body to do events elsewhere. This power may never be used if the Psyker is engaged in HtH combat or is within LOS of any enemy model when the test is made. If successful, the Psyker may add any of its characteristic values to any one friendly model until the end of the turn.

The Psyker may do this any number of times. If the Psyker is attacked while using this power, the Enemy receives one automatic hit in HtH combat. If the Psyker survives, it immediately returns to its body, this power is cancelled, and may defend itself as normal.

3 - TELEKINESIS (ROLL D6)

- **1 Catch Bullets:** The Psyker can stop incoming solid projectiles before they hit him. If passed, non-energy based ranged attacks made against the Psyker have no effect. The firing model must still roll to see if an Ammo Roll is necessary. This power has no effect against energy-based shots or psychic powers. This power lasts until the Psyker's next activation.

- **2 Psychic Shove:** The Psyker may target D3 enemy models within LOS. Roll to hit. Each hit target may be moved D6 in any direction. If this takes a victim into contact with a vertical surface, the movement stops and the victim suffers

one Strength 3 hit. If this takes a victim into contact with another model, both suffer one Strength 3 hit and are pinned. If a victim ends its movement not on a flat surface, it suffers damage from falling, if applicable. If the Psyker fails its Psychic Test to use this power, it is pinned.

- **3 Crush:** Probably the most brutal of all the telekinetic powers; The Psyker attempts to physically crush its victim. Target the closest enemy model within LOS. The victim rolls D6 and adds its Strength.

The Psyker rolls 2D6 and compares totals. If the Psyker has a higher total, the difference is the number of wounds the victim suffers. If the victim's total is higher by 3 or more points, the Psyker is broken and flees 2D6". He may attempt to recover next activation.

- **4 Debris Field:** The Psyker takes any detritus in the area and makes its whirl around him like a force field.

The Psyker and any models within 2" receive a Field saving throw of 5+ from any ranged attacks. Any models who model into HtH combat with models inside the debris field suffer one Strength 2 hit. This power may not be used if the Psyker is in HtH combat.

- **5 Psychic Weapon:** The Psyker forms a blade of pure psychic energy. The Psyker adds +2 WS, +1 Attack, and this weapon acts as a Force weapon. While this power is in effect, the Psyker may use no other weapons (though he may use armor, equipment, and grenades). The psychic weapon is considered a two-handed weapon in HtH combat. This power lasts until the Psyker's next turn.

- **6 Teleport:** Known as the Gate Of Eternity to Astartes Librarians, this

power allows the Psyker or one friendly model within LOS of the Psyker to immediately move 3D6 in any direction, ignoring intervening terrain. The affected model may not end its move in impassable terrain or beyond the table edge.

Eldar and Dark Eldar models using this power may open a stable portal into the web way, this allows them (and any **models within 1"**) to move anywhere on the board, ignoring intervening terrain. The affected model(s) may not end its move in impassable terrain or beyond the table edge.

4 - PYROMANCY (ROLL D6)

- **1 Molten Body:** The Psyker's body is consumed in flames or covered in tough, lava-like scales. The Psyker is immune to attacks caused by Flame and Melta weapons and receives a 3+ save against any Pyromancy attacks it is targeted by. The Psyker also receives an unmodified save of 4+ against any other type of normal attack, except those made by Force weapons. Any model in HtH combat with the Psyker takes an automatic Strength 6 hit at the start of each HtH round.

- **2 Spontaneous Combustion:** Target one model within LOS. The victim must take an immediate Ld test. If passed, the victim is unscathed but must take a Break Test. If failed, the victim suffers D3 Strength 4 hits with no armor save.

- **3 Thermal Agitation:** The Psyker may attempt to agitate the atoms of a small area within LOS. If the Psychic Test is passed, the Psyker can lay the small blast template anywhere within LOS. Any models fully under the template suffer a Strength 4 hit and may Catch Fire. Any models partially under the template are hit on a 4+ and suffer a Strength 3 hit. If the Psychic Test is passed and the Psyker rolls doubles (i.e. two 2s, etc.), the

Psyker may use the Large blast template. This power may not be used in Void Conditions.

- **4 Wall Of Fire:** The Psyker produces a searing wall of flame to shield itself and its companions. Select and mark two spots within 8" of the Psyker. These point may not be more than 16 away from each other. The Wall of Fire is produced on a straight line between these two points (it may be represented by a string or custom-made template). This barrier and its effects last until the Psyker's next activation or until the Psyker go Out Of Action. Models within the line of the wall when it forms are immediately moved 1 away. No model may cross the Wall Of Fire, unless it possesses Power Armor or Hexagrammic Wards. Models wishing to shoot though it have a -4 to hit modifier. Flame weapons may not shoot through the Wall.

- **5 Flame Burst:** The Psyker creates a burst of flame, exactly as if the model were armed with a Flamer. No Ammo Roll is ever made for this power and it does not malfunction. The Psyker may place the firing end of the flamer **template anywhere with 2"** of its base. This power may NOT be used while engaged in HtH combat.

- **6 Holocaust:** Only the strongest Psykers have the power and the will needed to summon this soul-searing flame. As such, this power may only be taken by Level 3 Psykers or above. If successful, the Psyker places the large blast template centered over its base. The Psyker itself takes one automatic Strength 3 hit, with no save allowed. All other models fully under the template suffer D3 Strength 4 hits, with no armor save allowed.

Warp Creatures do not receive their 4+ invulnerable save from Holocaust.

Models touched by the template are hit on a 4+ and suffer one Strength 4 hit. This power MAY be used while the Psyker is engaged in HtH combat.

5 - BIOMANCY (ROLL D6)

- **1 Regenerate:** If the Psyker is suffering a Flesh Wound when using this power, roll a D6. If he rolls under his unmodified Toughness, one Flesh Wound is removed.

- **2 Boil Blood:** The Psyker may target the closest enemy model (the victim does not have to be in LOS).

Roll 2D6, subtracting -1 for every 2 the victim is closer to the Psyker. If the total is less than the victim's unmodified Toughness, the victim suffers one automatic wound, with no save allowed.

This power has no effect on Warp Creatures or Constructs.

- **3 Cellular Control:** If the Psyker passes its Psychic Test for this power, it adds +2 to its Toughness, +1 to its Strength, and is immune to the effects of Toxic and Stun weapons (though he may still suffer damage from them). These effects last until the Psyker's next activation. If the Psyker fails its Psychic Test to use this power, it is Pinned.

- **4 Hammerhand:** If the Psyker passes its Psychic Test for this power, it adds +1 to its Attacks, +1 to its WS, and strikes at double Strength in HtH combat, with a -3 armor save modifier. The Psyker is considered armed with two hand weapons but may not use any other weapon in HtH combat, while this power is in effect.

These effects last until the Psyker's next activation. If the Psyker fails its Psychic Test to use this power, it is Pinned.

- **5 Destructor:** When used, this power has one of two effects, depending on

whether the Psyker is in HtH combat or not. If the Psyker is currently engaged in HtH combat, all models in base contact with the Psyker receive one Strength 5 hit, with a -2 armor save modifier. If the Psyker is not in HtH combat, he may target the closest enemy model. This hit uses one Sustained Fire dice, though no Ammo Roll is ever made.

Any hits are at Strength 4, with a -1 armor save modifier.

- **6 Knit Flesh:** The pinnacle of the biomancer's power, the Psyker gains a host of natural weapons and defenses. If passed, the Psyker gains the following: +1 Move, +2 WS, -1 BS, +1 Strength, +2 Toughness, +1 Attack, +1 Initiative. It may use none of its weapons while this power is in effect (though it may use any equipment and armor). The Psyker is considered to be armed with two Toxic hand weapons and has a 4+ armor save while this power is in effect. These effects last until the Psyker's next activation. If the Psyker fails its Psychic Test to use this power, it suffers one automatic wound.

6 SHAMANISM (ROLL D6)

- **1 Call Tempest:** Target one piece of terrain within LOS of the Psyker. Any models within 1 of the terrain are Pinned and are knocked out of Overwatch, if applicable. ANY model (even those unaffected by psychic powers) treat the terrain piece as one level worse (i.e. open becomes difficult, etc.) than it already is until the start of the next turn.

- **2 Fault Line:** Pick one spot within 18 and within LOS of the Psyker and describe a straight line starting from the Psyker and ending at the chosen point. Any models bases on this line must make an immediate Initiative test. If passed, they are unaffected. If failed, they take one Strength 6 hit and are

Pinned. If the Psyker fails its Psychic Test to use this power, it is pinned. This power has no effect on models that Hover or Fly Models with the Wings mutation may re-roll their Initiative Test, if they fail. The second result must be accepted.

- **3 Control Environs:** The Psyker may choose to cancel or re-instate (after cancelling via this power) the Environmental Conditions for the entire board until its next activation.

- **4 Tar Heels:** Target one enemy model within LOS. That model halves its movement on its next activation. If the victim is in difficult terrain when affected by this power, it may instead make no move on its next activation.

- **5 Hail Storm:** Target one enemy model within LOS and place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer D3 Strength 3 hits. Any model partially under the template is hit on a roll of 5+ and will suffer one Strength 3 hit. All models wounded in this way are broken and will flee 2D6. They may recover next turn, if applicable.

- **6 Toxic Gas Cloud:** Target one enemy model within LOS, place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer one Strength 4 hit. Any model partially under the template is hit on a roll of 4+ and will suffer one Strength 3 hit. Any models (whether fully or partially under the template) without a respirator, enclosed armor, and/or Power Armor suffer an additional Strength 3 hit with the Toxic

attribute. If these models manage to survive this hit, they are Pinned. If the Psychic Test for this power is failed, the Psyker is Pinned.

BEASTMASTER PRIMARY POWER

A Beastmaster's primary power is not generated randomly. Instead, he will be accompanied by D3 creatures, or 'pets', chosen from the following:

Giant Rats, Milliasaurs or Ripper Jacks.

If the Wyrd is not engaged in close combat he will unleash a bolt of warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no armour save allowed, normal to hit modifiers for cover etc. apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are tripled.

The number of pets the Wyrd has available is rerolled at the start of every game. The pets are deployed together with the Wyrd and must start within 2". Pets cannot interact with non-fighter scenario objectives e.g. loot counters.

They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.

The creatures under the Beastmaster's control must remain within LOS of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a movement phase out of LOS from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

GIANT RAT

The Underhive contains a warren of disused and decaying tunnels and sewers infested by swarms of rats. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some can reach to well over a foot. Rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

1 - GIANT RAT

WS	BS	S	T	W	I	A	LD
3	-	3	2	1	5	4	-

Dodge: Giant rats receive a 4+ special save.

RIPPER JACK

Ripper jacks are bat-like creatures that normally inhabit large abandoned domes. They hang from the roofs in their dark domains, swooping down on unsuspecting creatures that venture below.

Ripper jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the ripper jack is speedily removed its victim will quickly suffocate or bleed to death

1 - RIPPER JACK

WS	BS	S	T	W	I	A	LD
2	-	1	2	1	4	1	4

Fly: Ripper jacks can fly.

Envelop: Ripper jacks never fight in hand-to-hand combat, even if charged by an enemy model it's assumed they simply flit out of the way. Instead, a ripper jack in base contact with an enemy model during the hand-to-hand phase can attempt to envelop the opposing model's head.

Roll a D6 for each ripper jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the ripper jack has enveloped its target. Models may only be enveloped by one ripper jack at a time, though several ripper jacks can attempt to envelop a victim - the rest would have to go and find another victim. An enveloped victim falls to the ground and cannot move or do anything else until he dies or the ripper jack is pulled off. If the victim is engaged in hand-to-hand combat then treat him as if he was down.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the ripper jack off and killed it (remove the ripper jack model from play). If the score is greater than the model's Strength then the ripper jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a ripper jack are automatically taken out of action.

Any friendly fighters in base contact with an enveloped model at the start of their turn can help remove the ripper jack. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to that of his companion when working out if the ripper jack is removed.

Serious Injuries: If a model is taken out of action by a ripper jack do not roll on the usual Serious Injuries Table, instead roll on the table below.

D66	SERIOUS INJURY
11-16	DEAD
21-23	HEAD WOUND
24-26	BLINDED IN ONE EYE
31-36	OLD BATTLE WOUND
41-46	FULL RECOVERY
51-56	IMPRESSIVE SCARS

61-66 HORRIBLE SCARS

MILLIASAUR

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

1 - MILLIASAUR

WS	BS	S	T	W	I	A	LD
4	-	1	3	1	4	-	4

Climb: Milliasaurs can move up and down slopes and vertical surfaces as if they were open ground.

Poison Bite: If a milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a milliasaur do not roll on the normal Injury Table, instead roll on the table below.

1-2 No Effect: The milliasaur's venom fails to paralyse its victim. The model continues to fight on and the wound is ignored.

3-6 Out of Action: The victim is paralysed and is severely chewed up by the milliasaur. The model is taken out of action.

UNDERHIVE SCUM

Underhive scum, or scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude Scummers are good fighters so their services are always in demand. Many end up working for the guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired. For purposes of calculating the gang rating each Scummer has a value of 75 (ie, his hire fee of 15x5).

SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scum is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

M

WS	4: +1 Wounds
	5: +1 Attacks
BS	6: +1 Leadership
S	SCUM ADVANCES
T	A Scummer has 6 'advances'
W	which are either bonuses
I	on his profile or skills. Roll
A	a D6 six times and consult
Ld	the chart opposite, noting
4	down the advances as you
3	go along. A Scummer may not
	improve any
	characteristic by more than +2
	and follows the usual
	maximum profile rules. If a
	duplicate advance that the
	Scummer cannot take is rolled,
	re-roll the result.
	Advance
	4-6
	Roll a further D6:
	1-2: Gunfighter (Shooting)
	3: Quick Witted (Agility)
	4-6: Roll a further D6:
	1: Crack Shot (Shooting)
	2: Fast Shot (Shooting)
	3: Hip Shooting (Shooting)
	4: Dodge (Agility)
	5: Rapid Fire (Shooting)
	6: Killer Reputation
D6	(Ferocity)
1	
	SCUM GEAR
+1 Ballistic Skill	A Scummer fights with his own
	weapons and cannot
2	buy or use other gear as they
	notoriously spend all of
Roll a further D6:	their money on gambling and
1-3: +1 Initiative	booze. Scum are armed
4-6: +1 Leadership	with a Knife and one of the
	following combinations:
3	• 2 Bolt Pistols
	• Plasma Pistol & Laspistol
Roll a further D6:	• Plasma Pistol & Autopistol
1: +1 Weapon Skill	• Bolt Pistol & Hand Flamer
2: +1 Strength	• 2 Laspistols each with
3: +1 Toughness	Hotshot Power Packs

Quick Draw
Understandably scummers have had their fair share of boozy bar room shoot outs. To reflect this they double their Initiative when making a fast draw.

BOUNTY HUNTER

Bounty hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the bleak and inhospitable wastezones, pursuing outlaws and mutants through the ruins. Out here they can only rely on their own cunning wits, skills and a bagful of the best weapons. Bounty hunters are loners who neither need nor want to be associated with a gang. Bounty hunters will hire their esteemed services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary. Bounties are displayed at all trading posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on ratskin renegades, mutants, vermin or on a particular Underhive monster that's terrorising the locals. The rewards offered are good, but the job is a hard one, and many bounty hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can only hire a single Bounty Hunter. The profile and

skills for the Bounty Hunter
are worked out only after they are hired. Ld

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35 x 5). 4

D6 4

Advance 3

1-2 3

Roll a further D6: 2

1: +1 Weapon Skill 4

2: +1 Ballistic Skill

3: +1 Initiative 1

4: +1 Leadership

8

BOUNTY HUNTER PROFILE

Bounty Hunters have many special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

5: Roll a further D6:

1-3: +1 Strength

4-6: +1 Toughness

6: Roll a further D6:

1-3: +1 Wounds

4-6: +1 Attacks

3-6

M

WS

BS

S

T

W

I

A

BOUNTY HUNTER ADVANCES

In addition to his enhanced profile a Bounty Hunter has four further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 four times and consult the chart opposite, noting down the increases and skills as you go along. Bounty Hunters follow the usual maximum profile rules. If a duplicate advance that the Bounty Hunter cannot take is rolled, re-roll the result.

Roll a further D6:

1: Crack Shot (Shooting)

2: Nerves of Steel (Ferocity)

3: Marksman (Shooting)

4-6: Roll a further D6:

- 1: Dodge (Agility)
- 2: True Grit (Ferocity)
- 3: Weaponsmith (Techno)
- 4: Quick Witted (Agility)
- 5: Iron Will (Ferocity)
- 6: Killer Reputation (Ferocity)

Independent

Bounty Hunters are used to working alone and prefer it that way too. To reflect their self reliance a Bounty Hunter can always test to escape pinning early even if there are no friendly fighters within 2".

CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand combat then the enemy fighter is automatically captured rather than rolling on the Serious Injury chart after the game. However, if the Bounty Hunter is taken out of action then his captives are left to their fate and must roll for serious injuries instead as normal.

CLAIM BOUNTY

For every enemy fighter captured by the gang that wasn't from an outlawed gang, roll a D6. On a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang. If an outlaw is turned in for bounty the gang's reward is a number of credits equal to his total Experience

points plus D6x5, which is added to the gang's stash. The gang may also keep any of his equipment.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

1

Sold into Slavery: The fighter disappears forever.

2

Fined: His value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Guilders.

3

BOUNTY HUNTER GEAR

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment as they hoard all of their money and dream of retiring to the opulent Spire.

Fined: His value in credits including the value of his weapons and equipment. His gang may free the fighter together with his weapons and equipment by paying his fine.

4

Fined: D6x10 credits. His gang may free the fighter by paying his fine as above.

seen again. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.

5

Fined or Sentenced: The gang may choose to free the fighter for D6x5 credits or let him serve his sentence in the pit, in which case he misses the next game.

6

Insufficient Evidence:
Released immediately.

Bounty Hunters are armed with the following:

- Knife
- Bolt Pistol with Red-dot Laser Sight
- Boltgun, Lasgun or Hunting Rifle
- Chainsword
- Shotgun (Solid, Scatter, and Manstopper Shells)
- Respirator or Filter Plugs
- Photo-visor or Photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- Infra-red Goggles
- Weapon Reload (for all weapons)
- Mesh Armour
- Any one Bionic

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers and never

RATSKIN SCOUT

Ratskins are the native inhabitants of the Underhive. They know its ruinous domes, ancient tunnels and labyrinthine passages far better than the Underhive settlers themselves. Most Ratskins care little for the ways of these settlers who they regard as desecrating the hive's great and noble spirit so will avoid hiver towns if they can. Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and become semicivilised as a result of this contact, though sadly they often acquire a taste for intoxicants, gambling and riotous living. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts are worked out after they are hired.

RATSKIN SCOUT ADVANCES

A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the

increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2 and follows the usual maximum profile rules. If a duplicate advance that the Ratskin Scout cannot take is rolled, re-roll the result.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

RATSKIN SCOUT PROFILE

Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained in the Ratskin Scout Advances section.

- M
- WS
- BS
- S
- T
- W
- I
- A
- Ld
- 4
- 3

3

3

3

1

3

1

7

D6

1

Roll a further D6:
 1-3: +1 Weapon Skill
 4-6: +1 Initiative

2

Roll a further D6:
 1: +1 Ballistic Skill
 2: +1 Strength
 3: +1 Toughness
 4: +1 Wounds
 5: +1 Attacks
 6: +1 Leadership

3-6

Roll a further D6:
 1: Dodge (Agility)
 2: Leap (Agility)
 3: Sprint (Agility)

GUIDE

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

Advance

4-6: Roll a further D6:
 1: Catfall (Agility)
 2: Dive (Stealth)
 3: Ambush (Stealth)
 4: Evade (Stealth)
 5: Sneak Up (Stealth)
 6: Infiltration (Stealth)

If a gang has a Ratskin Map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.

Native

Ratskins are utterly at home within the Hive Bottom's environments as they are born and bred in unimaginably harsh conditions. Due to this, Ratskin Scouts are immune from the effects of Treacherous Conditions. If a Blind Fight scenario is being fought then Ratskin Scouts are immune from the Vision and Running special rules.

RESILIENCE

All Ratskins are remarkably resilient to injury and have a natural ability to survive even in the harshest depths of the Underhive. They are less likely to get lost or

captured than ordinary gang fighters and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin Scout who goes out of action can re-roll the result when rolling on the Serious injuries chart.

ratskin scout gear

A Ratskin Scout fights with his own weapons as described below. They cannot buy or use other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following:

- Knife
- Club, Maul or Bludgeon
- Blindsnake Pouch

Explore

If the gang that has hired a Ratskin Scout wins the scenario and the Scout didn't go out of action then he is allowed to explore the local area for new territory after the game. The Ratskin searches for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

Plus one of the following:

- Shotgun (Solid, Scatter and Manstopper Shells)
- Autogun
- Lasgun
- Hunting Rifle

If the player wishes to send his Ratskin exploring the surrounding domes roll a D6.

1

Lost: The Ratskin disappears and is neither seen nor heard from again.

2-5 Nothing to See: The Ratskin reports no useful discoveries in this area.

6

Discovery: The Ratskin finds enough resources for a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an Archeotech Hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

In Inquisimunda you have access to many additional Species and Races compared to Necromunda.

• Ab Human Ogryn:

The Ogryn (*Homo sapiens gigantus*) are a huge and physically powerful Abhuman mutant subspecies of humans, often employed as shock troopers in the Imperial Guard by the Imperium of Man. Ogryns possess many traits

prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually, which restricts their battlefield role to simple and direct assaults. They come from cold and barren planets in the galaxy with high gravity, such as Anark Zeta, which is why they appear larger, heavier and bulkier compared to baseline humans. An Ogryn's speech is much the same as an Ork's.

• Ab Human Ratling:

A Ratling (*Homo sapiens minimus*) is a member of a small, loud, hungry and lecherous Abhuman species.

Ratlings are granted full Imperial citizenship despite their mutant status and in the past have often served in the Regiments of the Imperial Guard. However, they are still distrusted by the more Puritanical members of the Inquisition.

• Ab Human Squat:

The Squats (*Homo sapiens rotundus*) were short, stocky and physically hardy Abhumans who were adapted to the heavy gravity conditions that predominated on the worlds they had settled near the core of the Milky Way Galaxy. Of all the Abhuman types encountered by the Imperium, they most closely resembled baseline humans.

Squats were the descendants of baseline humans who had colonised the worlds around the galactic core in the far distant past. These worlds are some of the oldest in the galaxy, formed when the galaxy's structure had not yet been fully stabilized. The Squat species was ultimately destroyed by the invasion of a Tyranid splinter Hive Fleet that consumed their homeworlds in the late 41st Millennium, though some survivors still serve in the Imperial Guard, hoping for revenge and to find a new beginning for the remnants of their race.

• Ab Human Untouchable:

An Untouchable and a Pariah, is a human who possesses the rare Pariah Gene that makes them generate no presence in the Warp, thus leaving them essentially soulless. Known also as "Blacksouls," "Psychic Nulls" and "the Soulless," a Blank is a living anathema for all psykers, regardless of species. A Blank is the direct antithesis of the force of Chaos as he or she possesses no presence within the Warp, and thus radiates a sense of unnatural "wrongness" that makes other living, intelligent creatures extremely uncomfortable and uneasy in their presence.

A Blank's proximity to someone who possess even a modicum of psychic ability can be quite painful or even lethal, especially to extremely psychically sensitive beings such as the Eldar. It is currently believed by the Adeptus Mechanicus that the Pariah Gene was deliberately engineered into the genomes of the ancestors of Mankind by the Necrons millions of standard years ago during the War in Heaven. Blanks today are most often used by the Officio Assassinorum's Culexus Temple and as Acolytes by Inquisitors of the Ordo Hereticus who find them to be useful shields and weapons against the witch and unsanctioned psykers. On the Psyker Scale

commonly employed by the Adeptus Astra Telepathica, Blanks occupy the nethermost levels, from Phi-plus to the extraordinarily rare Omega-minus level.

- **Ab Human Beastman:**
 Beastmen (*Homo sapiens variatus*) are Abhumans descended from human stock who combine the physical appearances of humans and Terran animals, usually goats or rams. Beastmen do not necessarily look alike, and different animal traits can manifest themselves in each individual, but apart from this form of phenotypical variation they are a genetically stable human subspecies, and are considered to be a form of Abhuman rather than an actual mutant. The origin of Beastmen is unknown; though it is likely that they are the result of experiments in genetic engineering stretching back to the Dark Age of Technology before the birth of the Imperium of Man who proceeded to breed true. Other Imperial savants claim that Beastmen are Abhumans whose unusual forms were the result of exposure to the influence of the Warp but that the subspecies somehow managed to maintain an unusual degree of genetic stability across generations.
- **Eldar - Craftworld:**
 The Eldar are an ancient alien race whose vast empire once expanded the width and breadth of the known galaxy. Their empire was without equal, and they counted themselves masters of the stars. But millennia ago, their overweening pride and their fall into hedonistic practices led to a cataclysm that all but eradicated their kind and led to the birth of the Chaos God Slaanesh. Despite their boundless power, the heart of their civilization was torn out by this catastrophe of their own making, forcing the surviving Eldar to flee upon gigantic starships called Craftworlds. Now they cling to survival by a thread, fighting the horrors of the galaxy with ritualized discipline and consummate skill. Though highly advanced and feared across the galaxy, the Eldar are a dying

race -- a shadow of their former glory -- their race teeters on the brink of annihilation.

- **Eldar - Commorrite (aka: Dark Eldar):**
 The Dark Eldar or Eldarith Ynneas in the Eldar Lexicon are the forsaken and corrupt kindred of the Eldar, an ancient and highly advanced alien race of fey humanoids. Their armies, like their Eldar counterparts, usually have the advantages of mobility and advanced technology, though they are often lacking in resilience and numbers. The Dark Eldar revel in piracy, enslavement and torture, and are sadistic in the extreme. Dark Eldar armies make use of various anti-gravity skimmers such as Raiders and Ravagers to launch high speed attacks. They strike with little or no warning, using an interdimensional labyrinth known as the Webway to traverse the galaxy safely and far more quickly than most advanced races are able to wit their Warp jumps. The Dark Eldar are unique amongst the intelligent races of the Milky Way Galaxy because they do not live on a settled world or worlds, but rather the bulk of their population is concentrated in one foul city-state -- the Dark City of Commorragh -- that lies within the "ordered" Immaterium of the Eldar Webway. The Dark Eldar are mainly pirates and slavers who prey on targets across the galaxy to feed their unholy appetites for other sentient beings' souls, a terrible desire called the Thirst, though they are sometimes used as mercenaries by other species.
- **Orkoid Ork:**
 The Orks, also called Greenskins, are a savage, warlike, green-skinned race of humanoids who are spread all across the Milky Way Galaxy. They share many features with Warhammer Fantasy Orcs (and were

initially called "Space Orks" to distinguish them). They are seen by their enemies (pretty much everyone else in the universe) as savage, warlike, and crude, but they are the most successful species in the whole galaxy, outnumbering possibly every other intelligent race, even Mankind (with the very plausible exception of the Tyranids). Greenskins are one of the most dangerous alien races to plague the galaxy. Numerous beyond belief and driven always to fight and conquer, the Orks threaten every single intelligent species of the galaxy. Orks are possibly the most warlike aliens in the 41st Millennium, and their number is beyond counting. Amid constant, seething tides of war and bloodshed, burgeoning Ork stellar empires rise and fall. Mercifully most are short-lived, soon destroying themselves in a maelstrom of violence and internecine conflict, but should the Orks ever truly unify, they would crush all opposition.

• Orkoid Grot:

Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear mine fields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size (the lowest Orkoids being the Snotlings) and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored.

• Tau:

The Taus are a young, humanoid and technologically-advanced intelligent race native to the Eastern Fringes of the Milky Way Galaxy who are fighting to expand their interstellar empire and a philosophical concept they call

the Greater Good. The Tau claim to be a peaceful race when possible, asking if others will join their cause voluntarily instead of fighting. However, if their peaceful overtures are refused, the Tau may well decide to conquer a planet and add it to their growing interstellar empire for the greater good, searing the flesh from the bones of anyone who stands against their benign expansions. Tau society is divided into a number of castes, each responsible for managing a specific aspect of their society. The Tau's central motivating ideal is that everyone in their empire regardless of their species will work for the collective betterment of everyone else, an almost mystical philosophy they call the Greater Good.

• Xenos Kroot:

The Kroot are a species of savage humanoids who are a member species of the Tau Empire who evolved from avian creatures. Kroot are tall aliens (a good half-meter taller than most humans), their avian ancestry giving them a bird-like beak and long quills protruding from their heads like hair. Smaller quills, possibly the evolutionary remnants of feathers, can be found scattered over their bodies. A unique feature of the Kroot is that they evolve by selecting traits of their defeated foes to absorb by eating them. Due to this, the many Kroot warbands across the galaxy often look radically different. Kroot leaders are known as Shapers; they are generally the Kroot with the best ability for recognizing desirable traits in defeated foes and tell his Kindred (the word for a Kroot clan) what to eat to suit the task at hand. For instance, a Shaper who wants his Kroot to gain muscle mass will take on campaigns against Orks to acquire the right DNA, while extensive feeding on flying predators will allow the Kroot to grow wings. This eating of their foes ties in with the

religious beliefs of the Kroot: they believe that when a warrior of any race dies, his warrior spirit should be kept, and the only way to do this is by eating his flesh. The Kroot practice this in their “burial” customs, in which the body of the deceased is consumed by the kindred.

• Xenos Vespids:

The Vespids are a unique race of insect-like aliens who are members of the Tau Empire. In the Tau Lexicon, they are called “Mal’kor”. This derives from the Tau words for insect, “Mal,” and air, “Kor.” The Vespids’ homeworld is a gas giant also called Vespids, three light years to the galactic south of the Tau’s D’yanoi Sept.

• Xenos Nicassar:

The Nicassar are a xenos species of powerful psykers who are allied with the Tau. The Nicassar are driven by an insatiable curiosity to explore and travel across the galaxy. It was this drive which led a flotilla of Nicassar Dhows to make contact with the Tau, resulting in the Nicassar becoming the first non-Tau race to become an addition to the fledgling Tau Empire. Their contribution to the Greater Good is the provision of starships for the Tau Navy, particularly vessels involved with reconnaissance and exploration duties, which are often crewed by the Nicassar themselves rather than the Tau Air Caste. The propulsion and navigation of all Nicassar vessels stems from the potent psychic powers that define the Nicassar species. For this reason, the Tau have been careful to prevent the Imperium of Man, which is known for its extreme persecution of psykers, from discovering the existence of the Nicassar within their empire. The Nicassar are utilised by the Tau only for spacefaring; their own limited mobility makes them highly ill-suited for ground combat.

• Xenos Tarellian:

Tarellians, more commonly known in the Imperium of Man as Tarellian Dog-Soldiers because of their snouts and their preference for working as mercenaries for other alien races, are a minor reptilian species of xenos found throughout the galaxy, but are of little consequence to its affairs. They most often are encountered as mercenaries for the Tau Empire, particularly when Tau forces face the Imperium because of the Tarellians’ ancient grudge against Mankind as a species.

• Xenos Loxatl:

The Loxatl are a loathsome species of particularly vile and inhuman intelligent xenos that resemble slimyskinned quadrupedal reptiles, somewhat larger than a human male, that run close to the ground on four crooked limbs ending in wickedly hooked claws. They have broad, fanged heads, with yellow eyes (some varieties have been encountered with red, pupilless eyes), and a flickering purple tongue that constantly tastes the air. By nature they are an aquatic race and out of the water their sight, hearing and sense of smell are impaired. Instead they rely on their uncanny sense of taste and touch to hunt on land. They can often be found working as mercenaries alongside pirates and Renegades. Sightings of them have occurred as far apart as the Maelstrom and the Jericho Reach, but they have been most commonly reported operating in the Sabbat Worlds region, in service of the armies of the Blood Pact. The location of the Loxatl homeworld remains unknown, as are any higher aspirations of the race beyond profit and bloodshed. The Loxatl are a vicious species that fulfil the Imperium’s worst expectations of xenos. Ongoing efforts by the Ordo Xenos are continuously made to find the point of origin

of these loathsome creatures so that they can be exterminated. All encounters between Loxatl and representatives of the Imperium have been bitterly hostile. To date, the Loxatl have shown no evidence of influence or corruption by the Ruinous Powers, but they willingly serve alongside the Chaos Gods' mortal followers and other enemies of Mankind.

• Xenos Hrud:

The Hrud (*Troglydium hruddi*) are an intelligent alien race of the Milky Way Galaxy who are prone to living in subterranean conditions and who possess an unknown biological ability, likely Warp-based, to dramatically accelerate the aging of any living being or to accelerate the slide towards entropy of an object that comes within their vicinity. They are considered a dangerous xenos species that threatens human life by the Imperium of Man. There is currently a dispute between Imperial scholars over the nature of the species, as two very different types of alien being have both been labelled as members of the Hrud species.

• Xenos Sslyth:

The Sslyth are a sentient race of reptilian creatures with a snake-like lower body and vaguely humanoid torso, though they sport multiple arms and a head more serpentine than human. As true Dark Eldar make rather dubious bodyguards due to their treacherous nature, instead, Archons employ these more reliable alien mercenaries. Of all the species to haunt Commorragh's satellite realms, most Dark Eldar Archons have found the Sslyth to be the most reliable — and survivable — bodyguard species available for hire. These four-armed, serpentine monstrosities hail from a world long lost to the caress of She Who Thirsts, yet their short-sighted and

self-indulgent nature makes them safe enough for the Dark Eldar to exploit. All but inured to physical pain, and happy to be paid in slaves and sensory gratification, these warriors make excellent, if dull-witted bodyguards.

• Xenos Joekaro:

The Jokaero are an intelligent, psychically-powerful alien race who resemble the orange-furred great apes of Old Earth known as orangutans. They were created by the Old Ones during their war with the C'tan over 60 million Terran years ago for the purpose of aiding in their conflict with the Necrons, along with many other intelligent races of the Milky Way Galaxy such as the Eldar and the Krork, the ancestors of the Orks. The Jokaero's defining racial trait is their extraordinary and seemingly in-born skill at crafting extremely advanced technologies from even the most rudimentary parts, a skill which may be related to the similar trait often seen in the Orks. The difference is that Jokaero technology will work for a member of another species, whereas Greenskin technology often will only function when used by Orks.

• Xenos Stryxis:

The Stryxis are a sparse, nomadic xenos race with a reputation as untrustworthy traders, wanderers, and sometimes slavers and pirates. Encountered infrequently in the Koronus Expanse on the border of the Calixis Sector in the Segmentum Obscurus, their reputation is a dark one. The Stryxis are a truly hideous xenofom to look upon beneath swathes of ragged, bone-coloured cloth and trinkets, described variously by human onlookers as a gangling and multi-eyed creature that resembles a human-sized, skinned, dog embryo. Yet they

communicate easily with willing humans through a common language of greed, curiosity, and self-interest.

Scavengers and obsessive hoarders, they possess a wealth of technology stolen and bartered from countless races.

They delight in trade, attaching worth only by perceived value and rarity of things they can grasp in their bony talons. They seem to care nothing for conquest or territory, abstract wealth, nor even their own species, but are driven instead by avarice and viperous petty intrigues. The Stryxis will trade with almost anyone, human or xenos, even the worshipers of the Ruinous Powers, but they despise the Eldar. They will kill them if they can, and avoid them otherwise.

Human	6
Ab Human	6
Ogryn	5
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Ab Human	2
Ratling	
Ab Human	S
Squat	3
Ab Human	4
Untouchable	5
Ab Human	
Beastman	T
Xenos	3
Craftworld	4
Xenos	5
Commorrite	
Xenos	W
Ork	1
Xenos	3
Grot	2
Xenos	
Tau	I
Xenos	3
Kroot	6
Xenos	2
Vespid	
Xenos	A
Nicassar	1
Xenos	3
Tarellian	2
Xenos	
Loxatl	Ld Cost:
Xenos	6
Hrud	20
Xenos	9
Sslyth	5
Xenos	
Joekaro	Max:
Xenos	
Stryxis	5
Starting	7
Max:	
Starting	4
M WS BS	6
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Attributes:

Fear, Simple Mind, Basic
Weapons, Not a leader,
Ripper Guns are always available
to Ogryns
Small Target, Basic Weapons,

Infiltration Skill, Not a leader

50

Always access to Techno Skills
but not Agility ones,
Axe & Hammer Mastery
Hollow, Not a leader, Not a
Psyker

40

Always access to Ferocity Skills
but not Techno ones

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Acute Senses, Always access to
Agility Skills but not Muscle ones

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Night Vision, Always access to
Agility Skills but not Muscle ones

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Always access to Ferocity Skills,
Choppa/Big Choppa Mastery

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Small Target, Always access to
Stealth Skills

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Tau Cast, Drone User
Fieldcraft, Feed

Flying

Psyker, Limited to 1 per war band

Hatred: Humans

Wall Waker, Amphibious

Acute Senses

Fear, Wall Walker

Weaponsmith Skill, Always access
to Techno Skills, Not a leader

Slavers, Hatred: Eldars

Acute Senses:

Fighters with this Attribute Spot enemies faster and from really far . This is represented with the following rule, amend the spotting rule by: Their Initiative distance multiplied by 1D6 multiplied by 2.

Amphibious:

Fighters with this Attribute treat water based terrain as open ground.

Basic Weapons:

Fighters with this Attribute cannot have Special & Heavy Weapons.

Bulky:

Fighters with this Attribute are large, thus you get a +1 bonus To Hit them.

Drone User:

Fighters with this Attribute can use & buy Construct: Drones.

Fear:

Check Advanced Rules in NCE Rulebook.

Feed:

Fighters with this Attribute may not make a follow-up move if they take an enemy Out of Action in HtH combat, unless the enemy model was a Construct or Warp Creature. Enemies taken Out of Action in this way always roll on the Serious Injuries Chart.

Fieldcraft:

Fighters with this Attribute are not affected by Wilderness Treacherous Conditions.

Additionally, they treat all terrain as being one level easier, except Impassable Ground.

Flying:

Check Advanced Rules in NCE Rulebook.

Frenzy:

Check Advanced Rules in NCE Rulebook.

Giant:

Fighters with this Attribute are very large , thus you get a +1 bonus To Hit them and they cannot hide.

Hatred:

Check Advanced Rules in NCE Rulebook.

Hollow:

Fighters with this Attribute may never be directly affected by Psychic powers. Any psychic power that touches a Hollow Fighter may be negated by the Untouchable only on a D6 roll of 3+.

Night Vision:

Fighters with this Attribute are unaffected by Low Light conditions.

Not a Leader:

Fighters with this Attribute cannot lead a war band.

Not a Psyker:

Fighters with this Attribute cannot have the Psyker/Psyker attribute.

Wall Walker:

Fighters with this Attribute may move up and down any vertical surface and do not need ladders or stairs

Stupidity:

Check Advanced Rules in NCE Rulebook.

Slavers:

Warbands containing a model with this attribute gain D6 bonus income when selling captured members to Slavers.

Small Target:

Fighters with this Attribute are small, thus you get a -1 malus To Hit them.

Terror:

Check Advanced Rules in NCE Rulebook.

Waaagh!:

A war band with a least one fighter with this Attribute can trigger a Waaagh once per game during his turn. During the turn in which a Waaagh is declared, any Orks in that war band gain the Berserk Charge skill.

Weapon Mastery: Some fighters are masters of a specific weapon. In HtH, when using the specified

weapon, ignore up to one fumble made by the model.

When Shooting with the specified weapon, they may reroll a single roll of a 1 to hit per turn.

Floating:

Fighters with this Attribute are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

Simple Minded:

Fighters with this Attribute suffer from stupidity but can use the LD of any friendly model within 6" to pass the test if it is not a juve Nec Eq.

Tau Caste - Fire: The Tau has +1 BS. The Tau may use any Human, Tau, and/or Kroot weaponry/equipment. They may not access any techno skills even if their career/warband allows it.

Tau Caste - Air:

The Tau is +1 Initiative and may always select Agility Skills but not Muscle ones, even if their career/warband does not allow it.

Tau Caste - Earth: The Tau has the Inventor Skill, but has not access to Combat Skills even if their career/warband allows it.

Tau Caste - Water: The Tau adds 1 to their warband's Investigative skill. The Tau may never learn Ferocity Skills, even if their career/warband allows it.

Mutations & Wyrd Options

Mutants conform to all basic rules of their race, in addition to their mutations.

- Wyrd Mutation +10 TG (Lvl 1), +45 TG (Lvl 2), +80 TG (Lvl 3)

Wyrd are untrained, unsanctioned Psykers who have been overlooked by the Black Ships, they are generally

unaware of their true talents or have very limited control of their powers, they burn brightly in the Warp and tend to attract many a hungry Daemon

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Special Rules:

Psyker (Level I): Wyrd are Psykers and may select one Wyrd Minor power

Psyker (Level II): Wyrd are Psykers and may select one Wyrd Major Power and two Wyrd minor Powers.

Psyker (Level III): Wyrd are Psykers and may select two Wyrd Major Powers and two Wyrd minor Powers.

Suffer Not Thy Witch To Live: Wyrd may never be taken in the following warbands: Ecclesiarchal Delegations, Puritan Imperial warbands, Expurgator Squads.

- Mutant Base Cost of Race + Variable

Mutants are creatures – both human and Xenos – who have been changed either through a quirk of biology,

exposure to toxins, or the corrupting influence of the Warp, many mutants are used as slave labor on worlds throughout the Imperium which has led to several uprisings over the millennia, hated and shunned, mutants are generally a selfish and jaded lot.

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Special Rules:

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations; unless they are Chaos Spawn (see Chaos Cultist entry).

- Eyestalks (+20 TG): The mutant gains a 180 fire/vision arc and may squeeze behind cover better, providing a -1 to hit modifier to any cover saves.

- Claw (+5 TG): The mutant gains +1 Strength in HtH combat but may not use more than 1 weapon in HtH

combat.

-Claw (+5 TG): The mutant gains +1 Strength in HtH combat but may not use more than 1 weapon in HtH combat.

-Tentacle (+10 TG): The mutant may re-roll tests for falling and enemy models in HtH with the mutant lose 1 attack (to a minimum of 1).

-Two Heads (+15 TG): The mutant gains a 180 fire/vision arc and may fire 2 pistols in the same Shooting phase. However, the model suffers from Stupidity.

-Chitinous Skin (+20 TG): The mutant gains a 5+ armor save but may not wear any other type of armor.

-Extra Arm (+15 TG): The mutant may use 3 Pistol or HtH weapons (gaining +2 Attack dice), or use 1 Basic weapon and 2 Pistol/HtH weapons (gaining +1 Attack dice). Mutants with a Heavy Weapon and the Extra Arm mutation do not suffer from the encumbered modifier in HtH combat, but gain no Attack dice.

-Wings (+25 TG): The mutant can Fly.

-Chameleonic Skin (+10 TG): The mutant gains a -1 to hit modifier to any cover saves. This may not be combined with the Chitinous Skin mutation.

-Caustic Blood/Spikes (+30 TG): If injured in HtH combat, any enemy models in base contact immediately suffer a Strength 3 hit. Dodge and armor saves may be taken as normal.

-Snake Tail/Arachnid Legs (+10 TG): The mutant adds +1 to his Movement.

-Gaping Maw (+20 TG): The mutant gains +1 Attack dice but may not wear a Respirator.

-Lithe Form (+5 TG): The mutant gains +1 Initiative

BIG Mutie Base Cost of Race + 20 TG + Variable

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WS	Constructs, Beasts and
+1	Warp creatures
	Version 2.0
BS	Constructs
-1	• Special:
S	- Constructs may never lead warbands
+1	and may not use any type of equipment,
	unless stated otherwise.
T	- Constructs are never affected by
+1	Telepathic Psychic Powers.
	- Constructs are never taken into
W	account for Bottle Tests.
+1	- Constructs are immune to Fear, Terror,
	and Hatred.
I	- Constructs never gain experience or
-1	skills.
A	- Constructs are immune to Nerve Tests
+1	and do not trigger nerve Tests if
	destroyed.
Ld	- Constructs cannot be detected using a
-1	Bio-Scanner.

Rather Dull: Big Muties may never lead war-bands.

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations; unless they are Chaos Spawn (see Chaos Cultist entry).

Hulking Form (+20 TG): The Big Mutie has the Bulging Biceps skill and is does not suffer the Encumbered HtH modifier if carrying a heavy weapon. The Big Mutie's Initiative is -1.

Regenerate (+20 TG): The Big Mutie can heal light injuries. If the Big Mutie is suffering a Flesh Wound at the beginning of its turn, roll a D6. If you roll under the Big Mutie's Toughness, one Flesh Wound is removed. This mutation may not be used if the Big Mutie is Down.

Implacable/Rotting Form (+15 TG): The Big Mutie has the True Grit skill.

I. Constructs Attributes

Simple Program: If there is not a friendly, non-Construct model within 6" at the beginning of the construct's turn, it is affected per the Stupidity rules.

Advanced Program: If there is not a friendly, non-Construct model within 12" at the beginning of the construct's turn, it is affected per the Stupidity rules.

Cybernetic Construct: It grants 5+ Armor.

Psychic Link: Psyber-Familiars may only be selected by models with the Psyker ability. In addition, if the Psyber-Familiar is within 6" of an enemy model its linked model is shooting at, the linked model gains a +1 to hit modifier.

Combat Servitor

M

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WS

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BS
2

Lobotomized, cybernetic constructs commonly used by the Adeptus Mechanicus for heavy labor and basic services; may be adapted for close combat and fire support roles, many a Heretek has suffered the fate of becoming a Servitor for their crimes.

Base +30 TG

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3

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Ld
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- Attributes: Simple Program / Cybernetic Construct
- Choose of the below program upon creation:
 - Close Combat Program: Servitors add +1 Weapon Skill and +1 Initiative. Additionally, they may select up to 2 Common/Uncommon HtH weapons at additional cost. These weapons are implanted and may not be disarmed. They may never be given additional weapons.
 - Ranged Combat Program: Servitors add +1 Ballistic Skill and, due to their numerous power feeds and ammo hoppers, have the Weaponsmith skill. Additionally, they may select 1 Basic, Special, or Heavy

Weapon. These weapons are implanted and may not be disarmed. They may never be given additional weapons.

Servo-Skull
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WS
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BS
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15 TG + Variable
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Ld
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Servo-skulls are the fashioned from human crania (though some Radical Magos have fashioned them from the cranial bones of Xenos, though this is generally viewed as a per-version of the Omnissiah's form) and various devices or weaponry, Servo-skulls

- Attributes: Simple Program
- Small: Because of their size, Servo-skulls are Small Targets (-1 to hit).
- Float: Servo-skulls float and have the Dodge skill.

Choose of the below program upon creation and one owner:

- Function – Guardian + Field Cost: The Servo-skull contains a small force field generator. Select one Field from the expanded Armory. The Servo-skull must remain within 2” of its owner model for it to benefit from the force field. It is limited to one per warband. The Servo-skull will never fight in HtH combat.
- Function – Detection + 25 TG: The Servo-skull is treated as having a Bio-Scanner and Screamers. The Servo-skull will never fight in HtH combat.
- Function – Medicae + 25 TG: The Servo-skull is treated as having a Medikit. Additionally, the Servo-skull has the Medic ability, but this may only be used on the owner model. The Servo-skull may defend itself in HtH combat.
- Function – Combat + Weapon Cost: The Servo-skull is armed with either any one Common/Uncommon Pistol or HtH weapon at additional cost.

Psyber-Familiar

M

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WS

2

BS

2

35 TG

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2

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1

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2

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1

Ld

8

Psyber-familiars are vat-grown cybernetic constructs which are psychically bonded to an individual, generally used by psychically-trained Inquisitors as scouts and weapon-bearers, Psyber-familiars usually come in two forms – a bird or other avian or Cherubim.

- Attributes: Psychic Link / Cybernetic Construct / Advanced Program
- Bird/Avian-type – Prey sense: Psyber-Familiar is treated as having a Bio-Scanner and Screamers, has the Fly Attribute, and the Dodge skill.
- Cherubim-type – Weapon bearer: The Psyber-Familiar may carry one Basic, Special, or heavy weapon for the linked model, so the linked model may gain its full Attack dice and may ignore the Encumbered modifier. They have the Float ability, and the Dodge skill. These weapons are implanted and may not be disarmed.

They may never be given additional

Grapplehawk / Cyberhound

35* / 40** TG

M WS BS

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(* for Arbites Only, ** for all others)

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Ld
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Ld
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Basic armored cybernetic constructs using the brain of simple beasts, the Grapplehawk and Cyberhound are almost exclusively used by Arbitrators and very successful Bounty Hunters.

Drones are utilized by the Tau in the same way the Imperium uses Servo-skulls. However, Drones possess a simple AI interface and are regarded as Silica Animus by the Mechanicus.

- Attributes: Cybernetic Construct / Advanced Program
- Cyberhound: Cyberhound's attacks have the Shock Attribute and Berserk Charge Skill, and they are treated as having a Bio-Scanner and Screamers.
- Grapplehawk: Grapplehawk may fly, have the Dodge skill and they are treated as having a Bio-Scanner and Screamers.

- Attributes: Cybernetic Construct / Advanced Program
- Small: Drones are Small Targets (-1 to hit).
- Float: Drones float and have the Dodge skill.
- Silica Animus: The use of AI within the Imperium is strictly prohibited. Only the following may use drones: Radical Ordos, Xenos Teams, Radical AdMech, Rogue Traders, and Void Pirate warbands. Choose of the below program upon creation:

Drone
M
5

- Gun-Drone: The Drone is armed with a Pulse Carbine with the Rapid Fire ability.
 - Shield-Drone: The Drone must remain within 2" of its owner model for it to benefit from a Refractor Field. It is limited to one per warband.
- Gholam/Chimeric

WS
2

M
5

35 TG
BS
3

WS
2

S
3

BS
3

T
3

S
3

W
1

90 TG
T

I
2

3

W

1

I

2

A

1

Ld

7

A Gholam is a nightmare creature fashioned via radical genetic engineering, sometimes using vile Xenos DNA, Chimerics are a post-version of the human form by grafting on bio-logical parts from beasts and Xenos, this type of genetic manipulation as forbidden by the Emperor himself and those who practice it are the most radical Magos Biologist or Heretek Gene-Sculptors.

- Attributes: Cybernetic Construct / Advanced Program
- Implacable Monsters: Gholams/Chimerics have the True Grit, Crushing Blow, and Hurl Opponent abilities. Gholams/Chimerics cause Fear.
- Dangerous To Know: Gholams/Chimerics may only be taken by the following warbands: Radical Adeptus Mechanicus, Radical Ordos Teams, Chaos Cultists, Pirate/Corsair bands. Non-Radical AdMech and Ecclesiarchal warbands fighting an enemy warband which includes Gholams/Chimerics are affected by Hatred.

- Bio-Frenzy (Gholam Only): Because of their unstable bestial nature, Gholams are driven mad with rage. They are subject to the rules for Frenzy.
- Weapon Grafts (Chimeric Only): You may choose up to two mutations, both at normal cost, for the Chimeric. The Chimeric is NOT considered a mutant.

Beasts

- Special:
 - Beasts may never lead warbands and may not use any type of equipment, unless stated otherwise.
 - Beasts are always affected by Telepathic Psychic Powers.
 - Beasts are immune to Hatred.
 - Beasts are never taken into account for Bottle Tests.
 - Beasts never gain experience or skills.
 - Beasts are immune to Nerve Tests and do not trigger nerve Tests if destroyed.
 - The controlling fighter of the beast must have a control Collar (See Expanded Armory) and/or the Beast-Whisperer skill

I. Beasts Attributes

Acute Senses: Beasts with this Attribute are unaffected by Low Light conditions.
 Chitin Armor: It grants 5+ Armor.
 Furious Charge: Beasts with this attribute have the Berserk Charge Skill.
 Toxic Attack: Beasts with this attribute always wound in HtH on 4+ roll at the most, if their strength allows a better roll it is taken instead.
 Wall Walker: Beasts with this attribute may move up and down any vertical surface and do not need ladders or stairs

25

II. Beasts Listing

Giant Spider

BS

M

-

6

Ld

WS

4

3

BS

Giant centipedes are common to both Deathworlds and Hive Worlds. Some are the product of evolution

2

60 TG

and some mutation, such as the

S

Milliasaur of

3

Necromunda and Scintilla. Giant

T

centipedes always

3

have a form of toxic sting or bite.

W

Ld

2

6

I

These savage multi-limbed beasts are common in

3

the Donorian sector and parts of the web-way. Their

A

ferocity is favored by Dark Eldar

1

beastmasters and

Ld

are frequently encountered in the

5

fighting pits of

Commoragh.

Giant arachnids are found throughout the Imperium, from the deadly Dreamweaver of Catachan to the Orb Spiders of Necromunda.

30 TG

S

2

- Attributes: Acute Senses, Chitin Armor, Wall Walker, Toxic

T

3

- Web: Arachnids are considered armed with a Web Pistol (see Expanded Armory). Additionally, Arachnids may fall, but never suffer damage from doing so.

W

1

I

3

Giant Centipede

A

1

M

- Attributes: Chitin Armor, Wall Walker, Toxic

4

WS

Clawed Fiends

3

M
5

WS
5

BS
-

70 TG
S
5

T
3

W
1

I
4

A
1

• Attributes: Chitin Armor, Furious Charge

Razorwings
M
6

WS
3

BS
-

• Attributes: Fly

25 TG
S
2

T
3

W
2

I
4

A
3

Ld
6

Razorwing is a term for various genetically unrelated bird-like species with carnivorous appetites. They are one of the most popular terrors used by Dark Eldar Beastmasters. Razorwings have an insatiable hunger for bone and are incredibly swift. They attack in flocks, surrounding their prey in a deadly hurricane of knife-like feathers and razor-sharp beaks that strip their victim's flesh from their bones.

Raptosaur
M
6

WS
4

Large, flying reptiles are common to many jungles and Death Worlds. They are used as mounts by many Eldar Exodite worlds and are occasionally tamed by humans.

100 TG
BS
-

S
4

T
5

W 2	used as mounts by many Eldar Exodite worlds and are occasionally tamed by humans.
I 4	• Attributes: Chitin Armor, Bulky, Furious Charge
A 2	Giant Rats
Ld 6	M 5
• Attributes: Fly, Chitin Armor, Bulky,	WS 3
Megasaur	Ld 6
M 6	Giant rats are common on nearly every human-inhabited world within Imperial space. Rats are the ultimate survivors and stowaways, some vessels have to be regularly purged or the rat population could easily threaten the lives of crew.
WS 5	
100 TG BS -	
S 5	Ld 5
T 5	Canines are indeed 'man's best friend', from the noble Mastiff of many frontier worlds to the ubiquitous Bulldog mascot of many Imperial Guard regiments. Canines come in hundreds of different breeds and are common throughout Imperial space.
W 2	
I 4	
A 2	
Ld 6	15 TG BS -
Called by different names on different worlds, the Megasaur is a giant reptilian beast capable of astounding ferocity when their ire is raised. They are	S 3
	T 2

W 1		Felines are the domesticated offshoots of many a feral cat. Felines come in hundreds of different breeds and are common throughout Imperial space, as well as several Eldar Craftworlds.
I 3		
A 1		
	• Attributes: Dodge Skill	Ld 6
Canine M 5		Felynx is the general term used to describe the feral, undomesticated breeds to the Feline species. They are generally larger and harder to tame than their cousins.
WS 3		
15 TG BS -		Ld 5
S 3		Squigs are bulbous predators consisting of little more than a large maw and razor-sharp teeth. Squigs are a bestial form of Ork and are used as pets, beasts of burden, and a plentiful food source by larger Orks.
T 2		
W 1		
I 4		10 TG BS -
A 1		S 2
	• Attributes: Dodge Skill	T 2
Feline M 4		W 1
WS 3		I 5
Ld 5		A 1

• Attributes: Cat fall Skill

Felynx

M

5

WS

3

30 TG

BS

-

S

3

T

3

W

1

I

5

A

1

• Attributes: Cat fall Skill

Orkoid – Squig

M

5

WS

3

BS

-

20 TG

S

4

T

2

W

1

I

3

A

1

• Attributes: Furious Charge, Ork Only

Kroothound

M

5

WS

3

BS

-

25 TG

S

3

T

3

W

1

I

5

A

2

Ld

7

Kroothounds are evolutionary off-shoots of the Kroot species who ingested the DNA of canine species and reached any evolutionary dead-end from which they could not evolve further. As such, they have a special relationship with the Kroot, something akin to valued companions rather than simple pets.

• Attributes: Impetuous Skill, Tau or Kroot Only

I
6

Warp Creatures

A

• Special:

1

- Warp Creatures may never lead warbands and may not use any type of weaponry/equipment, unless stated otherwise.

Ld
10

- Warp Creatures are never Pinned, immune to Psychology, immune to Telepathic and all Minor Wyrd psychic powers.

- Warp Creatures cause Fear in all non-Warp Creatures.

- Unless stated otherwise, Warp Creatures may only be mounted by other Warp Creatures.

- Warp Creatures never gain experience or skills.

- Warp Creatures are unaffected by flesh wounds and have a 4+ save against all damage, unless caused by Holy weapons, Force weapons, or Psychic powers.

- Warp Creatures are only ever controlled by the warband which summoned them.

Warp Predators are the sharks of the Immaterium – they live simply to feed on the souls of mortals before larger Daemons can come and feed. Warp Predators are little more than warp-based beasts and are not affiliated with any particular Chaos God.

• Unaligned: Warp Predators may be summoned by any warband, regardless of Marks Of Chaos.

• Etheral: Warp Predators are unaffected by Difficult and Very Difficult terrain and may move their full movement up or down without a ladder or lift.

I. Beasts Listing

Warp Predator

M

6

WS

3

BS

3

100 TG

S

3

T

3

W

1

Juggernaut

M

7

WS

3

500 TG

BS

-

S

5

T

5

W

3

I

2

A
2

Ld
10

Juggernauts are the lesser Daemons of the god Khorne, the god of war and blood. Juggernauts are an unholy fusion of brass machinery and daemonstuff, resembling a giant bull.

- Deamon of Khorne: Juggernaughts are Daemons and may not be summoned if any model in the s ummoning warband has a Mark Of Slaanesh or Mark of Tzeentch. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Khorne or Bloodletter model.
- Bloodlust: Juggernauts have the Berserk Charge ability.

Bloodletters are the lesser Daemons of the god

Khorne, the god of war and blood.

Bloodletters

M WS BS

S

T W

I

A Ld

somewhat resemble Beastmen in general form

4

5

5

4

4

1

6

2

10

however they have longer horns, a blood maw filled with sharp teeth, and carry a Daemon weapon

known as a Hellblade.

- Daemon of Khorne: Bloodletters are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Slaanesh or Mark of Tzeentch.

- Bloodlust: Bloodletters have the Berserk Charge ability.

- Daemon Weapon – Hellblade: Hellblades may Parry, have a -3 armor save modifier, and cause D3 wounds. Bloodletter

300 TG

Daemonette

300 TG

M

4

WS

6

BS

5

S

4

T

4

W

1

I

6

A

2

Ld

10

Daemonettes are the lesser Daemons of the Prince Of Pleasure Slaanesh. Daemonettes appear as beautiful

humanoid women whose limbs end in claws and taloned hands. Daemonettes exude a powerful suporificate which clouds the minds of its victims, even as the Daemonette rips them limb from limb.

- Daemon of Slaanesh: Daemonettes are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne.
- Pleasure Pheromones: Daemonettes exude a powerful pheromone to cloud the minds of their victims. Enemy models in HtH combat with a Daemonette count their fumbles as double. Additionally, non-Construct models shooting at a Daemonette within 24" suffer a -1 to hit modifier.
- Sharp Talons: Daemonettes' attacks have a -2 armor save modifier.

Steed of Slaanesh

M
10

WS
3

BS
-

250 TG
S
4

T
4

W
1

I
5

A

1

Ld
10

Seekers are two-legged Daemons used as cavalry by the servants of Slaanesh.

- Daemon of Slaanesh: Steeds are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Slaanesh or Daemonette.
- Musk: HtH attacks made by a Steed of Slaanesh have the Toxic attribute.

Horror of Tzeentch
M
4

WS
4

BS
4

S
3

250 TG
T
3

W
1

I
6

A
1

Ld
10

Horrors are a lesser Daemon of Tzeentch and resemble madly capering, multi-colored things. They have a small but limited repertoire of magical powers and are often seen in groups.

- Daemon of Tzeentch: Horrors are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.
- Magic Attacks: Each Horror may choose one (1) Pyrokinetic or Telekinetic psychic power.

Disc of Tzeentch

M
10

WS
3

BS
-

Discs of Tzeentch come in many shapes, sizes, and varieties but all are the bound essence of a minor daemon that is used as a transport and conveyance for other servants of Tzeentch.

150 TG

S
3

T
3

W
1

I
2

A
1

Ld
10

- Daemon of Tzeentch: Discs are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Tzeentch, Flamer, or Horror model.
- Floater: Discs of Tzeentch always Float.

Flamer of Tzeentch

M
6

WS
3

BS
5

S
3

320 TG
T
4

W
2

I
4

A
1

Ld
10

Flamers are the lesser Daemons of Tzeentch, the god of change and forbidden knowledge. Flamers appear as lithe flowing forms with the heads of birds and

abnormally long arms. Flamers shoot large goutts of crackling warp energy from their arms to devastate their enemies.

- Daemon of Tzeentch: Flamers are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.
- Bounding: Flamers may move up or down their full Movement even without a ladder or lift. Additionally, Flamers may leap over intervening models and barriers without penalty.
- Warp Flame: Flamers shoot goutts of crackling warp energy. Warp Flame uses the flamer template, is Strength 3, and has a -2 armor save modifier. In close combat, the Flamer's attacks cause D3 wounds.

Plaguebearer
M
4

WS
5

BS
4

290 TG
S
4

T
4

W
2

I
3

A
1

Ld

10

Plaguebearers are the favored lesser Daemons of the Plague God Nurgle. Plaguebearers appear as cyclopean, bloated wretches who wield swords dripping virulent toxic slime. Plaguebearers are also surrounded by clouds of fat black flies.

- Daemon of Nurgle: Plaguebearers are Daemons and may not be summoned if any model in the summoning warband has a Mark of Tzeentch.
- lord of Flies: Any model in HtH combat with a Plaguebearer subtracts 1 from their combat score, due to the distraction of the flies.
- Daemon Weapon – Plaguebringer: Plaguebringers may Parry, have a -2 save modifier, and cause D3 wounds.

PLAYING A CAMPAIGN GAME

When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other pre-battle details. Secondly, after the game is over, you must roll for income, injuries and other post-battle details.

PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence.

POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

1

The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.

2

3

Roll for fighters with Old Battle Wounds or Head

Wounds to see what part they play in the battle.

2

Result

The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.

3-4

The player with the higher gang rating chooses.

5-6

Play the Gang Fight scenario.

7-11

The player with the lower gang rating chooses.

12

Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.

2

Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.

3
4
5
6

Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.

Set up the terrain and gangs according to the rules for the scenario you are playing.

SCENARIO TABLE 2D6

1

The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

Collect income from territory as described in the Territory section. Recruit new fighters and buy new equipment as described in the Trading Post section.

Update your total gang rating and you are ready to fight again.

Scenario modifiers
Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll

then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model.

Fighters don't receive this award if the hit roll failed or if the target has zero Wounds. For example, blasts that scattered or shooting down models won't count.

DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point. Note the normal fighter cost is still used for purposes of the gang rating.

If a model with at least 1 Wounds is 'finished off' in base contact, such as a webbed model, then it will confer a wounding hit award. If a template weapon hits then all models wounded in the blast confer wounding hit awards.

Weapons that inflict multiple Damage score an award for each wound inflicted until the model is reduced to zero Wounds.

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.

In hand-to-hand combat each wound inflicted confers an award until the model is reduced to zero Wounds.

SCENARIOS

GANG FIGHT

Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.

The Gang Fight scenario represents one such encounter. Two rival gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble - neither is prepared to turn his back and let his opponent get away without a fight. They yell insults and test each other's nerve until finally gunfire echoes through the dome.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 12" of that edge. His opponent then sets up within 12" of the opposite table edge.

STARTING THE GAME

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

EXPERIENCE

Fighters who take part in the game i.e. are deployed on the table earn Experience points as noted below.

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

+ 5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+ 10 Winning Gang Leader: The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

If the losing gang has at least three enemy models taken out of action, and suffers at least three times as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.

ENDING THE GAME

The Gang Fight has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang wins.

SCAVENGERS

The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes.

Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures.

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the table to represent items of value. Roll a D6 to see how many counters there are. 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. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

STARTING THE GAME

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

GANGS

Each player rolls a dice. The low scorer chooses

which table edge he wishes to set up on, and places all of his gang within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of the opposing player's activation. On a roll of 1-5 nothing happens. On a roll of 6 some unknown mutant monstrosity has attacked a member of the rival gang.

The fighter who is attacked is always the one furthest from any other models (friend or foe). If there are several fighters equally isolated then the one closest to the edge of the table is attacked.

Roll the D6 again to see what happens to the fighter.

1: The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for a random weapon - he has fired off loads of ammo to drive off the attack.

2-5: The fighter manages to beat off the creature. The fighter may not do anything else this turn.

6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters

where they happen to be at the time.

Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their activation, then the game ends and that gang has won.

The winner of the scenario can claim Loot counters which are loose on the table when the game ends.

EXPERIENCE

Fighters who take part in the game i.e. are deployed on the table earn Experience points as noted below.

+ D6 Survives: If a 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 Loot Carrier: If a fighter is carrying loot at the end of the game he receives + 1 Experience point per Loot counter.

+ 5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+ 10 Winning Gang Leader: The Gang Leader of the winning side earns an extra 10 Experience points.

SPECIAL

After the game is over each gang is allowed to cash in its loot. The income generated is added to the income from the gang's territory. Each Loot counter is worth 1D6 x 5 credits.

HIT & RUN

Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.

The Hit and Run scenario represents a daring raid on a rival gang's hideout. The aim isn't to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the defender's hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement.

The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the atmosphere.

The defender can place the loot anywhere on the table, and can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of significance in the Blitz

mission, whilst the loot is used in the Stick Up mission.

THE MISSION

After the terrain is placed the attacker secretly rolls a D6 on the table opposite and notes down what his mission is. The defender shouldn't know the mission, it's up to him to guess the attacker's intentions.

1 Blitz: The attackers try to wreck the water still vapour collecting vanes. The water still has a Toughness of 6 and the raiders win if it's damaged by sustaining 1 or more wounds.

2 Bushwack: The raiders try to gun down the opposing Gang Leader. They win if the Gang Leader is taken out of action. If the Gang Leader is unable to take part in the game, such as due to an Old Battle Wound, then re-roll this result.

3 Scrag: The attackers aim to ambush and "scrag" an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly from the initially deployed defenders before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.

4 Shoot Up: The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 12" of one table edge and exiting at least one model from the opposite edge.

5 Stick Up: The raiders try and steal the opposing gang's loot. They win if a raider leaves the table with it. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful the raiders gain D6x10 credits to add to their income

after the battle, and the losers' income is reduced by that amount.

6 Choose: The attacker can choose any of the five missions described above.

GANGS

The defender sets up first. He deploys D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy and may place them anywhere on the table, but must be placed at least 8" away from a table edge. Special deployment rules cannot be used by the defenders e.g Infiltration, Vents etc.

The attacker then deploys his gang anywhere on the table but not within 12" of an enemy fighter.

However, note that in the Shoot Up mission attackers must be placed within 12" of one table edge.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters.

The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker can choose which of his fighters he will commit to the hit and run.

STARTING THE GAME

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

REINFORCEMENTS

At the start of each round after his first the defender can bring reinforcements onto the table.

Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The fighters all arrive on the same table edge.

To see what table edge they appear on, first nominate a number for each of the table sides, then roll a D6.

On a roll of 1-4 the reinforcements arrive on the table edge that corresponds with the nominated number.

On a roll of 5-6 the defender can choose which table edge they appear on. Defenders arriving at the start of the turn may move and fight normally that turn.

ENDING THE GAME

The game ends once all the attackers are down, taken out of action, or have moved off a table edge. The game also ends if the attacker bottles out. If the game ends without the attackers fulfilling their objective then the defending gang wins.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

+ D6 Survives: If a fighter survives the battle then D6 points are earned. Even

fighters who are wounded and taken out of action receive experience for taking part.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Raider: Each surviving raider earns an extra 10 Experience points if the attackers win.

AMBUSH

The debris strewn ruins of the Underhive afford ample opportunity for gangs to ambush their rivals. In the Ambush scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4'.

GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

SPECIAL

If the losing gang has at least three enemy models taken out of action, and suffers at least three times as many casualties out of action as the opposing gang, then the winners can take over a random territory from the losers. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method.

The attacker then sets up his entire gang. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending

fighter, but otherwise can be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to deploy and rolls a D6. On a roll of 1-5 the fighters must set up within 4" of one defender that has already been placed. On a roll of 6 the group may be placed anywhere on the table, though must still set up within 4" of one another. This enables them to ambush the ambushers! Special deployment rules cannot be used by the defenders - eg Infiltration, Vents etc.

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 0-5 the attacking player gets the first turn.

On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Gang Leader: The Gang Leader of the winning side earns an extra 10 Experience points.

THE RAID

Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food, shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.

In the Raid scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and for newer players it's worth leaving this scenario aside until you have a firm grasp of the game rules.

TERRAIN

The tabletop represents the most valuable of the defender's territories. However, the attackers don't have to raid the territory of highest value, instead the attackers can choose any one of the defender's territories to raid. The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search in (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

In this game the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

RAID OBJECTIVE

After the terrain is set up the defender places the Gateway piece anywhere on the ground level of the table. This represents the entrance way to the mine, hole, tunnels etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Gateway has been reduced to zero Wounds it counts as destroyed.

GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries can be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 8" of a randomly selected table edge. The attacker has a random number of gang fighters taking part in The Raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party. The attacker can choose which of his fighters he will commit to the raid.

Special deployment rules cannot be used by either gang in The Raid scenario - eg Infiltration, Vents etc.

STARTING THE GAME

The attacker takes the first turn of the game.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but can enter as reinforcements.

Once the alarm is sounded the defender can attempt to bring on one group of reinforcements per turn.

Nominate the group you wish to bring on and roll a D6. If the roll equals or beats the number of models in the group, or on the roll of a 6, then the group may enter the table. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Randomly determine which table edge. Reinforcements cannot be placed within 8" of an attacker but can move and fire normally on the turn they are placed.

SENTRIES

Sentries move D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, though cannot move him into an obviously harmful position (such as walk him straight off a ledge). For example, a roll of 1 gives a move of -2,

so the attacker moves the sentry up to 2". Note if a 3 is rolled then the sentry remains facing the same way.

Spotting: Roll a D6 at the start of the defender's turn. Sentries can try to spot any raiders that are within their Initiative distance multiplied by the dice score so long as they could normally be seen - ie they are within his arc of sight and not hidden. Raiders in the open will be spotted on a roll of 2+. Raiders in partial cover will be spotted on a D6 roll of 4+. Raiders in cover will be spotted on a D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches regardless of cover or hiding.

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range being the same as in his turn.

If a sentry spots a raider or is hit by a ranged attack and isn't taken down then he sounds the alarm if he survives the turn. Sentries taken out of action cannot give the alarm. Sentries that end the turn down sound the alarm on a roll of 4+. If at the end of the turn a sentry can see a persistent template (e.g. a smoke cloud) then he sounds the alarm on a roll of 4+.

Shooting: If a fighter shoots a weapon, roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons, or any weapons without a Strength. Note that shooting can sound the alarm even if there are no sentries left.

Fighting: A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat

then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above, their Weapon Skill is halved and they cannot shoot or do anything else. After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so himself. Roll a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug a sentry then a roll of 4+ will not sound the alarm.

Gateway: The alarm is automatically sounded if the Gateway is destroyed.

Note although it's possible to set off the alarm midturn, the special sentry rules still apply until the end of that turn.

ENDING THE GAME

The game ends if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up. The game also ends if all the raiders are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The defender won't bottle out in this

scenario and cannot bottle out voluntarily.

If the Gateway is destroyed then the attackers win the game otherwise the defenders win.

SPECIAL

If the Gateway was destroyed then roll a D6. On a 1-4 the territory is disrupted. It cannot be worked after the battle and confers no bonuses, but it can be worked again in subsequent games. On a 5 the territory is damaged. It cannot be worked after the battle and confers no bonuses. The territory must also be repaired so cannot be worked until D3 games have passed. On a 6 the territory is destroyed and must be struck from the gang roster.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+ 5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+ 5 Destroy Gateway: A raider earns 5 points if he inflicts a hit which destroys the Gateway.

+ 10 Successful Defence: If the defender wins then his Gang Leader earns 10 Experience points.

RESCUE MISSION

Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be chosen when one of your gang members has been captured by your opponent.

Before rolling on the Scenario Table the player who has lost his fighter may attempt a rescue rather than pay a ransom. If the player refuses to attempt a rescue then a roll is made on the Scenario Table as normal.

Except where noted otherwise below the rules are the same as for the Raid scenario already described. Note the Gateway is not used in a Rescue scenario.

THE PRISONER

When he sets up his gang the defending player places his captives anywhere he likes on the table. The prisoners may not move until they are freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers.

Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is rescued and free to move and fight once cut free by a friendly fighter. The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn.

Note the captive has no weapons or other equipment apart from any bionics, but is given a knife by his liberator. It's assumed his equipment is scooped up into a bag and cannot be used during the game.

ENDING THE GAME

The game ends if all the captives and attackers are either down, out of action or leave the table edge which the attackers were deployed from. The game also ends if the attacker bottles out. The defender is guarding his gang's hideout so doesn't have to take Bottle rolls and cannot bottle out voluntarily. The attackers are hyped up for the attack so the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

If all captives are rescued then the attackers win the game otherwise the defenders win. If any prisoners are not rescued then another attempt cannot be made and they may be sold to the guilders as a slave.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts.

Make a note every time this happens as described in the Playing A Campaign Game section.

+ 5 Free Captive: A raider earns 5 points if he cuts the captive free.

+ 10 Successful Defence: If the defenders win then their Gang Leader earns 10 Experience points.

SHOOT OUT

Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town - especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walkway.

Terrain that blocks line of sight cannot be placed in between the two gangs. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

GANGS

Each player rolls a D6 to see how many of his gang are present: 1-3 = 3 fighters, 4-5 = 4 fighters, and 6 = 5 fighters. These models are randomly selected

from the gang - ie you cannot choose the fighters involved.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first.

Each gang must set up in a small group with no model more than 1" away from any other model. Special deployment rules cannot be used by either gang – e.g Infiltration, Vents etc.

THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout a special series of turns called the build-up is used. Each turn of build-up has its own sequence of play.

First both sides move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the hectic shooting begins!

The objective of the Shoot-out scenario is not to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters must move 1" per turn.

Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one model, starting with the player that has the most.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

Important: A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his guns first. If both players have exactly the same score, then they both go for their guns at exactly the same moment!

EXPERIENCE

Assuming that one player drew first, then each of the opposing gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then each ganger belonging to the player with the lower score would get 3 Experience points.

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shot fired. This is called the fast draw. During the fast draw neither side can move but both sides can make ranged attacks, such as shoot or lob a grenade.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter is not equipped with any basic, special or heavy weapons and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally.

However, any nerve tests due to friendly fighters going down or out of action are only taken after the Fast Draw has ended. Once the first model has shot, the next highest score shoots, then the next, and so on. In the case of a tie all shots are assumed to be simultaneous.

This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

SPECIAL

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent can only draw half his normal income following the

fight as his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one random territory to the winner - associates of the gang no longer have faith in its leadership.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the bottling gang loses.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+? Held Nerve: Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see The Build Up rules above).

+ D6 Winning Side: Each surviving fighter on the winning side earns an extra D6 points.

THE HOARD

The Underhive settlements are full of gangers passing the time of day in the drinking holes, trade posts and gambling dens. They wait for rumours of ore strikes, caravan raids and any information that might lead them to a fortune. Rumours, real or false, spread faster than rat pox and when news of a newly discovered valuable hoard becomes common knowledge it's a race against time to secure and loot the hoard before rival gangs can seize control.

The Hoard scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure and loot the hoard. It could also represent a gang being hired by the guilders to protect something of value with the opposing gang launching a daring raid to get one over on their rivals.

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Firstly the defender must choose a table edge and places a loot counter to represent the hoard 18" away from that edge in the middle. Starting with the defender, each player then takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4'.

THE HOARD

The hoard is represented by a loot counter, though it's recommended you model your own gleaming treasure trove to represent it. The hoard cannot be picked up, destroyed or affected in any way. Fighters close to the hoard are naturally emboldened by its presence and are much more willing to fight on to

secure its contents. To reflect this, any models within 6" of the hoard temporarily gain the Iron Will and Nerves of Steel skills.

GANGS

The defender has a randomly determined number of gang fighters initially protecting the hoard. Roll a D6 to see how many models this is: 1-2 = 3 fighters, 3-4 = 4 fighters, 5-6 = 5 fighters. The chosen gang members are placed anywhere on the table but must be within 6" of the loot counter. The defenders can also choose to start the game on overwatch.

The attacker then sets up his entire gang within 8" of the opposite table edge.

STARTING THE GAME

The attacker takes the first turn of the game.

REINFORCEMENTS

After the defender's first turn there is a chance the rest of the gang will show up to help defend the hoard. At the start of each of the defender's subsequent turns, roll a D6. On the first roll, a score of 6 will result in the reinforcements arriving. The remainder of the gang can enter anywhere along the defender's table edge and can move and fight normally from that turn onwards. If the reinforcements don't show up then each subsequent roll receives a cumulative +1 modifier. So for example, if the reinforcements fail to show up the first time then they will show up at the start of the following turn on a roll of 5+, and a roll of 4+ on the turn after that, and so on.

SPECIAL

The winning gang takes control of the valuable hoard which is worth 3D6x5 credits. The income generated is added to the income from the gang's territories.

ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang wins the fight. However, the defenders don't start taking Bottle tests until their reinforcements have arrived.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Successful Defence: If the defender wins then their Gang Leader earns 10 Experience points.

PACKAGE RUN

The Underhive regions beyond the reach of the relatively civilised settlements are lawless deadzones where marauding outlaws terrorise those that dare venture through them. Merchants are especially vulnerable to raiders so they regularly pay the gangs to deliver their wares to hivers in nearby settlements. These contracts can be lucrative so gangs employ all manner of strategies to secretly and safely make delivery, but occasionally a rival can be tipped off about a planned package run. Ambushing gangs that steal merchant packages either ransack its contents or deliver it for themselves to receive the waiting fee and make a score against the other gangs. The Package Run scenario represents a group of gangers hoping to ambush the package runners and attempt to steal the wares for themselves.

It is possible, and encouraged, for the defender to play all sorts of mind tricks to confuse the attackers. For example, you could pretend for a ganger to hand over the package to a runner, perhaps with multiple switches taking place, who promptly makes a mad dash for the table edge. The attacking player must react but only later finds out it was all one big

distraction, it was actually the plucky juve who snuck across from the other side of the table and was carrying the package all along!

TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender. Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the defenders' hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

ENDING THE GAME

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins.

GANGS

The attacker has a randomly determined number of gang fighters taking part. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The attacker can choose which fighters to commit and are deployed within 24" of a chosen table edge. They must start the game behind cover and in hiding.

The defenders are eager to fulfil their lucrative

contract so do not start taking Bottle rolls until at least 50% of the gang have gone down or out of action. If a gang member is currently in possession of the package then that gang does not take any Bottle rolls and cannot bottle out voluntarily.

A randomly determined number of defending fighters are attempting to deliver the package. Roll a D6: 1 = 3 fighters, 2-3 = 4 fighters, 4-5 = 5 fighters, 6 = 6 fighters. The defender chooses which gang fighters will take part and deploys them within 8" of the opposite table edge. Special deployment rules cannot be used by the defenders - eg Infiltration, Vents etc.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

Before the game starts the defender must give each of his fighters a loot counter. One of these loot counters is the real package, the rest are decoys.

STARTING THE GAME

The defender takes the first turn of the game.

+D6

Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive

experience for taking part.

+5

Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10

Successful Delivery: If a defender with the package moves off the attacker's table edge then the fighter earns 10 Experience points.

The Package

The real package is well concealed by the runners so the attacking gang has no way of knowing which of the defenders has it until they are searched. Both the package and decoys follow all of the usual rules for loot counters (refer to the Scavengers scenario for details). Only when an attacking fighter picks up a loot counter can it be flipped over to find out whether it's the real package or a decoy. Decoys are removed from the game when found. Once the real package is found all decoys are also removed.

SPECIAL

The winning gang can ransack or deliver the package which is worth D6x10 credits. The income generated is added to the income from the gang's territories.

Blind Fight

Outside of the Underhive settlements and their connecting hiveways, many of the domes beneath Hive City are swathed in pitch black. Gang fighters are well-versed to moving and fighting in gloomy conditions, but poor light is still a good deal better than no light and even veteran gangers think twice before venturing out to fight in an area of total darkness. The gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally. After all, if you can't see the enemy then surely they can't see you too, or can they? It's uncommon for gangs to meet in domes shrouded in total darkness, though it isn't unheard of. The inky blackness offers the perfect cover for sneaking around thus allowing gangs to continue about their business undisturbed. Newly discovered lucrative hoards are often uncovered in dilapidated lightless domes, and gangs equipped with specialist photo-devices can easily get the jump on their unprepared rivals.

Some specialist gear is designed to augment a fighter's vision in total darkness, though since there isn't much light to begin with they don't help a great deal.

A model wearing photo-contacts has a vision range of 18", while a fighter wearing a photo-visor has a vision

range of 24". A fighter wearing infra-red goggles can always see enemy models, as can a fighter using an infra-red scope.

If a player picks the Blind Fight scenario then roll a D6 to find out in what circumstances the gangs meet.

- 1
- 2
- 3-4
- 5-6

Models that are on fire can always be seen. If a fighter is using a red-dot laser sight then his target can spot the dot on a roll of 4+ instead of 6.

Hit & Run
Scavengers
The Hoard
Ambush

RUNNING

Running in pitch black is fraught with danger. The rubble strewn floors, overhanging girders and broken walkways are all hazards to runners that are difficult to see until it's too late.

The scenario is fought using the usual rules for its type, however, to reflect the blind conditions the following rules also apply.

If a model attempts to run or charge then the player must first nominate the path he will take before then rolling 2D6. If the number rolled is equal to or more than the number of inches that the model would

move, then he safely traverses the path and can continue his turn as normal. However, if the number is less than the total number of inches then he trips up and hits the dirt. The model trips at the point along the path equal to the number of inches rolled. A fighter that trips is unharmed but cannot finish the move or do anything else that turn. If he trips within 1" of a ledge then he must also test to fall. If he 'trips' in mid air then he counts as falling from that point.

VISION

A gang would never venture out in total darkness unprepared. All Underhivers make use of cheap commonly available devices, such as blue-lights and photonoculars, which allow them to see a few metres in front of them. During a Blind Fight scenario, gang fighters are only able to see within a distance of 12". This means enemy models beyond this range cannot be shot at nor charged.

Any fighters that are using photo-contacts roll 3D6 instead of 2D6 when testing to see if they trip. While fighters equipped with a photo-visor never trip. If a 2 is rolled when rolling the 2D6 (or a 3 when rolling 3D6) then the fighter bangs his head, falls awkwardly or something more disastrous befalls him. The model trips as explained above, but he also

suffers a D6 Strength hit and counts as pinned.

EXPERIENCE

Fighting in pitch black sharpens the senses and develops a heightened awareness of danger. Usually gangers that participate in a scenario earn +D6 Experience points for surviving, however, in a Pitch Black scenario this is increased to +2D6 points.

OUTLAW SCENARIOS

Outlawed gangs roll on the special Outlaw Scenario Table rather than the standard one, while other gangs must roll on the standard table as normal. If an outlaw gang gets to choose a scenario it can pick either one of the standard scenarios or one of the outlaw scenarios. Non-outlaw gangs can also choose an outlaw scenario, but there's a good chance of them being outlawed if they are reported to the Watchmen.

OUTLAW SCENARIO TABLE

2D6 Result

2: The player whose gang has the highest gang rating may choose which scenario is played.

This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.

3: The player with the higher gang rating chooses.

4: Play the Hunters scenario. The player with the lower gang rating is the attacker.

5: Roll a D6. 1-2: Play an Ambush. 3-6: Play a Hit & Run. The player with the lower gang rating is the attacker. The attacker has been hired by a rival and is paid D6x10 credits, win or lose.

6: Play the Scavengers scenario.

7-11: The player with the lower gang rating chooses.

12: The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

CARAVAN

Guilder caravans make tempting targets for outlaws. The penalties for attacking guilders are draconian but outlaws are desperate, hunted men and the guilders carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and outlaws that come anywhere near the caravan.

The attacking player then sets up 2D6 models from his gang within 16" of his table edge. The remaining attacking gang members have been split up to either scout for other potential weak spots along the caravan's perimeter or to set up a diversion. Either way they take no part in this game.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GANGS

Important: In this scenario the defenders cannot be

an outlaw gang. Naturally the Merchant Guild would never pay or entrust a bunch of scumsucking mutant outlaws to protect their wares.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. They play no further part in the game.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying 2D6 models from his gang within 16" of his table edge. Any remaining gang members are busy protecting other key sections of the caravan's route.

REINFORCEMENTS**WRATH OF THE GUILDERS**

At the start of each of the defender's turns there is a chance some of the remaining gang members will recognise their vanguard is vulnerable and show up to bolster it. Roll 2D6. If the number is greater than the current number of active defenders (i.e. defenders that aren't down or out of action) then the defending player may choose to bring on 1 gang member of his choice, which is deployed anywhere along a random flank table edge (i.e. one of the edges that neither gang deployed along). If the roll is at least double the number of active defenders then the defending player can choose to bring on up to 2, or 3 if the roll is triple the number of active defenders.

The guilders really don't appreciate people attacking their caravans, even less so if guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay off its guild price.

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the

guilders. However, the guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a guilder is killed. No matter what happens though, the gang doesn't have to pay the guilders anything.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out.

The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal.

Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

The defenders are protecting the caravan as it passes through their home ground and will suffer a major loss of face if the guilders are attacked. This means they do not have to make Bottle rolls and cannot bottle out voluntarily.

+D6

Survives: If a fighter survives the battle then D6 points are earned. Even fighters who are

wounded and taken out of action receive experience for taking part.

+5

Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+5

Attacked Caravan: Each model which moves off the defender's table edge gains +5 points.

+10

Defending Leader: If the attacker's don't get any men through to attack the caravan the defending leader earns +10 Experience points.

LOOTING THE CARAVAN

Once the game is over total up the number of attacking models that broke through to the caravan.

Any fighters that made it through but were down do not count if they subsequently go out of action. If at least one fighter made it through, roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the guilders.

1-3 The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a

roll of 1 they get shot and suffer a serious injury.

4-5 The attackers scavenge a few bundles dropped by the pack slaves as they flee worth D6x5 credits.

6-7 The attackers bring down several pack slaves and escape with 3D6x5 credits.

8-10 The attackers nail a guildier and strip his corpse gaining 2D6x10 credits. In addition the guildier

was holding a rare item (roll on the normal Rare Trade Chart to see what item you steal).

11+ The attackers gun down several pack slaves and a guildier hauling in 3D6x10 credits and D3 rare

items (rolled for on the normal Rare Trade Chart).

THE HIT

Underhive rivalries frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

GANGS

+D6

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the approximate centre of the table.

+5

Wounding Hit: Fighters earn 5 points for each wounding hit they inflict as described in the Playing A Campaign Game section.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

+10

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

Defending Leader: If the defender's leader doesn't go down or out of action he earns +10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manages to take the opposing gang's leader out of action then roll a D6 and consult the chart below. Note that this scenario doesn't yield much cash if the defending gang are outlaws, unless the attackers manage to net some bounty of course.

1-3 The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a

random table edge (determined in the same way as in the Hit & Run scenario).
 4-5 The group must be set up more than 12" away from either the attackers or the gang leader.
 6

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

1-5 The attackers extort money out of the defending gang's territory while their leader is out of the picture. The attacking gang can 'work' one of defender's territories of his choosing, just as if they themselves had the territory. Note the income is not halved as it usually is when an outlaw works a territory drawn from the regular Territory Table. The chosen territory also cannot be worked by the defenders that game and confers no bonuses.

The group is set up within 6" of the gang leader.

STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin'down!!!!" On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

6

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.

The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the outlaws.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

Once you have placed the terrain the defender places D6 Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one.

These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off.

Loot counters may be picked up by any attacking fighters as described in the Scavengers scenario.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge. The attacker then

deploys 2D6 from his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It's assumed the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate a group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table. If the dice roll is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group is the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements enter together on a table edge. Randomly determine the edge on which they arrive. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income after the game. If the gang doesn't generate enough income to pay for the loot the extra is paid out of the gang's stash if possible. Note the attackers will

still get the full Loot counter's worth even if the defenders can't afford to cover the cost from their income and stash.

ENDING THE GAME

If the attacker bottles the game ends. If the attacker collects all the loot counters and the models carrying them are within 8" of their table edge at the start of his turn then the game ends and the attacker wins.

The defenders are protecting their territory so doesn't have to start taking Bottle rolls until he has suffered 50% casualties. The attackers are also making a determined raid so likewise don't have to start taking Bottle rolls until he has suffered 50% casualties.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Wounding Hit: Fighters earn 5 points for each wounding hit they inflict as described in the Playing A Campaign Game section.

+10 Defending Leader: If the attackers don't get away with any loot the defending leader earns +10 Experience points.

THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies.

The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in tum to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. Terrain that blocks line of sight cannot be placed in between the two gangs. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. The attacking player rolls 2D6 to see how many the hunted face.

For both players these fighters are randomly selected from the gang, they are not chosen.

THE BUILD-UP & FAST DRAW

The Hunters scenario uses the same build-up and fast draw rules as detailed in the Shoot Out scenario.

There are however a few exceptions. During the build-up the hunters may move up to 2" per turn instead of the

usual 1". The defenders facing off the hunters must stay where they are and sweat it out as their attackers approach.

After both gangs have moved, each player must make a Nerve roll which is worked out as normal. However, the defenders are so nervous that they must roll 2D6 instead of the usual D6. Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns. Note the defenders in hiding may not fire during the fast draw.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first.

Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 24" of the hunters. They must start the game hidden. Special deployment rules cannot be used by either gang - eg Infiltration, Vents etc.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game.

Until a weapon is drawn a special build-up and fast draw sequence of play is used.

REINFORCEMENTS

Upon hearing the chaos, the remaining members of the attacking gang show up at the start of their first turn. They are deployed together anywhere along a

random table edge and can move and fight as normal.

SPECIAL

The hunters are making a hit against a rival gang who have scratched out a notorious name for themselves. Due to this the attackers double any Underdog and Giant Killer bonuses they may receive.

The defenders in hiding can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters are spotted by the hunters they will realise they are being trapped and draw immediately.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+10 Winning Leader: The leader of the winning gang earns +10 Experience points.

HEIST

To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and weapons. Occasionally a gang will be so desperate and short of creds it will attack a storage facility belonging to vengeful guilders or renegade gunrunners. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired to stand watch and guard their stash of goods before they are shipped out to other settlements.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

When all of the terrain has been placed, the defender places 2D6 loot counters anywhere on the table but no closer than 8" to a table edge and no closer than 4" to another counter. Loot counters follow the rules as described in the Scavengers scenario. However, only the attackers can interact with them. The defenders dare not handle them for fear of damaging the goods.

GANGS

The defender sets up first deploying his gang as he wishes, as long as each model is 8" or more from any table edge. The attacker then randomly selects a table edge and deploy his gang within 4" of that edge.

STARTING THE GAME

The attackers always go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar...

BOOBY TRAPS

The proprietors are nobody's fool and often include small booby traps amongst their wares, as much to discourage the guards as anything else. If a fighter picks up a loot counter or a model that is already carrying loot suffers a hit, roll a D6. On a roll of 1 the jostling has set off a booby trap! Roll a further D6.

1 Frag: The trap explodes, just as if the model is hit by a frag grenade. Additionally the loot is now worthless and is removed from play.

2 Choke Gas: The trap releases a plume of gas, just as if the model is hit by a choke grenade.

3 Flash Flare: The trap releases a burst of light, just as if the model is hit by a photon flash flare.

4-6 Screamer: The trap emits an incredibly loud ultrasonic scream. Any models within 2D6" must pass an Initiative test otherwise they are pinned.

Once a loot counter has set off a booby trap it has been disarmed so will not set off any more.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. However, this is not added to the gang's income, instead the total must be spent on weapons, ammo and other items representing the haul of gear found in the warehouse crates. All equipment bought must be of the 'common' type found in the normal Trading Post, not rare items, but can be of any other kind, including weapons not found on your gang's weapon list. Any unused credits are wasted.

The defending gang gets paid 5 credits for each loot counter that the attackers fail to make off with. This is added to gang's income as normal.

ENDING THE GAME

If a gang fails a Bottle roll, or one player voluntarily bottles then the game ends and the gang loses. If the attackers capture all the loot counters and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game also ends and the attackers win.

The defenders are unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making Bottle rolls until it has suffered 50% casualties, rather than 25%. If the defender bottles out then the attackers gain possession of all the loot.

EXPERIENCE

Fighters who take part in the game - ie are deployed on the table - earn Experience points as noted below.

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

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.

+1 Loot Carrier: Any fighters carrying loot at the end of the game gains +1 point per counter.

+10 Successful Defence: If the defending gang wins then the Gang Leader earns +10 points.

TREACHEROUS CONDITIONS

The Underhive is an ever changing environment: sludge flows and sump overflows can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules bring just some of the many dangers of the Underhive into your games of Necromunda. Treacherous conditions can be used in almost all of the scenarios. There are some exceptions, such as scenarios that take place inside a settlement or a drinking hole, where the only really treacherous conditions are in the ghastly kitchens.

Both players can agree not to roll for treacherous conditions if they want to (wimps!) but otherwise they must be rolled for even if only one player wants to use them. However, treacherous conditions cannot be used in the following scenarios: The Raid, Rescue Mission, Shoot Out, Blind Fight, The Hunters.

Roll for treacherous conditions after the scenario has been chosen but before the terrain has been placed and players set up their gangs. The Treacherous Conditions table uses a D66 roll.

BUBBLING SLIME

Something extremely nasty has bubbled up from the noxious depths of The Sump...

11: SEA OF GOO

A thick layer of stinking black slime covers the whole of the dome floor. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. The entire tabletop counts as Very Difficult Ground. All terrain above ground level, such as gantries and walkways aren't slimy, so models on them aren't affected by this rule. Any fighters that fall into the goo do not suffer fall damage.

12: SLUDGY SURFACE

A thin layer of luminous green slime covers the dome floor. Models may move as normal but if they want to double their movement by running or charging in these conditions they must pass an Initiative test or they will slip over instead and count as being pinned. All terrain above ground level, such as gantries and walkways, aren't slimy so models on them aren't affected by this rule.

13: SLIMY FILM

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14: OLD GUNK OUTLET

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15: OLD GUNK TANK

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up!

Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being knocked down at the start of the game, they may also fall if they're within 1" of a ledge. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect.

16: PIT OF DESPAIR

The entire level of the tabletop is covered with a seemingly bottomless layer of toxic sludge. The whole game must be fought on the higher levels. If any gang fighters are unfortunate enough to fall into the ominous looking thick sludge below, they are automatically taken out of action. They are far too busy trying not to be swallowed up whole by the suffocating gloop to take any further action in the game.

Special: Gang fighters cannot be deployed using the Tunnels territory special rules irrespective of which Bubbling Slime result is rolled.

HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.

21: HOWLING WINDS

The winds are so powerful that no-one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more terrain to shelter behind.

22: BLUSTERY CONDITIONS

Shooting is extremely difficult in such blustery conditions, especially over longer ranges. Because of the difficulties in holding a bead on their target, anyone firing a weapon an extra -1 to hit penalty.

23: STEADY AIR FLOW

It's jolly windy, but the hardened gang fighters are used to such difficult conditions and can fight on without ill effects.

24: FANS DOWN

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working, at present. Continue the fight as normal.

25: BLOWN AWAY

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must pass a Strength test at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of a ledge.

26: HANG ONTO YOUR HOODS

Powerful blustery winds make shooting especially difficult. Because of the difficulties in holding a bead on their target, models shooting suffer a -2 to hit penalty.

TOXIC FOG

The heavy industry, squalid living conditions and Sump fumes combine to create clouds of noxious fog that slowly drift throughout the domes.

Special: Equipment such as respirators and filter plugs will protect against toxic fog if a Toughness test is required following the usual rules. Any fighters that are wearing infra-red goggles or are shooting using an infra-red sight are immune to toxic fog that reduces vision ranges.

Special: Gang fighters cannot be deployed using the Vents territory special rules irrespective of which High Winds result is rolled.

31: PSYCHOTROPIC FOG

Oddly coloured clouds rise from mingling waste chemicals. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales the mind-bending gases and must roll on the Hallucinogen table to see how they behave that turn.

32: TOXIC FOG

Clouds of foul noxious fog drift through the dome. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales a lungful of toxic gas. The model's Strength and Toughness characteristics are reduced by -1 for the remainder of the game.

33: CLEARING FOG

The fog appears to clear for a while enabling you to continue your fight as normal.

34: FOG POCKET

The fog has drifted to another area of the dome and won't affect your fight.

35: PATCHY CLOUDS

Drifting fog hampers your fight. Vision range is reduced all models suffer a -1 to hit penalty for D3 turns

36: CHARGE!

Both gangs were ready for a scrap but a thick orange fog has descended. The gangs are about to retreat when the fog looks to be suddenly lifting.

Vision range for each model is reduced to the area under the large blast template for D3 turns, after which the thick fog fully disperses and no longer has any effect.

BAD LIGHT

The Underhive is a dark and dingy place at best of times, and the variable lighting conditions can greatly affect the fighting.

41: PITCH BLACK

This section of the Underhive is so badly lit that fighters can barely see their hands in front of their faces. The game follows all of the Blind Fight scenario special rules.

Special: Beastmaster Wyrds are never affected by any Swarms results.

42: GRIM DARKNESS

A dreary shade envelops the dome. The game follows the Vision special rules as described in the Blind Fight scenario, however, all vision ranges are doubled.

43: GLOOMY

You can see well enough to fight on as normal.

44: SHADOWY

The lighting is poor but you fight on as normal.

45: 12 O'CLOCK HIGH

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge. Any gang fighters equipped with photo-contacts or a photo-visor ignore this penalty.

46: LONG SHADOWS

Plenty of hiding places amongst the long shadows means that all fighters suffer an extra -1 to hit penalty when shooting at enemy models in cover.

Any fighters equipped with either photo-contacts, a photo-visor or infra-red goggles or are shooting using an infra-red scope ignore this penalty.

SWARMS

The Underhive is prime breeding ground for all sorts of nasty life-forms: insects and rats do particularly well in the squalid conditions.

Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life.

51: CARRION BATS

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a nerve test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of a ledge.

52: PLAGUE OF FLIES

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. The distraction caused by the flies means that all model that shoot suffer a -1 to hit penalty for the whole game.

53: COCKROACHES

A carpet of scuttling red cockroaches covers the ground but they don't affect the fight.

54: INSECTS

Small insects flutter through the air, but other than that there's nothing nasty in the area. The fight continues as normal.

55: RATS

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and give a nasty bite. The distraction caused by the rats means that any models in hand-to-hand combat count rolls of both 1 and 2 as fumbles. In addition, if a fighter must test to see if

they fall off a ledge then their Initiative characteristic is halved.

56: LASH WORMS

The dome is infested with vicious lash worms, hungry for their pound of human flesh. At the start of each of their turns the player must roll a D6. On a roll of 1 a random model from their gang gets attacked and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game.

SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

51: ACID RAIN

This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for each model at the start of the game. On a roll of 1 the model is burnt by acid and must pass a Toughness test otherwise he is taken out of action. If a score of 1 is rolled when taking the test then he fights on valiantly and gains the Impressive Scars injury. The acid rain slows to a trickle as the game begins and has no further effect on play.

52: METHANE GAS

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them. Any model who shoots and rolls a 1 on their dice to hit can potentially set off a gas pocket. Roll a D6. If the roll is equal to or less than the Strength of the shooting weapon then the gas explodes with the same effect as a Frag grenade centred on the firing model.

53: THERE'S SOMETHING OUT THERE

An ominous stillness hangs over the dome... until the silence is shattered by a lone gunshot and piercing scream that echoes in the gloom. The game uses The Monster Roll special rules as described in the Scavengers scenario. However, the roll must always be made every turn, the players have no choice but to see if the terrifying monster claims another victim!

54: ASH LAYER

A thick layer of choking ash and clinker from the forges above covers every inch of the dome. The ash layer counts as

Difficult Ground restricting all movement on every level.

65: MASSIVE ELECTRICAL DISCHARGE

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. But this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits with no armour save allowed.

66: HIVE QUAKE

The Underhive domes are unstable places and many gang fighters end their careers under piles of falling rubble. Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is buried under a pile of rubble suffering D3 hits at D6 Strength.

Roll the Strength separately for each hit. Whether a fighter is struck by debris or not, all models are pinned as they brace against the shuddering. What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make a second treacherous conditions roll once the hive quake itself has been resolved.

MORE TREACHEROUS CONDITIONS

The Treacherous Conditions chart represents the many dangers that can be encountered throughout the known galaxy. It is by no means an exhaustive list and players are recommended to either ignore these rules, either use them as written, either use them as a basis in their own campaigns. Some scenarios may specifically call for the usage of certain conditions and this will be listed in that individual scenario. If no conditions are specified, either player may roll on the following chart.

At the beginning of each player's turn, roll a D6.

- 1: Roll a D66 and check the below tables.
- 2-6: Nothing happens.

TOXIC CONDITIONS

11 RAD ZONE

Due to thermonuclear war, leaking fusion reactors, toxic waste or some other disaster, the area is bathed in harmful radiation. At the beginning of each player's turn, for every friendly model without Enclosed Armor, roll a D6. On a roll of 6, that model suffers Radiation Sickness and takes one Flesh Wound. Any model taken Out of Action due to radiation sickness MUST roll on the Serious Injuries chart.

12-13 TOXIC FUMES

Recent volcanic activity, buried toxic waste, or local flora has released miasmatic vapors into the area. Models without Enclosed armor or respirators start the game as if they were affected by Hallucinogen grenades. Once the effect wears off, that model is no longer

affected by the Treacherous condition this scenario.

14 FIRESTORM!

A raging inferno, smallscale volcanic activity, or magical fires have caused fires to erupt throughout the area.

At the beginning of every turn, roll a Scatter dice and 3D6. Starting from the direction on the scatter dice, measure the 3D6 from that table edge and place a small blast marker. Any model fully under the marker suffers one Strength 4 hit and may Catch Fire. Models partially under the marker are hit on a 3+.

Models with the Mark of Tzeentch or a Pyro major Psyker power are unaffected by this condition.

15 ACID RAIN

Heavy contamination of the atmosphere causes corrosive rain to fall from the skies. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Toughness or Leadership test or go Out of Action. Constructs must pass a Toughness test on a roll of 1 or 2.

Any nonConstruct model which goes Out of Action due to failing this roll, automatically receives the Impressive Scars injury.

16 BIOHAZARD OUTBREAK

A contagion, biological weapon, or warpbased pestilence has blanketed the area in sickness and death.

Models without Enclosed armor must roll on the Toxic effects chart (see Expanded Armory) on each players third turn. Nurglite models and Genestealer/Genestealer Cultist models may reroll this result once.

ATMOSPHERIC CONDITIONS

21 VOID CONDITION NO ATMOSPHERE

The scenario takes place in the cold, forbidding void of space. Models without Enclosed armor or respirators and photovisors may not take part in this scenario. No other conditions apply as it is assumed all warbands take precautions to load the correct ammunition and equipment to operate in the void. Models may never Catch Fire

● **22 VOID CONDITION LEAKING Atmosphere**

The scenario takes place in a space station or starship which is venting atmosphere at an alarming rate. At the beginning of each player s turn, for every friendly model without Enclosed Armor or a respirator, roll a D6.

On a roll of 6, that model suffers passes out from oxygen deprivation or is nearly sucked into the void and must hold on. It is Pinned until the end of this turn. This affects models which may be immune to normal Pinning. Void Pirates/Freebootas are unaffected by this condition on a roll of 4+ before the scenario begins.

● **23 HOWLING WINDS!**

Due to heavy storms or other phenomena, the table is battered by heavy winds. Any model firing a weapon at

long range suffers an additional 1 to hit modifier. If a model runs while on a walkway or uses Flying movement upwards, it must take an Initiative test to avoid falling at the end of its movement.

● **24 FOG OF WAR**

Heavy fog, gas clouds, or toxic fumes obscure the vision of all models. Vision range is reduced to a maximum of 20. As it is difficult to draw a bead on targets, the Fast Shot and Marksmen skills are useless.

● **25 GAS POCKETS**

Leaking fuel fumes or natural gas have caused combustible pockets of gas to form throughout the area. Any model in cover who shoots and rolls a 1 triggers one of these pockets! Resolve the effects like a Frag grenade centered on the firing model. Models in the open or more than 8 from the ground level will not trigger these pockets.

● **26 HEAVY RAINS**

Natural rain or leaking coolant pipes are causing a monsoon in the area. Vision range is reduced to 30 and models suffer a 2 to hit modifier when shooting from Overwatch. Models which Catch Fire may reroll a test to put out the flames.

**WILDERNESS
CONDITIONS**

• **31 Flooded Ground**

Recent rains, melting ice, or overflowing rivers have caused the area to become inundated with standing water. Models moving on the ground level, who don't float or fly, use their Strength characteristic to move instead of movement and treat all terrain as being one level worse than it is. Additionally, models which fall and land on the ground level may reroll damage from falling. Amphibious creatures and models not on the ground are unaffected by this condition.

• **32 Overgrown Foliage**

The area is covered in creeping vines, hanging moss, and other clinging flora. Models may move up and down any vertical surface without the aid of a ladder or stairway. As long as models remain in cover their entire move, models may run and hide without the Dive skill.

• **33 Dense Undergrowth**

The ground floor is covered with a thick layer of dead foliage and dense undergrowth. NonBeast models

moving on the ground level treat all terrain as one level worse (open ground becomes difficult, etc.). Models with Cameoline have their hit modifier increased to 2. Models on walkways are unaffected.

• **34 Freezing Weather**

The area is buffeted by snow, ice, and freezing temperatures. At the end of each player's turn, any nonConstruct model out in the open and not within 1 of a structure, must take a Toughness test. If failed, that model suffers goes down and is considered Pinned, due to exposure and chilling winds. Models in Enclosed and Power armor may reroll this result but must accept the second result.

• **35 Dust Storm**

The area is scoured by a wild storm of sand, dust, or ash and fighters find it difficult to orient themselves in the disorder. All Open ground is treated as difficult and vision range is reduced to 36. Models fighting in HtH combat treat all fumbles as double. At the end of each player's turn, roll a D6. On a roll of 4+, the storm clears and the fight continues as normal.

• **36 Earthquake**

The ground heaves in a giant earthquake, threatening to topple any structures and throwing models off their feet. Before the game begins, any models who are on a walkway or structure must pass an Initiative test. If failed, they fall as normal. Models which are more than 6 above ground level which pass the test are still considered Pinned. Models begin the game on the ground level must roll a D6, if they are within 1 (or under) of a structure or walkway. On a roll of 1, that model is struck by falling debris and takes D3 Strength 2 hits. Saves may be taken as normal.

LIGHTING CONDITIONS

• **41 Pitch Black**

Nearly all light has been extinguished in the area, whether due to an eclipse, underground area, or loss of power. Vision range is reduced to 8 and models may not use the Fast Shot, Rapid Fire, or Marksman skills!

All nonHrud and nonDark Eldar models must shoot the closest target, even if their Ld value would allow them to negate this rule.

• 42-43 Low Light

Light in this area is very low, casting long shadows and many places to hide. Vision range is reduced to 24 and models wishing to shoot opposing models within 1 of a structure receive an additional 1 to hit modifier.

• 44-45 Bright Light

Light in this area is so intense that it is nearly blinding and it is difficult to focus on targets without squinting.

Models wishing to shoot targets over 30 away must pass a Ld test. If failed, they may not fire at that target but may choose another, if possible. Models wearing Enclosed armor and/or photovisors may reroll this Leadership roll. Photon Flash grenades (and similar abilities) have no effect when this condition is in effect.

• 46 Lightning Storm

Light in the area is low but illuminated now and then by the flash of natural lightning, an arc of electricity, or the flash of explosions. Models wishing to shoot at a model at long range must roll a D6. On a roll of 13, the model cannot draw a bead and the shot is failed. On a roll of 46, the target is visible and the shooter rolls to hit as normal.

Additionally, models out in the open run the danger of being struck by the lighting effects. At the end of each player's turn, nominate one model farthest from another model and/or structure. If there are no valid targets, the model which is highest above the ground is struck. The struck model takes one (1) Strength 3 hit with a 1

save modifier.

WILDLIFE CONDITIONS

• 51 Stampede!

The sounds and smell of battle have agitated the local wildlife, who attempt to flee right through the battle!

After the first player's turn, roll a D6 on every player's turn. On a roll of 1 or 6, the stampede occurs. Every model on the ground level MUST take an Initiative test or be trampled. If passed, the model moves 2 towards the nearest piece of terrain. If failed, the model takes one (1) Strength 4 hit, normal saves allowed. If the model takes damage in this way, it is Pinned. Once the stampede occurs, players no longer roll for this effect and the game continues as normal.

• 52 Too Much Prey

There are simply too many prey animals in the area! All Beasts must roll a D6 at the start of their activation.

On a roll of 13, they catch an unfortunate victim and spend the turn feeding on it. They may make no voluntary actions this turn but will defend themselves in HtH combat. On a roll of 46, they may act normally.

53-54 Infestation

The area is infested with all manner of insectoid life, making it difficult to impossible for some models to fight. NonBeast/Construct models suffer a 1 to hit modifier the entire game and all fumbles count double.

Models with the Mark of Nurgle suffer no negative effects from these conditions.

• 55 Nesting Avians

All the action throws local avian wildlife into frenzy. Models which move or shoot on any surface above ground level may disturb the nesting beasts. Roll a D6. On a roll of 1 or 6, the model has disturbed a flock and is considered Pinned. Any move or shot they were making is still resolved as normal.

• 56 Ambushing Predators
The spilling of blood has drawn a pack of wily local predators. At the beginning of each player's turn, the opposing player may select one (1) non-Beast, non-Construct model which is farthest away from any other friendly model and not involved in HtH combat. Roll a D6. If a 1 or 6 is rolled, that model must pass an Initiative or Toughness test (controlling player's choice). If failed, it is taken Out of Action and must roll on the Serious Injury chart.

SPECIAL CONDITIONS

- 61 Consecrated Ground
The area is holy ground, whether some ancient Eldar ruins, Imperial shrine, or Old One temple. All Warp Creatures have their invulnerable save nullified here and Psykers may reroll one failed Perils of the Warp roll. Models with Holy Weapons cause Fear.
- 62 Webway
The battle takes place in the shifting, strange nodes or tunnels of the Webway. All Eldar and Dark Eldar models add +1 to their Ld value. NonEldar/Dark Eldar models treat terrain as being one level worse than it is.
- 63 Bottomless Fathoms
The battle takes place amongst the upper reaches of buildings, over a giant ravine, or on structures floating in the upper atmosphere. Models can only be setup on structures and may only move between structures on walkways or gantries. Models which fly may move between structures, but must end their movement on a structure or walkway. Models which fall unto the ground level are considered Out of Action and must roll on the Serious Injury chart. Models with the float ability are unaffected by this condition.
- 64 Civil Disorders

The battle takes place during a riot, mass retreat, or other confused mob of people. Shots can be spoiled, so all models receive the equivalent of a 6+ Field Save from shooting. Models standing on walkways or within 1 of a vertical edge may be pushed off. If a model ends its turn within 1 of a vertical edge, it must pass an Initiative test to avoid falling. Because of the press of bodies, models may not use the Dodge, Dive, or Evade skills. Arbites models are unaffected by this condition.

- 65 Evacuate!
The area is going to suffer some sort of impending doom catastrophic meltdown, atmospheric burnup, etc. and the teams must complete their mission before it's too late! Models which break and are within 6 of any table edge will automatically flee from the battle. They are considered Out of Action but never have to roll on the Serious Injuries chart. At the end of each player's turn, roll a D6. On a roll of 56, the battle is abandoned and all warbands flee the battle. IG Kill Teams and Xenos Strike Forces may attempt to force the opposing player to play one further turn. The forcing player rerolls the D6. If passed, an additional turn is played. If this occurs all models left at the end of the scenario MUST roll on the Serious Injuries chart!
- 66 Warp Rift
This part of real space is very thin and the Immaterium seeps through easily. Warbands with Summoning may add or subtract 1 to their total. All Warp creatures have

their invulnerable saves increased to 3+.

Effects,

equipment, or weapons which allow a
model to reroll a

Peril of the Warp roll may not be used.