

CONFRONTATION



CONFRONTATION.....	3
An introduction to the new skirmish wargame set in the 41st millennium	3
THE COMBAT SYSTEM	3
THE BACKGROUND.....	4
NECROMUNDA.....	5
IMPERIAL HIVE WORLD	5
WORLDS OF THE IMPERIUM.....	5
HIVE WORLDS	5
NECROMUNDA.....	6
LORD HELMAWR	7
LANDSCAPE	9
SOME NECROMUNDIAN CLUSTERS	10
The Palatine	10
Trazior Hive	10
Acropolis Hive	10
The Temenos.....	10
Quinspirus Cluster	11
The Skull	11
THE ASH WASTES	12
THE SLUDGESEAS	13
ANATOMY OF A HIVE.....	14
THE SPIRES.....	14
THE SHELL	14
HEAT SINKS	15
HAB LAYERS	15
THE FACTORY LEVELS	16
OLD FACTORIES	16
THE UNDERCITY	17
THE FORBIDDEN CITIES	17
SPOOK.....	18
THE SHANTIES.....	19
GANGS.....	20
General Characteristics of Hive Gangs	20
CLAN WARRIORS	21
BRAT GANGS	22
TECH GANGS	23
SCAVVIES	24
NOMADS	25
UNDERCITY GANGS.....	26
MUTANT GANGS	26
PSYKER GANGS	27
TRADING EQUIPMENT	29
TRADED EQUIPMENT	29
HOW TO TRADE BETWEEN GANGS	30
TRADING CONTACTS	30
THE TRADING CHARTS	31

TRADING MODIFIERS	31
TRADING CHARTS	33
Creating a gang	38
GANG GENERATION SUMMARY	38
CHOOSING A GANG	38
THE TYPE OF GANG	38
GANG DETERMINATION CHART	39
THE SIZE OF THE GANG	39
GANG MEMBERS CHART	39
GENERATING FOLLOWERS	39
PROFILES	40
GENERATING PROFILES	40
GANG TYPE VARIATIONS	41
GENERATING EQUIPMENT	42
LEADER'S INITIAL EQUIPMENT	44
HENCHMAN AND HARDENED GANG FIGHTER INITIAL EQUIPMENT	45
RAW RECRUITS INITIAL EQUIPMENT	46
STASH	46
AUTO WEAPONS	47
AUTOCANNON	47
AUTO GUNS	47
AUTO PISTOLS	47
BOLTERS	48
BOLT PISTOL	48
BOLT GUN	48
HEAVY BOLTER	48
CONVERSION BEAM PROJECTOR	49
DISTORTION CANNON	50
FLAMERS	51
HANDFLAMER	51
FLAMER	52
LASER WEAPONS	52
LASCANNON	52
LASGUN	53
LASPISTOL	53
MULTI-LASER	53

CONFRONTATION

An introduction to the new skirmish wargame set in the 41st millennium

Ever since Warhammer 40,000 was published players have been asking if a more detailed role playing version was over going to appear. Well, the idea was there right from the start - and in a sense the 40,000 book provides sufficient information for any innovative and reasonably experienced gamer to develop a system if they wanted to. I thought we'd probably never get round to producing a special role playing version as we'd simply been too busy working on the main WH40,000 game. Then about a year ago Bryan Ansell suggested that we revamp a game he had designed some time ago - originally to simulate World War 2 and contemporary combat but later extended into a futuristic setting.

The idea was appealing as Bryan's game already had a detailed model-based combat system and rules for progressing characters. Taking this system and adapting it into the WH40,000 environment would give us a new game which would combine elements of role playing and skirmish wargaming. At the same time we could take the opportunity to write more about the WH40,000 universe by describing one planet in particular. Finally we decided that because the game would be a cross between WH40,000 and role playing it would be released by Flame Publications who currently publish material for Warhammer Fantasy Roleplay.

THE COMBAT SYSTEM

We didn't have much time as many other projects were pressing - not the least of which was (he new Realm of Chaos book The Lost and the Damned - a massive tome which would take up months and months! The work was divided up between myself (Rick Priestley) and fellow designer Nigel Stillman. I was to sort out the combat rules and convert details of weapons and equipment from WH40,000 while was to Nigel concentrate on the background, character development and scenario generation. The

game's title -Confrontation - was established early on, and it was decided that the setting should be a crowded warfare-ridden hive world called Necromunda.

The combat system was completed fairly quickly. Like Warhammer Fantasy Roleplay the game uses a percentage system to establish whether weapons hit their target and hits penetrate armour. By adopting the D100 existing WH40,000 weapons could be given far more detailed and different effects. It also gave us a broader spread of possible ability levels for the characters. This is the main advantage of using a percentage system - it immediately increases the range of dice results from 1-100 rather than the very restrictive 1-6 on a D6. With vast and highly detailed weapon and situation modifier charts Confrontation is a very sophisticated game indeed. As we anticipated players would be using only a dozen or so models a side this relative complexity didn't worry us too much.

The benefit of using detailed systems was to make the game very directly realistic. To put this into perspective - if you can do something in real life then a character can do it too because the rules allow for literally any actions on behalf of your characters. The result is a game which will appeal to experienced players as well as those who are prepared to invest a bit of extra effort in the interests of a more detailed and realistic simulation. Of course, this extra detail means you have to think more than in the average game - you must record and conserve your ammunition rather than just blasting away, and you'll find that wounds have an inconveniently incapacitating effect on your heroes' actions.

THE BACKGROUND

The background was evolved by Nigel Stillman working closely with Bryan Ansell - the introductory section is printed in this White Dwarf and other material will probably appear in future issues as it is readied for publication. We decided that it would be futile to attempt to provide rules and details to cover the entire Imperium - so it was decided to set the game entirely on one world and to concentrate on developing the cultural background to this world. This would allow us to explore the relationship of individual worlds within the Imperium, and

we would have to delve more deeply than ever before into the way that Space Marines, Inquisitors and other Imperial troops operate on specific worlds of the Imperium.

We wanted a world where warfare was endemic -where characters could indulge in mutual conflict without any fear of too many social or legal constrictions. The world we settled on is called Necromunda. Necromunda has developed into a background not only for Confrontation but also for forthcoming WH40,000 novels, short stories, and some tremendous artwork by John Blanche.

NECROMUNDA

IMPERIAL HIVE WORLD

The Imperium of Man stretches across the galaxy from rim to rim, encompassing over a million habitable worlds and untold billions of people. It is the most extensive and populous empire that has ever existed in the history of humanity. It is ruled as it has been for the last ten thousand years by the Divine Champion of Man and Protector of the Human Race, the Emperor of Mankind.

The Emperor is the greatest of all human psykers, his mental energies are godlike and his powers incomprehensible to ordinary humans. It is his mind alone which projects the Astronomican throughout the galaxy, the psychic homing beam which enables spacecraft to navigate through the fabric of warp space. Without the Emperor the Imperium would collapse and human unity would be destroyed, leaving the remaining pockets of civilisation isolated and vulnerable to the infinite enemies of mankind; creatures that seek to destroy or enslave the human race.

The Emperor has long since ceased to live in any normal sense. Ten thousand years ago, following his titanic battle against the rebel Warmaster Horus, Primarch and Arch-Champion of Chaos, his mutilated and barely alive body was installed inside a sophisticated life-support machine known as the Golden Throne.

The Emperor can no longer speak and it is doubtful if he comprehends events which take place in the material universe, as his powerful mind stalks through that nefarious region of pure energy known as the Realm of Chaos, hunting the enemies of mankind. The actual administration of the Imperium is therefore undertaken by a vast bureaucracy known as the Adeptus Terra - or Priesthood of Earth.

WORLDS OF THE IMPERIUM

Even the Adeptus Administratum, the administrative branch of the Adeptus Terra, does

not know for certain the exact number of worlds within the Imperium. There are approximately a million, but the treacheries of space-travel, the process of time distortion, and the effects of warp storms which can isolate worlds for centuries, make an accurate count impossible.

In addition, the galaxy is a dangerous and warlike place, where worlds are constantly under threat from alien invaders, internal rebellion, and treachery by governors. Also, new worlds are constantly being added to the Imperium: virgin worlds ripe for colonisation or old human worlds which have been rediscovered after long periods of isolation.

The worlds of the Imperium take many different forms. Some are sparsely populated agricultural worlds whose sole purpose is to provide food for less productive and more highly populated planets. Other worlds are dedicated to specific functions, such as mineral-rich mining planets, barren research stations, military observation planets, and so forth. Most worlds of the Imperium have a reasonably mixed economy and are in most respects self-sufficient. The Adeptus Terra has very little to do with such worlds so long as their governors continue to pay their tithes and impose the Imperial laws which control and contain the emergence of mutant psykers.

HIVE WORLDS

Hive worlds are another extremely important type of world. Hive Worlds are planets which, in all but a few cases, were settled thousands of years ago, often before the time of the Imperium, during the Dark Age of Technology when mankind first spread throughout the galaxy.

A Hive World has a population which far outweighs its own ability to feed or support it, often exceeding a thousand billion people on a planet the size of Earth. Such vast numbers of people exert such pressure upon the environment

that few hive worlds can sustain life naturally. Many have no free ground surface left because they are entirely built over, with new buildings constructed on top of old ones, to the extent that the planet is no more than a huge urban conglomeration.

Hive Worlds are tough places: little value is attached to human life and air, light and food are often precious and rare commodities. Because the populations of Hive Worlds are so large they are almost impossible to control. As a consequence it is generally the case that hive societies are extremely brutal and dangerous. Violence is often institutionalised and accepted, and upholding the law is commonly a matter of exerting personal power and influence. In such a situation a man depends upon his friends and family, those whose livelihoods depend on him and those to whom he can promise support.

Every hive world has its unique environment, history, and circumstances. Confrontation is set upon the hive world of Necromunda. This volume contains copious details about the planet of Necromunda, its hives, and its teeming population. Necromunda is merely one of the hundreds of such worlds scattered throughout the galaxy.

NECROMUNDA

Necromunda was founded 15,000 years ago as a mining and manufacturing colony. The ensuing millennia have not changed its basic purpose very much; Necromunda is still a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems.

Nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge ponds. The once fertile plains have disappeared

under huge urban developments of great housing and factory blocks, forming new ranges of man-made mountains every bit as tall as the long since flattened natural land features. These huge towering urban complexes are known as city hives, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives deserts of industrial ash cover the surface of the planet with a mobile, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea.

Despite being reduced to such a hellish state, Necromunda is still a valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste-heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world.

Over the millennia, the population of Necromunda has increased well beyond the planet's capacity to support it. As a consequence it is wholly reliant on synthetic and imported food. Each hive has its recycling plants which convert used organic matter into synthetic food. Real food is imported from off-planet, but is an expensive luxury which only the most wealthy and prestigious Necromundans can afford.

As generation after generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused factories and a labyrinth formed from the sewers and service tunnels of an earlier age.

Necromunda's population has never been counted and the chances are that it never will be because the number of people involved is simply

too large. There are probably more people on Necromunda than have ever lived in the entire history of Terra up until the end of the twentieth century. An attempted census of Trazior Hive four thousand years ago revealed an estimated population of a billion in the upper habitation levels alone - no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet.

The society of Necromunda is reasonably typical of larger Hive Worlds. No attempt is made to enforce central administration upon the entire population; indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individual people owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group.

This form of urban feudalism tends to be self regulating. Weaker clans naturally seek the protection of more powerful neighbors whose powerbase then expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further. Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. The endless feuds between the warrior gangs of these clans are the setting for the game of Confrontation.

LORD HELMAWR

The governor and ruler of all Necromunda is Imperial Commander Lord Helmawr. His ancestors are known to have reigned for the past seven thousand years at least, records of government before that time having long since disappeared. Even the archives of the Adeptus Administratum, the bureaucracy of the Imperium,

are remarkably silent on the history of Necromunda during the early days of the Imperium.

Lord Helmawr occupies the very top of the Necromundan feudal hierarchy. The society he rules over is divided into many factions which continually compete and co-operate with each other, giving rise to endless changes in the feudal hierarchy. Lord Helmawr is completely unconcerned with the activities of lesser powerbrokers. He deals directly with the most powerful factions, offering them support in return for their loyalty. If a major player in the power game proves weak or treacherous it is a simple matter for Helmawr to withdraw his support. The very rumour that he might be about to do this is often enough to encourage a feudal inferior's enemies to turn against him and destroy him.

The Adeptus Terra leaves Lord Helmawr to govern his domain as he pleases, as it leaves all Imperial Commanders free to administrate their worlds. The Imperial Commander forms a link in the feudal chain which extends throughout the galaxy to the heart of the Adeptus Terra. So long as Helmawr fulfils his feudal obligations to the Imperium his position remains secure.

Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces. As the entire production capacity of the world is given over to providing manufactured goods for the Imperium the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains quite satisfied. Of course, should the Necromundan economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed.

Hive worlds like Necromunda provide the Imperium with another useful resource - namely its people. Necromunda produces generations of tough youths with a strong sense of self-reliance. They are highly valued as recruits for the

Imperial Guard and even for some of the Space Marine Chapters. Providing recruits in vast numbers is another of Lord Helmawr's feudal obligations. Recruitment brings officials from the Imperium to Necromunda to inspect and in some cases conduct recruiting drives amongst the fighting gangs. Helmawr himself is obliged to provide troops from his personal guard, usually a whole regiment at a time.

Because the planet supplies so many troops for the Imperial Guard the name of Necromunda is known throughout the galaxy, even by people who know nothing about the planet itself. Over the centuries Necromundan Regiments have fought with distinction in the Imperial Guard and have earned a fearsome reputation on many battlefronts.

Another important obligation is that Lord Helmawr successfully controls the numbers of dangerous psychic mutants. These psykers, or witches, are a mutation which is becoming

increasingly common on all worlds in the Imperium. On most worlds they can be dealt with fairly easily, but on a hive world like Necromunda with its vast population the matter is much more difficult.

Psykers are very dangerous indeed - probably more so than even they realise. Although some are able to control their powers and use them for the benefit of society, the majority are unable to control their powers properly with disastrous results. Some become host to daemonic powers from warp space, while others attract psychically sensitive aliens or psychic diseases which can then hop into the minds of ordinary people. If psykers were to go unchecked throughout the Imperium human society would soon collapse. Indeed, this is one of the reasons why the Emperor clings so tenaciously to life, as only he understands the true dangers of possession and psychic destruction.

LANDSCAPE

Necromunda is very similar to many other hive worlds of the Imperium. It is a planet devoid of any remnant of its original natural beauty; its surface reduced to a wasteland of windblown ash and accumulated industrial waste. Throughout this wasteland lie the hive cities which give such planets their distinctive character and their collective name of hive worlds.

The hives are grouped into clusters comprising up to a dozen or so individual hives all linked by a network of overground travel tubes and subterranean passages. These clusters are scattered over the cloud-strewn surface of the planet. From the top of any hive it is possible to see the tips of distant hive clusters projecting from the seas of poison mists like far-flung islands.

Hive clusters are connected together by roads across the wastes and transportation tubes supported on pylons and suspended from cables. With its forest of towering hives interconnected in a network of tubes, the landscape resembles a petrified forest entangled in the web of some enormous spider. Indeed, the spider and the spider's web are very powerful symbols to the inhabitants of Necromunda.

The hives are the result of thousands of years of constant demolition and rebuilding. The original cities of Necromunda lie beneath the hives, many hundreds of yards below the current surface of the planet's ash wastes. Dark, forbidding ruins, often crushed by the weight of the hives above them, these old cities preserve the layered history of Necromunda. It is a

popular tale that the lowest layers of some hives are built from the original transport barges which brought humanity to Necromunda all those millennia ago.

Each hive takes the form of many huge spires which rise from the base of the city. From a distance, a hive resembles a mass of stalagmites rising from the cloud strewn wastes. Each hive covers an approximately circular area some fifty to a hundred miles in diameter. The tops of the spires can rise to a dozen or more miles above the ground surface, piercing the festering clouds that surround the lower levels of the hive. The spires usually merge into each other at their bases, and smaller spires will sometimes grow out and upwards from just above the base, branching like a cactus and forming multiple spires.

The spires are only the top part of the hive, comprising the upper hab zones with factory layers on or above the current ground surface. The older and partially ruined factory and hab layers still exist, although they are buried beneath the ash wastes. Though they are hidden, Factories and habs are rarely abandoned until they are utterly derelict or polluted beyond use even by Necromundan standards.

The hive-cities of Necromunda retain the ancient names of the cities and settlements from which they grew. Each spire within a hive is also known by a local name. There are approximately a thousand hive clusters on Necromunda. A few of the most important and some typical examples of the various kinds are described below.

SOME NECROMUNDIAN CLUSTERS

The Palatine

The largest and oldest surviving hive on Necromunda is the dynastic home of Lord Helmawr, Imperial Commander of Necromunda, known across the planet as The Palatine. The cluster it belongs to is known as the Palatine Cluster. The central and tallest spire of the Palatine hive forms the palace of the Imperial Commander Lord Helmawr.

The Palatine boasts some of the most grandiose and magnificent architecture on Necromunda, and also has the only shipyard and landing field large enough to take orbital carriers. It is thus the planet's only spaceport, a physical expression of Helmawr's monopoly in off-planet trade. The fortress monastery of the Adeptus Astartes contingent and the headquarters of the Adeptus Arbites on Necromunda are also located in the Palatine Hive.

On the edge of the hive is a special spin, - set aside for the aliens and abhumans who come to Necromunda from time to time in order to trade. Both Squats and Eldar are among these visitors and they are housed on separate levels of this spire. The Palatine is thus by far the most cosmopolitan of all the hives of Necromunda.

Trazior Hive

Trazior means Three Sisters in the local Necromundan dialect. It is so called because of its three huge spires which can be seen from a long way off by any traveler coming across the wastes from the south. Trazior is located on the edge of the Great Equatorial Waste and is the southernmost "frontier" hive of the great Palatine Cluster.

Many important merchant clans are based in this hive and it is the main trading depot for convoys going to or arriving from the southern hive clusters. The nomads who live out in the wastes and raid the convoys are a constant source of annoyance to its inhabitants. The clans and

gangs of Trazior are described in detail later.

Trazior was also the scene of one of the most prolonged and vicious gang wars in the recent history of Necromunda.

Acropolis Hive

This is another old and elaborate hive in the Palatine Cluster. It is located at a very important intersection of several great road tunnels and has always been a major centre of trade on Necromunda. The Acropolis hive is home territory for some of the most powerful merchant clans, whose widespread trading network extends across many of the hives of Necromunda. The Acropolis Hive attracts a number of large and sprawling shanties clustered around its base.

The Temenos

This is another hive in the Palatine Cluster. One spire forms the headquarters of the Ecclesiarchy on Necromunda, while another spire forms The Temple of the Emperor Deified. Colleges, libraries and chapels occupy parts of the other spires. A priory of the Adepta Sororita is located in one of the outer spires. This spire is often called the Sisters Tower as a consequence.

The population of Temenos hive are among the most pious and devout followers of the Imperial Cult. Many of the resident clans manufacture ritual items for the priesthood while others work in the scriptorium, translating the wisdom of the priesthood into the many dialects of Necromunda.

The Temple spire is an architectural wonder: its interior is a warren of naves, chapels and crypts, vaulted ceilings and pillared halls. The diffused light is stained by refraction through crystal. Incense and the sound of chanting drift across the chambers. Here and there statues and holograms of the Emperor reside in secluded shrines. From here Confessors and missionaries

are sent off to frontier worlds in the nearby systems.

Quinspirus Cluster

The Quinspirus Cluster is situated on the edge of a virtually solidified sludge sea called the Worldsump Ocean. At one time, when the sea was still navigable, the area included vast dockyards. These now remain buried deep within the undercity of the centrally located Quinspirus Hive. This hive has five great spires - hence the name which means five towers in the local dialect and which gives its name to the whole cluster. The cavernous warehouses of the ancient waterfronts have been the scene of many savage gang wars.

The Skull

This derelict hive is the largest of a cluster of three remote ruined hives. It is pierced by great

holes and from a distance looks like a great skull lying in the wastes. It is a famous landmark and perhaps even worshipped by the local nomads.

These three gigantic ruins are all that remains of the hives that were captured and occupied for a time by Ork raiders. All contact with the cluster was lost for several years before the rest of Necromunda realised what had happened. In the end a campaign was mounted to clear them. This was the original reason for despatching a Space Marine contingent to Necromunda, which has since become a permanent establishment.

The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins, and even the nomads and scavvies fear to go near the m

THE ASH WASTES

The hives of Necromunda are separated by the forbidding ash wastes: areas of land covered in an abrasive and highly corrosive ash, the end product of fifteen thousand years of industry. This desert covers every inch of Necromunda's land surface that is not protected within a hive. In densely populated parts of Necromunda, hives may be separated by only fifty or a hundred miles of waste. On other parts of the planet the wastes may stretch for a thousand miles between hives.

In some places the ash is miles deep, forming shifting ranges of dust dunes which can bury roads and transport tubes, and erode the base of a hive when swept along in one of the frequent dust storms. The funnel-shape of the hive spires is designed to strengthen the hive against the worst ravages of the dust, but even so they are often buried to half their height or more by ash. This is stabilised and held in place by the fresh wastes which pour from the drains of the hive factories.

The ash wastes are mostly composed of metal oxides, powered plastics and inorganic chemicals which take millennia to reduce. As with many hive worlds, the wastes are an inhospitable environment. The ash corrodes equipment and poisons organic life, although a surprising variety of creatures do survive. No unpolluted air, food or water can be found in these dead lands, although there are fungi, algae and bacteria which live on the waste itself. These are believed to be responsible for the limited free oxygen content of Necromunda's atmosphere.

The ash wastes are a striking and colourful if somewhat lurid environment. The nomads of the waste and even most hive-dwellers who see them would call them beautiful. The ash occurs in many different, often vivid hues such as sculpture yellow, citric green, cobalt blue, pink, mauve, as well as various shades of grey, and it varies in texture from fine dust to crystalline clinker. The creatures and nomads that live there are equally colourful, the better to blend into

their surroundings.

The most dangerous hazard of the wastes is the ash storms. These terrible storms can blow their payload of toxic ash from the equator to the poles. A moderate ash storm will strip an unprotected man to the bone in seconds, and then reduce his bones to a handful of dust. A serious storm is something that everyone on Necromunda fears. These can be so strong that they have been known to destroy entire hives. Ruined spires are occasionally revealed in the wake of one storm only to be covered over again by shifting waste in the next. In some areas, ash has been blown away to reveal the scarred bedrock of the planet. During Necromunda's calmer season, which coincides with the planet's long extinct summer, liquid pollutants rise to the surface, forming slick-lakes and short-lived blind-rivers. Streams meander across the land, vanishing into sinkholes in the dust only to rise elsewhere. Imperial scholars who have studied dust ecologies believe that there may be currents and tides within the ash surface.

These transient rivers and lakes can dry out, forming a hard pan on the surface of the dust. These dangerous areas conceal deep seas of fine dust beneath them. The nomads who travel the wastes avoid such places, because to fall through the crust of a pan is certain death. Anyone who does so is suffocated and then corroded to nothing by the ash.

In hotter weather, when Necromunda's sun breaks through the planet's cloud cover, noxious vapours rise up and form poisonous mists and fogs. Mists are invariably followed by toxic rain storms, laden with particles of deadly ash dust and other contaminants.

However, despite their perils, the ash wastes of Necromunda conceal treasures. Much remains hidden beneath the surface, ready to be reclaimed and used: derelict spires from lost hives; buried convoys; wrecked stratoplanes, aircrafts and spaceships; long-abandoned mine workings; and even, in places, raw materials from the bedrock of the planet. There are a few places where, thanks to some mysterious natural

sorting of the wind and ash itself, veins of pure oxides and chemicals have accumulated. Such concentrations, or ash pockets, are worth mining in themselves. They are a rich raw material which can be reprocessed.

THE SLUDGESEAS

Necromunda never enjoyed large expanses of open water, but now the planet's original seas and rivers are filled with liquid chemical waste. Choked with ash, thick with chemicals and poisoned by heavy metals, Necromunda's sludge seas are all that remains of the ancient oceans. The consistency of the sludge varies from a thin, chemical soup to a viscous polluted mud. Near

the equator, the sea's surface has solidified into a crust of sludge, baked hard by the sun. Conventional ships are useless in such conditions and only flyers or hover vehicles cross the seas. It is even rumoured that some mutants even live in these areas, utterly isolated from the rest of Necromunda.

The sludge seas, however, also support their quota of hives. Some are built on massive piles, driven deep into the sea floor. Other, relatively small hives have been constructed on massive floating islands which are anchored in position. On more than one occasion a floating hive has broken free during an ash storm and sunk or capsized. Survivors of such a disaster are rare.

ANATOMY OF A HIVE

THE SPIRES

From a distance, when the clouds lift from around a hive, its spires look like a cluster of tall, tapering termite mounds. They rise from a broad base of outlying structures to near-vertical towers. Their gigantic scale is such that it almost denies human involvement in their construction and they look as though they might have sprouted up out of the ground by themselves, like some great organic growth. Few human constructions can rival their awesome size. Although no two spires are exactly the same, they all share common characteristics and are constructed in a similar fashion.

A section cut through a spire is not a whole circle. A spire is divided into a series of segments, like wedges of a cheese, which are joined at the centre. Deep gullies or slits in the spire, crossed by communications tubes, separate the segments. These gullies are supposed to admit light and air to the spire, but their size makes this impractical. Every added communications tube also adds its shadow to the darkness of the interior.

The areas close to the core are far removed from the outside world. Their only illumination is provided by glow globes and massive cables of optic fibre or flexible glass, which run down into the core of the hive from the sunlit pinnacles of the spires. These create weak shafts of light that penetrate the dim catacombs of the hive and light it in the same way as the nave of a Gothic cathedral.

Fresh air enters the inner recesses of the hive via great ducts from the upper layers. It is drawn in through huge wind intake fans and filtered through dozens of purification plants to remove the fumes accumulated as it passes down the height of the spire. In the deepest parts of the hive and especially in the old factories and undercity layers, the air ducts no longer function. Here fumes and stale air accumulate and personal respirators must be worn at all times.

The many airducts and vents are infested by strange creatures called caryatids. These are small, blue, winged humanoids which exist in great numbers throughout the hives of Necromunda. Many hive-dwellers see them as good luck charms because they often attach themselves to powerful and successful individuals, and in fact seem to be particularly attracted to the soon-to-become-powerful. Conversely, the departure of a 'pet' caryatid is seen as an omen of doom - its former companion is then regarded as a man waiting for death.

THE SHELL

The outer shell of a hive is its skin and defence. Though the cliff-like shell of a spire appears to be quite solid, its surface is pierced with deep vertical and angled shafts. These shafts are small compared to the bulk of the spire, but are important because they admit additional light and air into the core of the hive. They are all protected by a series of massive covers which can be moved into place when required.

The shell is where the majority of the inter-spire travel tunnels and tubes begin and end. Tunnel stations and gateway fortresses, convoy parks and garrison blocks are all located in it, where they can contribute to the regulation and defence of traffic between and within the hives.

The shell is also the first line of a hive's active defences against planetary invasion. Giant defence lasers, each capable of hitting an orbiting target, are mounted at many points. These are used to defend the hive against human or alien spacecraft. However, against the fierce ash storms that sometimes ravage Necromunda, the shell's surface forms its only defence.

Although some people do live within the hive shells, the storms are an excellent reason to find accommodation deeper within the spire. Being able to experience direct sunlight or feel a fresh draft of air from the duct is a status symbol almost as important as having a good diet, but a

single ash storm can make such status symbols meaningless.

A heavy storm is quite capable of stripping off the shell's outer layers, including a spire's laser defences, travel facilities and shell-dwellers. Shells must be constantly refurbished by work-gangs, otherwise the next ash storm could easily penetrate the tunnels, shafts and catacombs of the main spire and rip it apart.

HEAT SINKS

At the heart of every spire there is a single vertical shaft known as the heat sink. From the topmost levels of the spire the heat sink reaches far below the lowest levels of the hive, down through the geological crust of the planet itself. A heat sink can be several miles across. It is a vast, hollow, sealed tube made from dense plasteel. Along the length of its thick plasteel walls there are buildings, chambers, shafts and service tunnels.

The sink takes heat from the planet's core and turns it into power for the spire. At intervals throughout the length of the heat sink there are generator stations which convert the raw heat into usable energy. The power is then transmitted to the factories and hab layers around the core. There are no power stations in the lower levels. The heat sink passes through these levels and provides only a constant warmth. This, however, is infinitely preferable to the damp chill of the remainder of the lower hive. As is the case with all things Necromundan, the power generation systems are controlled by the clans into whose territory they fall. These clans receive a considerable income from all who use their power, so possession of the heat sinks is one of the chief marks of a powerful clan of the inner core. Other clans might control territory between the power stations and the users, and they often extract their own tolls from both factories and power producers to protect the transmission lines. In this way the feudal clans of Necromunda operate as producers, suppliers and consumers in a thriving economy. Only in the upper hab layers of the spires is there a regulated

service. There, power is drawn from stations controlled by the government - in effect by the troops belonging to Helmawr's own clan.

Access to the heat sink is usually very difficult. Many levels have no access at all, and on others access ports are sealed and guarded. On some of the older levels, however, many seals are ruined or insecure and access is possible although dangerous.

HAB LAYERS

The upper layers of each spire are called habitation areas or hab layers. Here the bulk of the hive's human inhabitants live in conditions which range from relative luxury to dismal squalor.

Where a family lives in a spire reflects its social standing and importance. The topmost layers of the spire are populated by the elite households of the hive. This hive nobility live in relative comfort enjoying the luxury of natural light, fresh air and real food imported from nearby agricultural worlds. Below lie the twilight levels, inhabited by the rest of the population. Conditions on the twilight hab layers are considerably less pleasant than in the habs above. Natural daylight is dim, fresh air is unknown, and most of the food has been eaten and recycled many times before.

Below the twilight layers is the darkness of the undercity. Here, the only light comes from artificial glowglobes. Everything, even the air, on these levels has been used before and reprocessed several times. On a typical hive world air and water pass through, on average, 287.3 other people before reaching the lips of those who inhabit the undercity. The proteins and minerals in the universal synthdiet are reclaimed from human bodies that no longer have need of it. On Necromunda, everything that can be recycled is recycled, including the people themselves.

THE FACTORY LEVELS

The industrial complexes built into the spires produce all kinds of different items which are traded to other planets in return for the food which Necromunda so desperately needs to feed its teeming millions.

In the hives, the factory levels extend from below the lower habs down to the surface of the ash wastes and beyond. Over the millennia, the waste exuded from the factories has solidified around the base of the hives, affecting the ever-rising layer of ash waste which covers the surface of the planet. As the level of the ash wastes rises, so the lower factories find themselves buried below the ground. So long as it remains possible to pump effluent up to the surface, these factories can still continue to function.

The new factory levels are a network of waste pipes, gutter-shafts and gas-drains which bleed poisons and noxious wastes away from working areas. These drains stick out of the lower flanks of the hives, flaring off dangerous gas, belching out fumes into the filth-ridden air, or pouring poisonous liquids and solid waste onto the polluted ash below.

Industrial production is controlled by the many clans. Each producer fits into a pattern of feudal obligation - supplying other clans and taking raw materials, components and power from others. Large, powerful clans act as clearing houses for the goods and services provided by their feudal inferiors. This industrial feudalism of Necromunda regulates demand and supply in a thoroughly efficient manner.

Clans will often rise in power and importance, as lesser clans in related industries come together in uneasy alliances. Sometimes conflict of interests, territorial rights and clan rivalry lead to inter-clan feuds. This is one of the main causes of gang warfare on Necromunda.

Workers usually live in or very near the factories where they work, and are as much a resource as the machines they tend. In some cases, workers, especially Techs, are surgically adapted to perform specialist functions. Such physical and mental enhancements are expensive to finance, which makes such workers very valuable.

OLD FACTORIES

As the surface of the wastes rises it becomes increasingly difficult to service the factories on the buried levels. Huge vacuum pumps lift the countless tons of filth up above surface level for venting outside the hive, but even these have their limits. There is a point in each spire below which disposing of the factories' rubbish is impractical. When the cost of disposing of a factory's waste is no longer outweighed by the value of its output, it is closed down and abandoned.

As the lower levels fall below the level of the ash waste and are abandoned to low-life scum, lower hab layers are converted into new factories, and the upper hab levels are extended upwards. In this way the spires of the hive world are being continually renewed.

The old factory layers are filled with abandoned, machinery and hab levels and often reach as far below ground as the spires stretch up above it. The lowest parts of the old factory levels are little more than rubble, having collapsed under the weight of the hive, or been deliberately filled in to make foundations for later building work. The abandoned factories and hab levels are infested by scavvies, gangs who roam the dead layers of the hive scavenging for anything they can use or trade.

THE UNDERCITY

Below the hive's foundations lies a honeycomb of ancient tunnels, ruins, and buildings from Necromunda's long-dead past. Those ruins lie at the very bottom of each spire, far below any factories and the ash wastes: they are the undercities, the oldest and deepest parts of Necromunda's hives.

Undercity zones predate the hives by many centuries, even millennia. They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes. It is quite possible that the remains of the colony barges that first brought mankind to the planet still lie beneath some hives.

The undercities are infested with fugitives, outcasts and mutants who are regarded by the upper hive-dwellers as little better than the animal vermin which are also found there. Life in the undercity is even more violent and difficult than life in the spires above. Many of the most ruthless hive gangs have origins in the undercity. At the bottom of the hive, upward mobility is more than an abstract concept. The strong, the lucky and ruthless can rise to the top, in terms of actual location in the hive as well as in status. It is not unknown for survivors of the undercity to reach high status as officers in the Imperial Army, schooled and tempered by the terrible necessities of survival.

THE FORBIDDEN CITIES

The military tunnels which link the hives of Necromunda run deep beneath the ash wastes, cut into the very bedrock of the planet. This travel network was constructed so military forces could be moved quickly around the planet, enabling them to concentrated wherever they are

needed.

Access to the hive is via great ramp-shafts guarded by gatehouses, but unauthorised persons are able to gain entry through the heat sinks and air-vents. Under the hives, and linked to this underground tunnel network, are cavernous storage depots and bunkers, used for stockpiles of synthetic food and raw materials in anticipation of war or some other disaster.

The tunnel system and its associated bunkers are very ancient, dating to a time before the hives had grown to the massive size that they are now. As the system is continually being renovated or enlarged, many tunnels and bunkers have been bypassed or disused and sealed up. Over the millennia, these unused tunnels and bunkers have been forgotten and lost.

Since the discovery that these places are the only source of the valuable drug spook, they have been secretly re-colonised and are now known as the "Forbidden Cities". If they've heard of them at all, most Necromundans don't believe they're real, thinking their existence to be yet another urban fable.

It is in these ancient bunkers that the decayed synthdiet deposits are found which are used to make the psychic drug spook. It is likely that officials of the Lord of Necromunda discovered the distinctive green deposits while they were supervising work on the tunnel network. Since then, the nobility and the ruling dynasty of Necromunda has always had a hand in the production and trade in spook. Only the nobles, with their ability to call on the services of subordinate clans, techs and paramilitary forces have the diverse resources needed to process the decayed synthdiet into spook.

The cavernous vaults of the Forbidden Cities are extended and embellished with the wealth

brought in by spook. Pillared halls are cut from the rock, polished stones and mosaics adorn the floors, ceilings and walls. They become palaces of archaic decadent splendour.

The cities' workforce is recruited from the scum of the undercity, supervised and guarded by savage undercity gangs. If they cannot find enough willing workers they will incite undercity gangs to make slave raids into the lower hab layers or offer to buy captives from nomad slavers. Once introduced to the decadent life within the Forbidden City, most slaves are reluctant to ever be free again.

Spook exploitation brings in incredible wealth. This wealth helps to maintain the privileged lifestyle of those noble families secretly involved in its manufacture and trade. These are the so called Lords of the Forbidden Cities. Some are of noble origin, others are adventurers of obscure origin who have connections with the nobility. Frequently they are members of noble households who have gone into exile because they are suspected psykers or wish to escape from political enemies. They simply disappear from the upper spires, setting up court in the hidden bunkers where the spook is processed.

SPOOK

While there are many decaying foodstuffs down in the bunkers, only a certain type degenerates into the spook lode: the vestigial remains of the oldest kind of synthdiet made on Necromunda. The decayed synthdiet deposits are now nothing more than a lurid green powder, having been acted on by mutant fungi for thousands of years. It contained a high proportion of recycled human protein, and it is this human essence which is likely to account for its dramatic effects on the human psyche.

The drug spook is taken in liquid form - the ultimate magic potion. When drunk in small

amounts, it awakens the imbibers' psychic abilities. When drunk in quantity it opens the channel between a person's physical body and their soul in the warp. If the individual has a strong soul, it will be drawn into his material body; if he has a weak soul, all psychic energy will be instantly sucked out of him and lost in the void. It is for this reason that spook is a very dangerous substance, and its use viciously repressed by the Imperium.

In hive-world society, people are constantly seeking ways to exploit anything they discover. The people who stumbled on the unusual green deposits investigated ways of turning them into wealth, as they would have done with any substance, and in the process discovered spook. Being ignorant of matters of the human soul and the danger inherent in mankind's metamorphosis into a psychic race, spook was seen as just another substance to be recycled and exploited for profit.

There has always been a massive demand for drugs in hive-society, mainly to supplement the diet and ward off sickness. Spook became popular among the nobility who revelled in its exotic effects and it has slowly filtered down throughout hive-society.

The noble households which exploited this resource naturally kept the trade secret and confirmed to grow rich. The household of the Lord of Necromunda himself was involved in the business and was able to organise off planet trade of spook. This had to be accomplished using smugglers, since the Imperial fleet conducts all legal trade in space.

No-one knows or can predict where the spook deposits are to be found, but whenever one comes to light, the officials of Lord Helmawr's officials who are part of the spook ring are informed, and mining and processing can begin. Trusted noble households with a close

connection to the ruling dynasty will get the concession to exploit the deposit.

Small quantities of spook are also found and traded by scavvies who stumble on eroded deposits during their delvings. This accounts for a small amount of wild spook that is traded in the undercity and shanties. Imperial agents trying to track the spook to its source usually end up following the scavvy spook and thereby miss the main source. Of course, there is nothing to link the nobility or the Lord of Necromunda to the scavvy spook.

The most significant outlet for spook is the secret cults that lurk in many hives. These cultists need a regular supply of this psychic-enhancing substance. The Immortals in particular require vast quantities for their rites and the expansion of this cult is certainly the single greatest factor in the growth of the spook trade. Most of the spook lords who rule the Forbidden Cities are probably already members of this cult.

Spook is easily distributed via the various undercity, scavvy or nomad gangs who ask no questions and only know of the next link in the chain.

THE SHANTIES

Shanty towns are built outside the hives, clustered at the outer edge of the shells of the spires. They are inhabited by all kinds of hive world scum who cannot cope with life within the hives. The spires, at least, offer a limited protection against the poisoned rains and corrosive ash. The best shelter a shanty dweller can hope for is one or two layers of packing material, or an abandoned vehicle. To make matters worse, much of the factories' toxic effluent pours directly down onto the shanties.

If a shanty remains in existence for any length of time and somehow escape's being swept away by a storm, the inhabitants will excavate caves and cellars into the solidified sludge and compacted dust. These dwellings can be reinforced by sludge baked by the sun into crude bricks. By retreating into those refuges, some shanty dwellers survive the ash storms that sweep away the more flimsy parts of their homes. When the storm abates, they force their way through the wind-blown dust to the surface and attempt to rebuild the shanty out of the wreckage of the old one.

Conditions in the shanties are worse than anything in the hives, yet for most shanty-dwellers even their crude home is preferable to wandering the ash wastes, where they would fall victim to the creatures and nomads if the heat, corrosive dust and freak storms did not get them first.

No-one from the hives bothers shanty-dwellers very much - they have little worth taking. Furthermore, the sprawling settlements are home to vicious gangs of shanty-dwellers, scavvies and nomad bands that have come to the shanty to trade.

GANGS

The number of gangs on Necromunda almost certainly runs into millions, ranging from small gangs which control no more than a section of corridor to the private armies of large and powerful clans which dominate whole spires.

The Imperium does not dictate to the Imperial Commander how the planet should be run - as long as it is loyal to the Emperor, its factories produce what they should and it pays its tithes they do not interfere. The retinue of Lord Helmawr is in effect the largest gang on Necromunda. His status as Lord of Necromunda is hereditary and his household controls all offplanet trade, including the import of real food from nearby agricultural worlds.

General Characteristics of Hive Gangs

The word “gang” describes many different types of armed bands on Necromunda. Gang is a generic term which includes clan warriors, bands of ash nomads, savage gangs and mutant bands from the undercity, scavvies from the shanties, armed bands of techs, bands of fugitive psykers, unruly brat gangs of the upper hab layers, as well as sanctioned gangs and professional bounty-hunters, guards and retainers such as the Venators and Custodians.

Although gangs may be drawn from large groups such as a hive clan, noble household or nomad tribe, a typical gang will include around a dozen members. This is an ideal strength for skirmishing and raiding in the corridors and tunnels of the hive. Gangs must be able to infiltrate the territory of rival gangs undetected to mount successful raids. In order to set

ambushes they will have to hide in the dark recesses and among the pipes and conduits of the road tunnels. Small groups are simply much more effective in this environment than large armed mobs which are far too conspicuous and easy to track down.

Each gang is led by the warrior with experience, skill and considerable powers of leadership. Other warriors are naturally attracted to these strong and inspiring individuals.

Each territory has its own gang drawn up from the toughest youths of the clan. The gang leader and his henchmen, often several years older than most of the warriors and due to settle down as respected clan members will select the best of the youths and let them prove themselves through the gang initiation rite. Most initiations are pretty tough and brutal and in this way the gang recruits the toughest among the youth to be the clan warriors.

The ambition of most young clan members is to run with a gang, similarly most young nomads in the ash wastes are expected to fight for the tribe as warriors. The youth of a hive-clan will tend to group together for protection, and might well become involved in skirmishes in defence of their home territory.

Other types of gangs recruit suitable new members into their ranks in a similar way. Scavvies, Brats, Mutants, Techs and Psykers will naturally only consider their own kind or those sympathetic to them. Undercity gangs will only accept savage masters of the art of survival who

can prove their eligibility by combat.

All gangs impose some sort of initiation rite on their recruits, intended to mark gang members for life and weed out those who might be a liability. Recruits must often prove themselves by taking a trophy in their first skirmish with the gang. This usually means cutting off a finger, ear or taking a scalp from a fallen enemy. Attempting to take a trophy from a living enemy is even more admired, but reckless in the extreme. The practice of trophy-taking is generally known among the gangs as 'scragging'.

The habit of taking part of an enemy corpse as a trophy is related to a common Necromundan ritual. Clan members who fail in their duties and obligations atone by cutting off one of their own fingers or, more rarely, one of their ears. This severed piece of flesh is then presented to the clan leader as a token of reborn loyalty and commitment.

This custom is practised by gangs in hives all across Necromunda. It is also common for good fighters to hold up their hands in greeting, palms outwards and fingers spread. By doing this, a fighter shows any potential opponents that he has all his fingers. By extension, he has never been defeated or made a mistake. He is, therefore, a man to be feared.

Gangs trade among themselves for weapons, ammunition and equipment. Anything they cannot obtain by trade they will capture from enemies or raid arms depots. If the gang is hired by Helmawr's officials, a noble household or a powerful clan, they may be rewarded with sophisticated weaponry. Techs can make advanced weapons and wealthy social groups can purchase or obtain them by corrupt means. Many scavviess, undercity warriors and nomads have to make do with crude improvised weaponry until they can capture or loot

something better.

CLAN WARRIORS

The most common type of gang on Necromunda are the gangs of young clan warriors.

In the hives every manufacturing process, industry, service and transaction is the concern of one clan or another. The pressures of competition for limited resources - even such basics as good food, air and water - mean that every clan must sometimes resort to armed force to secure its survival.

Every clan, and groups of related families within each clan, have their own territory or concession, often carved out and defended by their own gangs of young clan warriors. In this way, forests have been replaced by a jungle of metal and concrete, and society is ordered along tribal lines.

For many ordinary Necromundans running with a gang comes as part of the life cycle. Young members of the clan are expected to play their part in defending the clan territory and upholding the honour of the clan. Youths in their early teens are initiated into the gang by various rites of passage. From then until their mid twenties they fight for the clan in the same way that young warriors would fight for their tribe in, a primitive feral world society.

After several years with the gang, a warrior gains the respect and status of his family and other clan members and gains the right to found his own family and take part in the clan business.

The struggle for supremacy between clans is ceaseless and often violent. Clan gangs fight each other openly, gang leaders are assassinated and kidnapped, or, most commonly, a clan's

resources, its techs, workers and factories, are destroyed in endless raids. Lord Helmawr and the nobles of Necromunda do little to interfere. They simply wait and then do business with the winners.

Neither Helmawr nor his officials concern themselves with inter clan rivalry, as long they fulfil their quota of goods and deliver them on time. Lord Helmawr extracts tolls on all business through offworld shipping and handling charges, recruits the best gangs into the Planetary Defence Force and leaves the hives to manage as best they can. It is an arrangement that suits everyone of consequence.

The co-operation between the clans and Lord Helmawr is an accepted part of life. It operates at many levels, with gangs recruited into the Planetary Defence Force, given semi-official status as Venators and Custodians, or secretly used for Helmawr's hidden dealings.

The gangs are necessary for the government's dirtier tasks, and they are glad to do the work at the right price. The commonest use for hired gangs is to profit the nobility and Helmawr, as ruler, takes the lion's share. He charges high rates for his monopoly on offplanet transport, and he enforces his monopoly by troops and sanctioned gangs. Helmawr maintains his power by a subtle policy of divide and rule over the rival households, clans and gangs of Necromunda.

Social Croup - Young clan members aged between early teens and mid twenties. Most of the population of Necromunda belongs to a clan and clan warriors form the most common type of gang. Each group of closely related families living in a distinct close-knit territory will have a gang to protect them. A typical clan can include hundreds of such gangs.

Territory - the workshops, factories and associated living areas of the families in the clan are the territory of the local clan gang. Other clans, gangs and strangers will be challenged if they violate the gang territory without permission or payment of tribute.

Ritual - Youths are initiated into the gang by various initiation rites. Some must prove themselves worthy by acts of reckless bravery such as scragging an enemy (cutting off an ear or finger as a trophy), others must endure ritual scarification without flinching. Most gang warriors receive ritual scars or tattoos of some kind. After a time running with the gang, young warriors will have gained enough respect and status to found their own families and take up the clan business.

Armament - Clan warriors can often be quite well armed through trading with other gangs.

Motives - Gangs of young clan warriors protect the clan territory and other members of the clan as they go about their work. These gangs also make it their business to uphold clan honour, which will often lead to long standing feuds between rival clans. Gangs with a good reputation may be hired by other clans, noble households or Lord Helmawr's officials for various tasks. Exceptional clan warriors may be recruited into the Planetary Defence Force, Imperial Guard or even the Adeptus Astartes.

BRAT GANGS

Although the noble households are outside the Clan structure of Necromunda, they are not immune to the influence of the pervading tribal culture of the hive world. Like clans, noble households have their own ancient and bitter rivalries which sometimes explode into violence. The root causes are often more to do with honour, traditional enmity, and dynastic disputes

than the mainly economic and territorial causes of gang warfare in the lower levels of the hive.

The idle and decadent youth of the nobility emulate the young clan warriors by forming their own Brat gangs, which make it their business to look after the honour of their household. Many young nobles run with the Brats for a time before they succeed to holding office and can then continue to further the interests of their own household by more subtle means.

The Brats are always in the forefront of any new fashion or cult that sweeps through the upper levels of the hive. Young nobles are privileged, wealthy, inquisitive, rebellious and open to wider influences than are available in the lower levels of the hive. Brat gangs sport fantastic, elaborate costumes and hairstyles, and flout the conventions of hive life as openly as possible.

In the upper hive layers Brats run together in packs but they do not limit their predations to their home territories. They frequently drop down the spires into the lower habs, where their wealth can be used to obtain any drug or weapon. Once in the lower habs, the Brat gangs terrorise the Techs and workers, safe in the knowledge that they can return to the upper habs whenever they want to.

Social Group - Brats are recruited from the unruly, discontented and rebellious youth of the nobility.

Territory - The estates of the noble households in the Upper Hab layers.

Ritual - Brats go in for bizarre tribal rituals imitating those of other hive gangs. Initiation rites, scars, tattoos, hairstyles and extravagant rather than practical clothing characterise these gangs.

Armament - Brats can be quite well armed due to wealth and access to imports. Exotic weaponry is especially favoured.

Motives - Brat gangs are mainly concerned with upholding the honour of their households. They also assume responsibility for 'protecting' their territory from uncouth lower hive dwellers. Brat gangs like to create a reputation for themselves by raiding other gangs. They also get up to various rebellious, subversive and anarchic activities including involvement with cultists and psykers.

TECH GANGS

Tech gangs and associations are more common than supposed. Techs often form collectives to protect themselves from exploitation by other groups. From passive protection and defence, such associations often mature into gangs that are as aggressive, in their own fashion, as any other in the hives. Tech gangs have a pool of skills which means that they can often trade for materials from the factory levels. They deal in drugs, chemicals and weapons, trading these goods for interesting technological relics and rare raw materials scavenged from the undercities. Tech gangs are not noted for crude ferocity but they are widely respected for their expertise with weapons and equipment, and it is foolish indeed to cross a Tech gang without reason.

Social group - Techs belong to clans, either forming a distinct group within a large clan or forming separate tech clans. Techs form gangs to protect themselves and their business interests.

Territory - Tech gangs protect the workshops, industrial plants and associated living areas of the tech families that work there.

Ritual - Tech gang warriors undergo initiation rites which might involve technological implants or advanced forms of tattooing.

Armament - Techs have access to unusual and technically advanced weaponry due to their skills and great bargaining power.

Motives - Tech gangs are concerned with protection of their territory and tech business interests from the predations of envious rivals. There are many who will resort to lawless means to obtain advanced technology. Tech gangs are often hired by Helmawr, noble households or other clans for tasks which require their expert technical skills and sophisticated weaponry.

SCAVVIES

The shanties and derelict factories of the undercity are homes to the Scavvies, who scrape a living from scavenging materials and trading them with clans who can make a profit from recycling. In the old factories there are rich pickings to be found among the rubbish and abandoned machinery for those who are desperate enough to hunt there.

The Scavvies trade what they find - machines, scrap, raw materials, even spook caches in return for food and weapons. The relationship is uneasy at best, because many Scavvies are diseased.

Scavvies develop sores and scabs on the skin due to delving among dangerous pollutants. This has earned the Scavvies the alternative name Scabbies, and like mutants they are often persecuted as subhuman beasts. Wherever they are found, Scavvies are driven from levels occupied by normal humans.

Many Scavvies make a good living as spookhunters, prospecting for the precious lodes

of raw narcotic spook. For the Scavvy gangs this is a valuable substance, worth many times its weight in real food and fresh water. A carefully guarded lode of spook can keep a gang in relative comfort for years, if they manage to avoid becoming addicts in the meantime.

Naturally, much raw spook makes its way to the secret factories of Lord Helmawr. For this reason, if for no other, Scavvies are a necessary part of Necromunda's economy. Without them to find and mine the raw spook, one of Lord Helmawr's principle sources of income would vanish.

Other Scavvy gangs specialise in preying on fugitives and patrols from the upper spires, and those who fall victim to them are lucky if they are slain outright. It is even said that Scavvies eat their prisoners. Such fresh meat supplements their normal diet which includes the verminous creatures of the undercity and the shanties.

Social Group - Scavvy gangs include all kinds of fugitives, outcasts, refugees, members of dispossessed clans and scum shunned even by the undercity gangs. Many shanty-dwellers are hereditary Scavvies.

Territory - Scavvies carve out gang territories in the Shanties, among the old derelict factories and heavily polluted parts of the undercity.

Ritual - Scavvy gang ritual is similar to undercity gangs. Human bones are often used as decoration or primitive armour. Trading with Scavvies is a ritualistic and frequently risky business.

Armament - Scavvies use crude improvised weapons supplemented by captured and traded items. Rare scavenged materials can sometimes be exchanged for quite sophisticated equipment.

Motives - Survival by means of scavenging is the prime motive of most Scavvy gangs. Good scavenging grounds will be fiercely protected. Scavenging, looting and all forms of furtive theft are highly respected talents.

NOMADS

Nomad bands wander the ash wastes which lie between the hives. Their skills to survive in the hostile ash wastes mark them as special among the people of Necromunda. They manage, much to the horror of hive dwellers, to live in the open, unprotected by the walls and ceilings of a hive or the armour plate of a convoy carrier. Indeed, few true nomads use vehicles, preferring to carry only as much as they can load onto their own backs. In this way, every nomad is a fighter and a bearer, ready to defend his own part of a caravan.

Nomad gangs ambush convoys from the hives and other nomads when they can. They frequently attack travel tubes and disrupt trade between the hives. The nomad routes cross the planet and bands migrate from one hive cluster to another, following the good weather and trying to stay ahead of the fierce seasonal ash storms. A gang's long wanderings can take it to many hives and their surrounding shanties, and the nomads make a living carrying trade goods between the hives. The goods they carry are small, usually exotic and always costly: rare drugs, special ammunition, strange things found in the ash wastes and secret messages from distant hives. Many gang leaders prefer to use nomad couriers, valuing secrecy above the speed and ease of using road tunnels.

The nomads are seen as dangerous undesirables by hive dwellers. Helmawr's soldiers and merchant gangs attack nomads on sight because of the danger they pose to road tunnels and convoys. Nomads have also been known to raid the hives themselves on occasion, infiltrating

deep beyond the spire shells and retreating into the ash wastes before any resistance could be organised. Nomads sometimes get into the undercity via derelict tunnels uncovered in the ash wastes, and any storm that breaches the shell of a hive will give rise to anxiety in expectation of an imminent nomad raid.

Social Group - Nomads form a distinct social group on Necromunda. It's possible that they were the descendants of rural settlers who were long ago reduced to nomadic scavenging existence due to the pollution of their lands. They dislike and despise hive-dwellers, and the feeling is mutual.

Territory - Territory tends to be wherever the nomad band are at the time, although certain caravan routes, ruins, expanses of waste and water holes may be regarded as the territory of a specific band.

Ritual - Nomads have their own ritualistic and tribal society which is distinct from the clans of the hives. Rites of passage, ritual scarification and tattooing, scragging and trophy-taking are all known in various forms. Some nomads make extensive use of body-painting as a means of protecting their skin from the sun and the dust as well as decoration.

Armament - Simple weaponry supplemented by captured and traded items. Sophisticated weapons are a status symbol.

Motives - Nomad gangs are naturally concerned about protecting their territory or trading caravans. Tribal and personal honour are extremely important. Nomads indulge in continual warfare and inter-tribal feuding for amusement and gain. Raids on merchant convoys crossing the wastes are commonplace, but some nomad bands are audacious enough to make slave-raids on shanties and even hives, if

they can get in through damaged transport tubes or the ravaged hive shell after an ash storm. Nomads obtain sophisticated goods by trading and prospecting in the ash wastes for valuable raw materials and relics.

UNDERCITY GANGS

These gangs are made up of the many types of scum that inevitably end up in the undercity of each hive. Such gangs are small, tightly knit and very territorial. They fall outside the clan system and are independent, ruthless and resourceful.

Undercity gangs soon learn that to survive they must raid the factory and hab levels above them. If a gang is successful, it may even carve out a territory in the higher levels. By taking over a single factory or part of a hab level, the gang could begin its climb out of the undercity.

The undercities are among the toughest environments on Necromunda and the undercity warriors are often regarded as the best fighters in the hives. Survival of the fittest is the rule and the survivors grow stronger and tougher. Many undercity gangs will only accept competent warriors into their ranks.

A prospective recruit will be expected to prove his worth by scragging an enemy - tearing off an ear, a finger, part of a scalp or some other part of an opponent. The bloody trophies gained are worn as a sign of gang membership: a necklace of dried ears or fingers is sometimes favoured by undercity gangs.

When such marks are combined with distinctive costumes, ritual scarring, insignia and tattoos, gang members present a collective identity to their rivals, friends and enemies.

Social Group - Fugitives and outcasts from hive society, often those who have dishonoured their clan, offended their clan leader or simply foil out with their original clan gang. Criminals and rebels wanted by Lord Helmawr or the Imperium frequently turn up causing trouble in the undercity.

Territory - Gang territories are carved out among the dark labyrinthine catacombs of the undercity and the derelict factories.

Ritual - Undercity gangs are perhaps the most ritualistic of all gangs. Initiation rites, scarification, tattooing, and body decoration are taken to extremes. These gangs are the urban equivalent of feral world savages. Leadership disputes are decided with brutal ritual. Scragging of enemies and trophy-taking is common practice.

Armament - Undercity gangs use crude improvised weaponry supplemented with captured and traded items.

Motives - Gangs of undercity scum band together to savagely defend their territory from outsiders and indulge in regular raiding and pillaging of Factory levels and even hab levels. Indeed, those clans holding territory adjacent to the undercity are literally defending the 'frontier' of the hive against the barbarians of the undercity. This frontier zone is subject to constant raiding and skirmishing.

MUTANT GANGS

Mutants are feared by everyone on Necromunda, from the highest administrator in Helmawr's court to the lowliest unskilled worker in the process vats. Most hive dwellers do not understand that mutation is an inevitable part of life on a planet as irredeemably polluted as

Necromunda. Mutants are branded as evil, corrupted by their own wickedness and greed, and tainted by witchery of the foulest kind.

As a result mutants are persecuted and driven into the undercities. In the depths they fall victim to the undercity gangs and the Scavvies. Most mutants do not survive for very long once they have been discovered. Those that manage to run and hide often band together in gangs of their own, usually in the most inaccessible and heavily polluted sections of the undercities.

Once established, mutants interbreed and their offspring, often more mutated than their parents, replenish the gang. Over the course of generations new mutations arise in the gangs, some of which may even be survival traits. The bottom of the hives are unhealthy places, and any mutation which helps its owner to live is naturally passed on to his descendants.

Social Group - Mutant gangs include fugitive mutant outcasts from normal society and their mutated descendants.

Territory - Mutant gangs lurk in the worst parts of the undercity.

Ritual - Ritual is crude and savage. Scarification, scragging and cannibalism have been reported.

Armament - Crude improvised weaponry supplemented by captured items.

Motives - Survival and spiteful revenge against non-mutants.

PSYKER GANGS

On Necromunda, as elsewhere in the Imperium, psykers are persecuted and feared. Their witch-

talents and unnatural ways make them dangerous: they are open gateways for darkness and wickedness. Folk tales of psykers confirm the worst: they can cause madness with a touch and summon daemons. In turn, many psykers, tormented beyond endurance, lash out at the persecutors, using their powers to destroy. The legends are merely proven by such actions.

Life is hard for psykers on Necromunda, as it is throughout the Imperium. Some fall prey to daemonic possession. More fall victim to the witch-hunting Venators and bounty-hunting gangs. The remainder may manage to escape detection, or flee to the undercities. Everyone in the undercities has something to hide, so the secretive behaviour of psykers attracts little attention. The 'witches' form their own gangs for mutual protection, always making sure to recruit only their own kind, or true sympathisers. Most psyker-gangs include a few non-psykers, relatives or close friends who have chosen to share the psyker's exile.

By far the most dangerous psyker gangs on Necromunda are the secret covens of the cult known as the Immortals. The background of this sinister cult and the tale of its founder is narrated in detail later on.

Social Group - Fugitive psykers who have fled from persecution and relatives who have accompanied them. Those who seek arcane power by associating with covens and worshipping Chaos may also be found in some psyker gangs.

Territory - Psyker-gangs can be hidden anywhere in the hive, even in the upper hab layers, though most lurk in the undercity.

Ritual - Psyker gangs practice bizarre occult initiation rites. Captives may be taken for sacrifice in cult rituals and a sinister occult

aspect pervades all gang activities.

Armament - Psyker gangs use simple weaponry augmented by more sophisticated equipment captured, traded or obtained through influential contacts.

Motives - Psyker gangs are motivated by survival and the protection and continued secrecy of any cult they may practice. Many psykers are obsessed with revenge against their persecutors, while others secretly try to spread their insidious influence throughout the hive.

TRADING EQUIPMENT

Gang fighters are useless without some sort of weapon. Most gang fighters start out with stolen or home-made weaponry or with weapons which are relatively common. More exotic weapons are costly and often hard to obtain. As well as weapons there are other kinds of equipment which will be useful in combat such as armour, communications gear and combat drugs. Weapons and other equipment are described in detail in the Armoury section of Confrontation - here we're concerned only with determining the type and quantity of equipment which belongs to your gang. The gang's initial equipment is generated randomly as already described. Further equipment can be bought by bartering the gang's existing stash or buying with credits.

TRADED EQUIPMENT

Many of the clans of Necromunda represent extensive trading empires whose influence may extend throughout a hive and even beyond. Necromunda actually manufactures equipment for the Imperium, but most of the output leaves the planet, destined for the regiments of the Imperial Guard and other forces. A small quantity of weapons is used to equip the Planetary Defence Force and Helmawr's other troops. Clans actively involved in the arms trade have little difficulty redirecting weapons into the hands of their own gangs. Those clans not engaged in the armaments trade can only obtain equipment by trading, by capturing existing stocks, or by manufacturing their own 'unofficial' supplies. Generally, the gangs of different upper-hive dwellers are better armed and equipped than gangs from lower levels, while those from the lowest levels of all are likely to have the least and the simplest equipment.

It is usually easier to obtain weapons than to find the ammunition for them, and this factor imposes a practical limit on the firepower of any Necromundan gang. For example, power packs for laser weapons are manufactured under the tightest security and their circulation to Helmawr's forces is very closely monitored. In order to control this process further, power packs have a deliberately engineered life-span, deteriorating over time and therefore making it impossible for potential enemies to stockpile supplies. Bolt ammunition is especially difficult to manufacture and so is naturally fairly rare. Conventional ammunition for autoguns is much easier to make and is made illegally by many clans. However, ammunition from an unknown source must be regarded with suspicion because some manufacturers will put booby-napped ammo onto the market in order to discourage Undercity Gangs and other low-hive dwellers from using the more potent weapons.

The main agents for trade are the gangs themselves. Different gangs find it easier or more difficult to obtain commodities or credits to trade with other gangs. For example, the Scavvy Gangs live in the ancient abandoned factories and exist by scavenging from the rubbish piles of the past- inevitably they turn up the occasional treasure which they can trade for weapons and food. Some technical items can only be made or properly maintained by techs, and naturally Tech Gangs tend to accumulate these items so that they can trade them for basic supplies or for exotica from the lowest levels.

HOW TO TRADE BETWEEN GANGS

If players wish, they can swap equipment between their gangs, either at their usual value as indicated on the Trading Charts or at any mutually acceptable trade rate. It is ironic that gangs may find their own traded weapons turned against them in subsequent encounters, but such is the nature of things in the hive world. There is no restriction on trading of this kind, and players may trade with other players during any convenient time between encounters. This does not prevent the gang also trading with other sources as described below.

Although local gangs sometimes trade with each other for their mutual benefit, it is unlikely that they already possess a sufficiently large pool of equipment between them. It is therefore necessary to obtain new equipment from other sources. These other sources are represented by the Trading Contacts Chart given below.

TRADING CONTACTS CHART

Trading Chart	D6 Dice Roll					
	1	2	3	4	5	6
Chart 1: Hand-To-Hand Weapons	1	1	1	2	3	3
Chart 2: Guns	1	2	3	3	4	5
Chart 3: Heavy Weapons	1	1	1	1	2	3
Chart 4: Ammunition	1	2	3	3	4	5
Chart 5: Grenades	1	1	2	2	3	3
Chart 6: Missiles	1	1	2	2	3	3
Chart 7: Armour	1	1	1	2	3	3
Chart 8: Equipment	1	1	2	3	3	4
Chart 9: Drugs	0	1	1	1	1	2

This chart shows the cost in credits of various types of equipment. When you roll on this chart, you're representing the gang leader himself, getting in touch with his contacts, arranging secret meetings and dealing with other gangs.

A gang may attempt to trade once when it is first generated. Thereafter, the gang may trade once after playing a tabletop encounter. This means that gangs are quite severely limited in the amount of trading they can do, so it is vital that players consider their strategy carefully. However, players may also trade between themselves at any time between encounters, so equipment and weapons already in circulation can be passed around fairly freely.

TRADING CONTACTS

If you wish to trade, first roll on the Trading Contacts Chart shown below. Choose which of the 9 separate Trading Charts you wish to use. Each chart represents a 'contact' who specialises in a different kind of commodity, for example a dealer from another gang, an agent from a manufacturing clan, a corrupt Planetary Defence Force Officer or an independent smuggler. It is recommended that you study the charts before deciding on one. Roll a D6 and cross references the result on the Trading Contacts Chart to find out how many further rolls you can make on your chosen Trading Chart. In the case of chart 9 (drugs) it is possible to obtain a result of 0 rolls, in which case nothing is available for trade at this time.

THE TRADING CHARTS

The Trading Contacts Chart indicates the number of items available for trade at this time in terms of the number of dice rolls on your chosen Trading Chart, Refer to the chart and roll a percentage dice (D100) the number of times indicated to determine which items are available for trade. Remember to note the result after each roll as you make it. Once the trade items have been determined, the player may chose to buy any or all of the items by expending credits or exchanging items of at least equivalent value from the gang's stash. You don't have to buy any of the items offered for sale if you don't want to do so.

In most cases a dice roll indicates a single item, but some results indicate that a batch of several items is available. Typically this might be D6, D6x10 etc. In these cases the value shown is the cost per item and you may choose to buy none, some or all of the batch depending on what you feel you can afford. Ammunition is usually traded in this way.

Weapons acquired by trade are empty - they have no ammunition. Ammunition is likely lo be as difficult to obtain as the weapon itself and lends to be expended quickly. A newly-generated gang must ensure that it has a good stock of ammunition, and it is recommended that gangs use their initial trading opportunity to obtain ammunition. If a gang is forced to trade for ammunition after its first game, it will lose its chance of buying other weapons.

TRADING MODIFIERS

Different types of gang have varying access 10 sources of equipment, reflecting their differing social roles and associations. Techs, for example, are adept at finding or even manufacturing unusual equipment. Similarly, Brats have little difficulty finding the weaponry they want. By contrast Mutants, Scavvies and Nomads have less opportunities to trade and are more rarely able to find sources of sophisticated equipment. Many gangs are reluctant to trade with Mutants at all and regard them as unclean. Psyker gangs survive by being very secretive, which makes trading with other gangs difficult and risky. The majority of gangs have reasonable access to a wide variety of equipment.

To reflect these differences modifiers are applied to the player's D100 trading roll as shown on the chart below.

Trading Chart									
Gang Type	1	2	3	4	5	6	7	8	9
tech gang	+5%	+10%	+5%	+10%	-	+10%	-	+15%	+5%
brat gang	-	+5%	-	-	-	+5%	-	+5%	+10%
clan gang	-	-	-	-	-	-	-	-	-
undercity gang	-	-	-5%	-	-	-	-	-	-
nomad gang	-	-	-5%	-	-	-	-	-5%	-
scavvy gang	-	-5%	-10%	-	-	-	-5%	-5%	-
mutant gang	-	-10%	-10%	-	-	-	-10%	-10%	-
psyker gang	-	-10%	-10%	-	-	-	-	-	-

Techs belong to families where mechanical and electronic expertise is passed from generation to generation: making, maintaining and repairing sophisticated devices comes as second nature to them.

They can make and use several unique devices, and they are far more likely than other gangs to have combi-weapons - multiple-barrelled weapons combining the effects of several different weapons. Since they have the expertise to build these weapons from basic or even scrapped components, a Tech Gang may always choose to give up one random roll on any Trading Chart in favour of building a combi-weapon.

Because Scavvies are constantly searching through the debris in the old factory levels they sometimes uncover hoards of weapons, ammunition or grenades secreted there in years past. To represent this, if a Scavvy player rolls an even double on any of the Trading Charts he may chose to disregard the result, and instead generate a hoard. A hoard consists of:

D6 items from chart 4 - Ammunition
D6 items from chart 5 - Grenades
1 item from chart 8 - Equipment
<i>Plus there is a chance of there being additional items as shown below:</i>
25% chance of D6 items from chart 2 - Guns
25% chance of 1 item from chart 3 - Heavy Weapons
10% chance of D6 items from chart 6 - Missiles
25% chance of 1 item from chart 7 - Armour
5% chance of 1 item from chart 9 - Drugs

Unfortunately, not everything the Scavvies find as they search through the debris of the factory levels is useful or safe - there is ever-present danger of finding unstable ammunition, not to mention the risks of disturbing deadly mutant creatures or of releasing poisonous chemicals.

Therefore, on the roll of an odd double on any Trading Chart the Scavvies have found something dangerous rather than the item indicated. Not only does the gang not receive the item from the Trading Chart but on a D6 roll of 6 a randomly-determined gang member is injured or hurt. Roll a D100 to determine the extent of his injuries:

01-25	Minor flesh wound caused by exploding ammunition or volatile vapour. The individual misses the next gang fight while he recovers from the injury.
26-50	Mild poisoning caused by escaping gases, fluids or chemical dust. The individual misses the following gang fight automatically. He may only rejoin the gang once he has rolled a 4, 5 or 6 on a D6 prior to a following fight.
51-75	Maimed by exploding ammunition, collapsing floor sections, toppling buttresses, or dangerous mutant creatures. The character misses the next gang fight but may rejoin the gang thereafter with a -D6 reduction in his initiative.
76-90	Seriously injured. The individual is seriously hurt as a result of a bad fall or a tunnel collapse. Although dragged free he misses the next gang fight and may only rejoin the gang once he has rolled a 6 on a D6 prior to a following fight. Thereafter the character suffers a -D6 reduction in his initiative.
91-00	Killed. The individual is killed outright. Accidents of this kind are all too common in the dangerous old factories where Scavvies can be crushed by structural collapse, blown apart by exploding chemicals, poisoned by an unexpected release of gas or dust, killed by mutant creatures, burned or suffocated by sudden tunnel fires, or boiled alive by heat sink bursts.

TRADING CHARTS

CHART 1: HAND-TO-HAND WEAPON

d100	weapon	cost
01-05	knife	2
06-20	muzzle-blade	2
21-40	sword	5
41-55	chainsword	25
56-70	power axe	50
71-80	power sword	50
81-00	power glove	150
101+	choose 1 of the items above	

CHART 2: GUNS

d100	gun	cost
01	handbow	5
02	stub gun	5
03-04	shotgun	15
05-15	laspistol	10
16-20	autopistol	10
21-25	autogun	15
26-35	bolt pistol	15
36-45	boltgun	20
46-50	flamer	20
51-55	hand flamer	20
56-65	lasgun	15
66-68	melta gun	50
69-71	needle gun	15
72-74	needle pistol	10
75-76	plasma gun	50
77-80	plasma pistol	40
81-85	shuriken catapult	100
86-90	shuriken pistol	50
91-92	web gun	20
93	graviton gun	20
94-00	combie-weapon - see below	
101+	choose 1 of the items above	

Combi-Weapons are customised weapons which combine parts of several other weapons. These have between 2 and 6 barrels which may fire different kinds of shot. When a combi-weapon is purchased, roll to determine the number and type of barrels

roll d6 to determine number of barrels

1-3	2 barrels
4-5	3 barrels
6	d6 barrels

roll d100 to determine type

01-15	lasgun
16-30	boltgun
31-45	heavy stub

46-50	autogun
51-55	autopistol
56-60	shotgun
61-70	shuriken catapult
71-75	flamer
76-80	melta gun
81-85	plasma gun
86-95	grenade launcher
96+	choose 1 of the barrel types above

The cost of a combi-weapon is equivalent to the cost of each barrel if it were a separate weapon. So a combi-weapon with a lasgun barrel, a shotgun barrel and a melta gun barrel would cost 80 credits or the equivalent in traded goods.

CHART 3: HEAVY WEAPONS

d100	heavy weapon	cost
01-05	heavy stub	100
06-15	grenade launcher	150
16-30	heavy bolter	150
31-45	autocannon	350
46-50	beamer	500
51-53	distortion cannon	400
51-55	heavy plasma gun	750
56-60	heavy web gun	200
61-75	missile launcher	300
76-80	multi-laser	400
81-85	multi-melta	500
86-90	shuriken cannon	500
91-00	lascannon	900
101+	choose one of the items above	

CHART 4: AMMUNITION

d100	ammunition	number offered	cost
01-05	handbow arrow	d6*50 arrows	1 per 10 arrows
06-25	boltgun ammo	d10*15 bolts	1 per bolt
26-40	conventional ammo	d10*50 rounds	1 per 5 rounds
41-45	armour-piercing ammo	d6*10 rounds	1 per 2 rounds
46-48	flechette ammo	d6*10 rounds	1 per 2 rounds
49-52	explosive ammo	d6*10 rounds	1 per 2 rounds
53-56	flamer canister	d10 canisters	10 per canister
57-60	needler chemical canister	d10 canisters	10 per canister
61-80	power pack	d10 power packs	10 per pack
81-95	shuriken disc ammo	d10*5 discs	1 per disc
96-00	web chemical canister	d10 canisters	10 per

canister

101+ choose 1 of the items above

Needier chemical ammunition can be identified by the colour coding on the canister pack. Although different manufacturers make use different coding, and some defunct types may use obsolete markings, it is fairly easy to tell what kind of chemical the canister contains. If offered chemical canisters, roll 3 D6 to determine which types there are:

d6	number of types of chemical canister
1	neurotoxin
2	sedative
3	intoxicant
4-5	2 types are offered - roll a d6 1-2 neurotoxin and sedative 3-4 neurotoxin and intoxicant 5-6 sedative and intoxicant
6	3 types are offered

If more than one type is on offer there will be equal quantities of each – dice randomly to establish the type of any oddments.

CHART 5: GRENADES

d100	grenade	number offered	cost per item
01-05	Anti-Plant	1	10
06-10	blind	d6	2
11-15	choke gas	d6	1
16-20	krak	d6	3
21-25	frag	d6	2
26-30	hallucinogen gas	1	5
31-35	haywire	1	10
36-40	knock-out gas	d6	1
41-45	melta-bomb	1	2
46-50	photon	d6	2
51-55	plasma	1	3
56-60	rad	d6	5
61-65	scare gas	d6	2
66-70	smoke	d6	1
71-75	stasis	1	50
76-80	stumm gas	d6	1
81-85	tanglefoot	d6	2
86-90	toxin gas	d6	2
91-92	virus	1	30
93-97	vortex	1	100
98+	choose 1 of the types above		

The chart includes only grenade types in circulation on Necromunda - it does not include psyk-out grenades which are very rare and issued primarily by Inquisitors. The only way for a hive world gang to get one would normally be when an Inquisitor is slain or captured. Consequently they are not included on the charts. Other grenades may be expensive because they are rare rather than because of their particular effect. For example, Anti-Plant grenades are tremendously rare and of limited use on Necromunda - if you want one you must have some very unusual purpose in mind and you're going to have to pay far more than the grenade is really worth.

CHART 6: MISSILES

d100	missile	batch	cost per item
01-05	Anti-Plant	1	20
06-10	blind	d6	4
11-15	choke gas	d6	2
16-20	super krak	d6	10
21-25	frag	d6	4
26-30	hallucinogen gas	1	10
31-35	haywire	1	20
36-40	knock-out gas	d6	2
41-45	melta-bomb	1	4
46-50	photon	d6	4
51-55	plasma	1	6
56-60	rad	d6	10
61-65	scare gas	d6	4
66-70	smoke	d6	1
71-75	stasis	1	100
76-80	stumm gas	d6	2
81-85	tanglefoot	d6	4
86-90	toxin gas	d6	4
91-92	virus	1	60
93-97	vortex	1	250
98+	choose 1 of the types above		

CHART 7: ARMOUR

d100	armour part	cost
01-10	Helmet (basic metal or synthetic type)	5
11-15	helmet with photo flash visor and communicator	20
16-20	carapace body armour	50
21-40	flak body armour	30
41-45	mesh colf (balaclava helmet shape)	30
46-55	mesh body armour	40
56-60	plate body armour (primitive type)	10
61-70	choose any one item (01-60) above	
71-73	power armour helmet	100
74-75	power armour back and chest piece	100
76-77	power armour arm sections	100
78-79	power armour leg sections	100
80-81	power armour suit including harness	600
82-85	power shield	50
86	complete terminator suit including harness	1200
87-90	power harness for power armour	100
91+	choose one of the items above (01-90)	

Power armour is useless in itself - it can only be worn effectively in conjunction with a harness which carries the power lines and power pack which enables the suit to function. A single arm or leg set, helmet, or chest piece could be used without the rest of the suit so long as the wearer has a harness.

CHART 6: EQUIPMENT

d100	item	cost
01-05	bionic arm (choose left or right)	300
06-10	bionic eye	100
11-15	bionic leg (choose left or right)	300
16-25	bionic implanter	300
26-30	cameleone blanket or cloak	10
31-35	communicator	5
36-38	conversion field device	50
39-40	displacer field device	50
41-45	d6 fuses (proximity)	1 each
46-50	d6 fuses (time)	1 each
51-55	grav-chute	20
56-60	infra visor	10
61-65	medi-pack	50
66-70	photo flash visor	5
71-75	power pack (may be used as ammo)	10
76-78	rad counter	30
79-80	refractor field	30
81-85	respirator	5
86-87	scanner	15
88-90	suspensor	10
91-95	targeter	50
96-00	web solvent (canister)	10

CHART 9: DRUGS

d100	drug type	doses offered	cost per dose
01-50	blitz	1	20
51-70	doze	1	5
71-90	stimm	1	50
91-00	spook	1	50

Creating a gang

In Confrontation each player represents a gang led by a charismatic leader. To create your own gang together with its leader you generate the type of gang, its leader, the number of members it has, the personal fighting skills of each member, and their weaponry and other equipment. This section of Confrontation explains how to generate your gang. As you go along you will need to record details of your gang, stash, and other pertinent details. Make sure you have paper and pencil handy to record the information as you generate it

GANG GENERATION SUMMARY

1. Randomly determine which type of gang you are going to control by rolling on the Gang Determination Chart. Alternatively players may choose to represent Clan gangs, the most common type of gang in Necromundan hives.
2. Generate the gang leader's prestige and determine the number of additional gang members by cross-referencing this score on the Gang Member Chart.
3. Roll on Prestige and Status Table to generate prestige points for each additional member of the gang. The same dice roll is also used to determine their status: Raw Recruit, Hardened Gang Fighter or Henchman.
4. Determine the profile of each gang member by rolling for Initiative, Weapon Skill and Ballistic Skill on the Profile Generation Chart. Use the Gang Modifiers Chart to modify each individual profile.
5. Generate weapons and equipment for each member of the gang by rolling on the appropriate Equipment Chart. For each ranged weapon, roll to determine how many shots it has remaining in the magazine. Generate the gang's stash by rolling on the Stash Chart.
6. Determine the amount of credits the gang has in their stash by rolling on the Chart Table.
7. Determine whether any of the gang members have any special skills by rolling on the Skill Generation Chart.
8. Establish if characters with high prestige have Caryatids.
9. Organise the gang by exchanging weapons, ammunition and equipment between members and consigning unused equipment to the gang's stash. Make sure that you have recorded all the details generated so far, and especially that you have noted down details of each gang member's armament. Equipment and credits stashed by the gang must be noted separately – stash is not carried into action and so is not available during the game itself.

CHOOSING A GANG

There are two ways of selecting which sort of gang you want. The first is to choose a Clan gang. The second is to randomly determine a type of gang using a chart below. This second method introduces some less common but more interesting gangs, but still allows for the possibility of generating a Clan gang. Clan gangs are an accepted part of life on the hive world and can operate overtly. Psyker gangs on the other hand are relatively rare and very secretive.

THE TYPE OF GANG

To randomly generate a gang use the chart below. Roll a D6 – a score of 3 or 4 indicates that you have a Clan gang, scores 1 or 2, or 5 or 6 indicate that you should roll again. Your second D6 roll will

either give you a gang type or a third dice roll which will determine your gang. So, an initial roll of 5 indicates that you have generated an undercity gang.

GANG DETERMINATION CHART

1st roll	2nd roll	3rd roll	gang type
1-2	1-3	1	psyker gang
		2	mutant gang
		3-6	scavvy gang
3-4	4-6		nomad gang
			clan gang
5-6			undercity gang
	1-3		
	4-5	1-3	brat gang
		4-6	tech gang
	6		venators

THE SIZE OF THE GANG

Once you have established the type of gang you have you are ready to determine how many fighters it contains. First generate the prestige value of the gang's leader: 6 plus the score on D6 (6+D6).

Prestige is important because it defines the level of respect and authority the leader commands; the higher the leader's prestige the better leader he is and the more followers he is likely to have. To determine the initial number of followers in the gang roll a D6 and read the score against the leader's prestige on the Gang Members Chart on the opposite page.

For example a leader with 7 prestige points rolling a 6 will start with 5 followers (therefore a total number of fighters in the gang including the leader will be 6).

GANG MEMBERS CHART

d6	leader	prestige	value			
	7	8	9	10	11	12
1	3	3	4	4	5	5
2	3	4	4	5	5	6
3	4	4	5	5	6	6
4	4	5	5	6	6	6
5	5	5	6	6	7	7
6	5	6	6	7	7	7

The leader starts off with the number of followers indicated on the chart, which may be less than his prestige points total. Henceforth the prestige value of the leader determines the maximum number of followers he can lead.

For example, a leader with a prestige value of 12 can have up to 12 followers in his gang, a leader with a prestige value of 8 can have up to 8 followers, and so on. A gang may always include fewer members than its leader's prestige value would permit, but it never contains more. Once a gang has fought a battle there will be opportunity to recruit more followers. The prestige value of the leader may also fall or rise depending upon his success in battle.

GENERATING FOLLOWERS

Now you have determined the number of followers in your gang it is necessary to establish the personal prestige value of each of them. Just like your leader, every gang member has his own

prestige value which reflects his combat experience and hence his position within the gang. For each follower roll D6 to determine his prestige value. Individuals with low value (1 or 2) are raw recruits, those within average value (3 or 4) are hardened gang fighters, while those with high value (5 or 6) are the most experienced fighters of all: henchman.

PRESTIGE AND STATUS TABLE

d6 prestige value	gang member
1-2	raw recruit
3-4	hardened gang member
5-6	henchman

PROFILES

Each character in the gang will differ from any other. Some will be good marksman, and some may be good all-round fighters while others are generally inexperienced. A character's fighting prowess is defined by his profile. The profile consists of three characteristics: Initiative, Weapon Skill and Ballistic Skill. Each of these characteristics is expressed by a number – the higher the number the more accomplished that individual is within the field of expertise.

Initiative defines the character's reactions, agility and awareness on the battlefield. Characters with high initiative are quick-witted and have speedy reactions, those with low initiative are slow witted, a bit clumsy or maybe just inexperienced.

Weapon Skill defines the character's prowess in hand to hand combat. A character with high weapon skill is an experienced and probably savage hand-to-hand fighter, those with low weapon skill are inexperienced or lack aggression.

Ballistic skill defines the character's ability to shoot or throw a weapon accurately. Characters with high ballistic skill are skilled marksmen; those with low ballistic skills are relatively poor shots.

GENERATING PROFILES

To generate the profile of your gang members consult the chart below. As you can see there is a column for the gang's leader, and a corresponding column for Henchmen, Hardened Gang Fighters and Raw Recruits.

Start by generating the gang leader: his initiative equals the score of D6 plus 8 (D6+8), his weapon skill equals the total score of four D6's multiplied by 10 and his ballistic skill equals the total score of 5 D6's multiplied by 10. Once you have generated the profile for your leader work through each gang member in turn rolling dice as indicated.

PROFILE GENERATION CHART

GANG FIGHTER	CHARACTERISTICS		
	initiative	weapon skill	ballistic skill
LEADER	d6+8	4D6*10	5D6*10
HENCHMAN	d6+6	3D6*10	4D6*10
HARDENED GANG FIGHTER	d6+4	2D6*10	3D6*10
RAW RECRUIT	d6+2	D6*10	2D6*10

Example 1. A gang leader's initiative is D6+8 – rolling a 4 his initiative would be 4+8=12. His weapon skill is 4D6*10 – rolling 1, 3, 5 and 5 his WS would be 14*10=140. His ballistic skill is 5D6*10 – rolling 2, 2, 4, 5, and 6 his BS would be 19*10=190.

Example 2. A Henchman's initiative is $D6+6$ – rolling a 5 his initiative would be $5+6=11$. His weapon skill is $3D6*10$ – rolling 2, 3 and 6 his WS would be $11*10=110$. His ballistic skill is $4D6*10$ – rolling 4, 4, 5 and 6 his BS would be $19*10=190$.

Example 3. A raw recruit's initiative is only $D6+2$ – rolling a 3 his initiative would be 5. His weapon skill is $D6*10$ – rolling 4 his WS would be $4*10=40$. His ballistic skill is $2D6*10$ – rolling 2 and 4 his BS would be $6*10=60$.

Note that it is perfectly possible to have a Raw Recruit with characteristic higher than that of a Hardened Gang Fighter, Henchman, or even (in extreme cases) the gang leader himself. This is perfectly acceptable, representing talented young individuals with specific natural abilities and lacking only experience. Obviously the more experienced gang members will tend to have the higher overall characteristic values, even though talented young bucks may, in some cases, be better.

GANG TYPE VARIATIONS

As indicated already there are different types of gang on the hive world, composed of very different kinds of people. Each type of gang tends to consist of individuals with slightly different combinations of talents and abilities. This is naturally reflected in their characteristic values.

For example, the savage Scavvies tend to be good at hand-to-hand fighting, but are often poor shots since they are less likely to use sophisticated ranged weapons and find them difficult to operate as their hands are rather gnarled and covered in sores and scabs. Nomads tend to be very quick-witted due to the hardships of life in the ash wastes and this is reflected by their higher than average initiative values.

Every type of gang is unique in some way. Clan gangs are good all round with no drastic weaknesses or strengths. To represent the differences between gangs modifiers are applied to the profiles of the gang.

These modifiers are applied to the characteristic scores of the relevant gang type. Note that there are two kinds of modifier included on the chart. The first kind is simply an overall penalty or bonus which is applied to the initiative, for example +1, -2, etc. this initiative modifier is simply added to or subtracted from the individual's characteristic value.

A Scavvy Gang leader who generates an initiative of 12 adds +3 to his score making a total value of 15 for example. The second type of modifier applies to WS and BS and is made to each D6 dice rolled. For example, for members of a Tech Gang -1 is subtracted from each D6 dice rolled for WS, so a Henchman rolling 4, 5 and 5 actually scores 3, 4 and 4 making total of 11 giving a final value of $11*10=110$.

An Undercity Gang Henchman, on the other hand, adds +1 to each D6 dice rolled, so his score of 4, 5 and 5 becomes 5, 6 and 6 = 17 giving a final score of $17*10=170$. these differences reflect the individual strengths and weaknesses of different types of gang.

While some gangs might appear to be at disadvantage (such as Brats who suffer a -1 per D6 to WS and BS) bear in mind that they may have other advantages such as wealth or access to exotic weapons and equipment.

GANG MODIFIERS CHART

gang type	I	WS	BS	comments
clan gang	-	-	-	good all round
undercity gang	+1	+1 per d6	-	quick and savage
nomad gang	+3	-	-	very quick witted
scavvy gang	+1	+1 per d6	-1 per d6	savage fighters but poor shots

mutant gang	profile can be	modified	by mutations	vary from as discussed later
tech gang	-2	-1 per d6	-	cautious and reliant on technology
psyker gang		-	-	rely on psionics
brat gang	-1	-1 per d6	-	rely on exotic weaponry
venators	+1	-	-	bounty hunters with specialist equipment

GENERATING EQUIPMENT

Gang fighters are useless without weapons. Most gang fighters start out with stolen or home-made weaponry or with weapons which are relatively common on the hive world. More exotic weapons are costly and often hard to obtain. As well as weapons there are other kinds of equipment which are useful in combat such as armour, communications gear, and combat drugs.

Weapons and other equipment are described in detail in *Armoury* section – here we are concerned only with determining the type and quality of equipment which the gang has. The gang's initial equipment is generated randomly, more equipment can be bought by trading or obtained by raiding as explained later.

Generate the equipment for each gang member in turn, starting with the gang's leader as its most prestigious fighter. First refer to the Leader Equipment Chart. As indicated on the chart 4 dice rolls are allowed – each dice result will generate a piece of equipment. If you roll a duplicate result you have the option to keep it or reverse the dice score to give an alternative. For example, a roll of 57 becomes an optional roll of 75. this reversing of the dice score is only an option for a duplicate result. Note down each character's equipment as you generate it. Some equipment can be pooled or redistributed throughout the gang as described later, so it is a good idea to use scrap paper to note down the equipment generated at this stage.

Without hesitation, Haro and Rest flung themselves straight at the Scavvy, giving him no time to rise and fire his stub gun. Underneath the filthy wrappings the Scavvy was supple and Wiry, strong enough to hold off both the youths. He was more savage than anyone they had ever fought before, attacking with the great ferocity.

Even at the odds of two to one, Haro and Rest were having to fight for their lives. Backing under he Scavvy's blows, Rest tripped over a piece of debris and fell to the floor, pulling his opponent down on top of him. The Scavvy redoubled his efforts, slicing at him with a vicious dirty knife, slashing him to the face and shoulders. Haro had avoided being pulled to the floor, and was trying to attack Scavvy from the rear, only to be smashed aside by a powerful blow.

Face to face with the Scavvy Rest see the inflated sores and pustules that covered his skin, smell the foulness of his breath. His blackened teeth have been filed into points, and tufts of coarse hair sprouted from his neck and ears. Rest couldn't hold out much longer. He couldn't attack effectively because he was too busy trying to stop the Scavvy from strangling him. The disgusting face bore down, blotting out everything else, then there was a loud crack, a flash, and the Scavvy's body jerked up and down on top of him.

At the last moment, Haro had managed to retrieve the Scavvy's stub gun and shoot it through the head. He pried the Scavvy's hands away from Rest's throat, and pulled his friend out from under its limp body. Rest's head swam from the shoot, and he staunch the painful flash wounds the Scavvy had inflicted upon him. He was proud to have received his first real combat scars.

They were still in danger, so it was important to leave quickly. Haro cut off one of the Scavvy's thumbs, taking care to leave the wrappings intact. They took the Scavvy's knife and stub gun for the gang stash, small trophies of their achievement. Their scrag procured, all they had to do now was get safely back to Red Spider territory.

LEADER'S INITIAL EQUIPMENT

The leader is entitled to 4 or 3 roll from the chart as indicated below. Cross reference the dice score to type of gang. The type of gang influences the kinds of equipment the leader has.

d100 rolls	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
	4	4	4	3
00-05	sword	stub gun	las pistol	sword
06-10	handbow	shotgun	las pistol	sword
11-15	stub gun	shotgun	las pistol	handbow
16-20	stub gun	autogun	bolt pistol	handbow
21-25	shotgun	las pistol	bolt pistol	handbow
26-30	shotgun	las pistol	lasgun	stub gun
31-35	autogun	bolt pistol	lasgun	stub gun
36-40	autogun	bolt pistol	powersword	shotgun
41-45	las pistol	lasgun	powersword	shotgun
46-50	las pistol	lasgun	bolt gun	autogun
51-55	bolt pistol	powersword	bolt gun	autogun
56-60	bolt pistol	powersword	hand flamer	las pistol
61-65	lasgun	bolt gun	plasma pistol	las pistol
66-70	lasgun	bolt gun	plasma pistol	bolt pistol
71-75	powersword	hand flamer	auto pistol	lasgun
76-80	boltgun	plasma pistol	needle gun	powersword
81-85	hand flamer	auto pistol	needle gun	boltgun
86-90	plasma pistol	chainsword	needle gun	hand flamer
91	auto pistol	respirator	needle gun	plasma pistol
92	auto pistol	respirator	needle gun	plasma pistol
93	auto pistol	communicator	needle gun	auto pistol
94	auto pistol	communicator	needle gun	shield
95	respirator	flak armour	needle gun	shield
96	shield	flak armour	respirator	shield
97	flak body armour	helmet	flak body armour	shield
98	helmet + communicator +photo visor	helmet + communicator +photo visor	helmet + communicator +photo visor	shield
99	chainsword	mesh body armour	chainsword	respirator
100	mesh body armour	mesh body armour	mesh body armour	flak body armour

HENCHMAN AND HARDENED GANG FIGHTER INITIAL EQUIPMENT

Henchmen and Hardened Gang Fighters are entitled to either 3 or 2 rolls as indicated below. Cross reference the dice score to the type of gang – the type of gang influences the kinds of equipment the character has.

d100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
rolls	henchman 3 fighter 2	3	3	henchman 3 fighter 2
00-05	sword	sword	autogun	sword
06-10	sword	handbow	las pistol	sword
11-15	handbow	stub gun	las pistol	sword
16-20	handbow	shotgun	bolt pistol	handbow
21-25	stub gun	autogun	bolt pistol	handbow
26-30	stub gun	las pistol	lasgun	handbow
31-35	shotgun	las pistol	lasgun	stub gun
36-40	shotgun	bolt pistol	powersword	stub gun
41-45	autogun	bolt pistol	needle pistol	shotgun
46-50	autogun	lasgun	needle pistol	shotgun
51-55	las pistol	lasgun	web gun	autogun
56-60	las pistol	powersword	web gun	autogun
61-65	bolt pistol	powersword	needle gun	las pistol
66-70	bolt pistol	bolt gun	needle gun	las pistol
71-75	lasgun	bolt gun	needle gun	bolt pistol
76-80	powersword	hand flamer	bolt gun	lasgun
81-85	bolt gun	hand flamer	bolt gun	powersword
86-90	hand flamer	plasma pistol	hand flamer	bolt gun
91	plasma pistol	auto pistol	plasma pistol	hand flamer
92	plasma pistol	auto pistol	plasma pistol	plasma pistol
93	plasma pistol	auto pistol	plasma pistol	auto pistol
94	plasma pistol	auto pistol	plasma pistol	respirator
95	plasma pistol	auto pistol	plasma pistol	shield
96	auto pistol	chainsword	auto pistol	shield
97	auto pistol	respirator	auto pistol	shield
98	respirator	flak body armour	respirator	shield
99	shield	flak body armour	flak body armour	shield
100	flak body armour	communicator	communicator	shield

RAW RECRUITS INITIAL EQUIPMENT

Raw Recruits are entitled to either 1 or 2 rolls as indicated below. Cross reference the dice score to the type of gang – the type of gang influences the kinds of equipment the character has.

d100 rolls	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
	1	2	2	1
00-05	sword	sword	sword	improvised weapons
06-10	sword	sword	sword	improvised weapons
11-15	sword	sword	handbow	improvised weapons
16-20	sword	handbow	handbow	improvised weapons
21-25	handbow	handbow	stub gun	improvised weapons
26-30	handbow	handbow	stub gun	sword
31-35	handbow	stub gun	shotgun	sword
36-40	handbow	stub gun	shotgun	handbow
41-45	stub gun	shotgun	autogun	handbow
46-50	stub gun	shotgun	autogun	handbow
51-55	stub gun	shotgun	las pistol	stub gun
56-60	shotgun	autogun	las pistol	stub gun
61-65	shotgun	autogun	las pistol	shotgun
66-70	las pistol	autogun	needle pistol	shotgun
71-75	autogun	las pistol	needle pistol	autogun
76-80	las pistol	las pistol	bolt pistol	autogun
81-85	las pistol	bolt pistol	lasgun	las pistol
86-90	bolt pistol	bolt pistol	web gun	bolt pistol
91	bolt pistol	bolt pistol	needle gun	lasgun
92	bolt pistol	bolt pistol	needle gun	lasgun
93	lasgun	bolt pistol	needle gun	shield
94	lasgun	bolt pistol	needle gun	shield
95	lasgun	lasgun	needle gun	shield
96	lasgun	lasgun	needle gun	shield
97	respirator	lasgun	needle gun	shield
98	shield	lasgun	needle gun	shield
99	shield	respirator	respirator	shield
100	shield	communicator	communicator	shield

STASH

All gangs acquire extra equipment, weapons, and ammunition which it could not hope to carry with it all the time. This equipment called Stash, is kept in some safe location known only to the gang leader and his most trusted henchmen.

When new members are recruited they are equipped from the stash, which also forms a reserve of weapons and ammunition which can be used to equip gang members or to trade. When equipment is captured or traded it may be added to the stash. Players keep a record of their gang's stash, preferably on a separate sheet of paper, and can use it as they see fit.

The Stash Chart (see over the page) is used to determine gang's initial stockpile of stash. Where the chart specifies a type of ammunition the number following is the number of rounds or shots. For

example, Conventional Ammo (50) is 50 rounds of conventional ammunition, Power Pack (50 points) is a power pack with 50 power points of charge,

AUTO WEAPONS

AUTOCANNON

Type: Heavy (Initiative modifier -5)

Shots & ammo: 3 magazines with 50 rounds each

Fire modes: automatic(-10x shot number to hit)

To hit modifier -2%/inch

Penetration modifiers:

Range: 0-2.5": +40%, 2.5-5": +20%, 5-10": +10%, 10-25": +0, 25"+: -10%

Armour: Primitive: +100, Physical: +100, Energy: +25, Cover: +100

Damage Chart: 4 or by ammo type

The autocannon is an automatic, self-loading cannon firing a high-velocity hail of solid shells. It can be loaded with up to three magazines of 50 shots each. Only one magazine may be fired from during the turn, but it is possible to switch from one magazine to another (taking 1 action! Each magazine may be loaded with different ammo types, and magazines may be removed while others are left in place.

AUTO GUNS

Type: Basic (Initiative modifier -3)

Shots & ammo: 50 rounds/magazine

Fire modes: automatic {-10x shot number to hit)

To hit modifier -4"/inch

Penetration modifiers:

Range: 0-2.5": +5%, 2.5-5": +0, 5-10": -5%, 10-25": -10%, 25"+: -20%

Armour: primitive: +10, Physical: +10, Energy: +0, Cover: +10

Damage Chart 2 or by ammo type

Autoguns are comparable to 20th century automatic rifles in both appearance and operation. They are popular weapons, and widely regarded as a good alternative to a bolt gun. They can fire special ammo types, but only from pre-loaded magazines in the same way as auto pistols. The magazine carries 50 shots.

AUTO PISTOLS

Type: Pistol

Damage Chart: 2 or by ammo type

Shots & ammo: 20 rounds/magazine

Fire modes: automatic (-10x shot number to hit)

To hit modifier: -8%/inch

Penetration modifiers:

Range: 0-2.5" +5%, 2.5-5": +0, 5-10": -20%, 10-25": -35%, 25"+: -50%

Armour: Primitive, Physical, Energy and Cover +0

The auto-pistol is a light-weight but bulky automatic pistol. It fires a rapid burst of bullets from its 20 shot magazine. Auto-pistols can fire special ammo types, but these must be pre-loaded into magazines. It is not possible to load a single shot directly into the breech as it is with a shotgun, for example.

BOLTERS

BOLT PISTOL

Type pistol

Shots & ammo : 15 bolts/magazine(+1)

Fire modes: single shot or semi-automatic {5x shot number to hit}

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-25" -5%, 2.5"+: 0

Armour: Primitive- +30, Physical +30, Energy: 0, Cover +30

Damage Chart: 3

BOLT GUN

Type: Basic (-3 initiative)

Shots & ammo : 15 bolts/magazine (+1)

Fire modes: Single shot or semi-automatic (-5x shot number to hit)

To hit modifier -4/inch

Penetration modifiers:

Range: 0-2.5" -5%, 2.5"+0

Armour: Primitive +30, Physical +30, Energy 0, Cover +30

Damage Chart: 3

HEAVY BOLTER

Type: Heavy (-5 Initiative)

Shots & ammo : 2 magazines with 15 bolts each, (+1)

Fire modes: semi- or fully automatic (-5 or -10x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-25": -5%, 25"+: 0

Armour Primitive: +30, *Physical:* +30, *Energy* 0, *Cover:* +30

Damage Chat: 3

The term Bolters includes bolt pistols, bolt guns, and heavy bolter. All these weapons fire small, self-propelled missiles known as: bolts. Bolts are relatively large (two or three times the size of a rifle bullet), and a magazine therefore holds relatively few. This is outweighed, however, by the astonishing armour-penetrating power of the bolt's adamantium tip, complemented by an explosive charge contained within the bolt's core. This charge is mass reactive and so will not explode until the bolt has penetrated some way inside its target. When fired, a bolt accelerates rapidly for the first 5 metres of flight, holding a constant velocity almost as far as its maximum range. As a consequence, it is very good at penetrating armour even at long ranges.

All bolters fire the same bolt ammo in a standard magazine containing 15 shots. In addition, a single shot can be loaded directly into the breech, so a fully loaded bolter may have 16 rather than 15 shots.

Bolt pistols are large and cumbersome pistol weapons with a characteristic big-bore barrel. They are the preferred side-arm of most serious Fighters and would be far more common were it not for the cost and scarcity of ammunition.

Bolt guns are standard issue to Space Marines and to many elite troops.

Heavy bolt guns are upgraded versions of the bolt gun. They are heavy weapons but highly respected for their accuracy and increased ammunition capacity. A heavy bolter may be loaded with either one or two magazines, each containing 15 bolts. It is possible to remove and replace one magazine at a time, a useful feature in combat.

CONVERSION BEAM PROJECTOR

Type: Heavy weapon (-5 Initiative)

Shots & ammo : 1 /power pack

To hit modifier: -2/inch

Damage Chart: see below

Conversion beam projectors are commonly known as 'beamers'. They project a beam of radiation which can energise solid matter, causing the first solid object in its path to fragment in a burst of explosive energy. Conversion beamers can only be used when they are absolutely stationary. Any attempt to use them while moving would cause beam interference resulting in the weapon itself exploding. In fact, beamers have built-in safety mechanisms which automatically shut down the beam generation cell while they are moved.

The potency of the weapon varies according to the range. Unlike most weapons, however, it becomes more powerful at longer ranges. At the same time, the beam gradually diverges as the range increases. The beam is 10% as wide as the target range. At 20" range, the beam is 2" wide, at 40" range the beam is 4" wide, and so on.

To fire a beamer, trace a line of sight to the intended target. Roll to hit as normal. If the score indicates the target is hit, the beam is on target. Draw a line of sight to the target with tape and check that the diverging beam does not hit some other object or character in between the firer and target. The beam automatically hits the first thing in its path. Once the beam has struck something its energy is dispersed and the beam cuts out.

If the score indicates a miss, the player should place a ruler or other straight edge behind the target, and at 90° to the line of sight. Now roll a

D10 and count this many inches to the right of the target. Roll a second D10 and count this many inches to the left of the target. This indicates the new target point lying along the straight edge and either side of the original target. Trace the path of the beam as before from the firer to the new target point. The first object in the beam is automatically hit. It is possible for the beam to go off target and yet still hit the original target if the beam is wide enough. It is not possible, however, for a beamer to miss its target and fail to explode altogether. If it fails to hit anything at the target range, simply extend the line of fire until it hits something or until maximum range (80m/40") is reached.

Beamers are powered from a standard power pack. A single shot uses up 50 power points, so a fully charged power pack gives enough energy for 1 shot only - the weapon will automatically eject used power packs once they are spent.

No armour provides protection from a hit by a conversion beam so there is no need to check for penetration, simply proceed straight to damage calculation. The damage caused varies with range. The chart opposite shows the appropriate damage chart to use according to range.

range	Damage chart	range	Damage chart
0-10m	1	30-40m	4
10-20m	2	40-50m	5
20-30m	3	50m+	6

DISTORTION CANNON

Type: Heavy (-5 Initiative)

Shots & ammo: 1 shot/10 power packs

Fire modes: single shot

To hit modifier: -2/inch

The distortion (or 'D') cannon is an unusual and lethal weapon developed by the Eldar from warp space technology and is sometimes called a 'warper' as a result. The weapon works by shifting its target out of the material universe and into warp space. It is a large, heavy and cumbersome weapon, ideally suited to attacks on buildings and other large constructions.

D-cannons are heavy weapons. They are powered from standard power packs, but use up 500 power points every time a shot is fired, and so require 10 power packs. Each power pack must be loaded into the D-cannon individually. Used power packs are automatically ejected.

When fired, the weapon emits a low droning noise which builds in pitch and intensity to a high-pitched shriek before spewing a beam of impenetrable blackness towards its target - a momentary rift between real space and the warp.

When firing the D-cannon, nominate the target point and roll to hit as normal. If the target point is hit, position a 2" radius circular template with its centre over the target point to represent the warp area. Any models whose bases are wholly within the area are temporarily transported into warp space. For a few moments before their corpses rematerialise. Warped characters are always killed immediately; even if they are not torn apart, the shock to the system is too great for anyone to survive. Many warped casualties are horribly mangled by the warping process which can churn their biological structure, clothes and equipment into an unrecognisable protoplasmic blob. Terrain features in the warp area are similarly affected, and should be regarded as destroyed. Building walls hit by a D-cannon are breached and destroyed, while vehicles which are even partially hit are damaged beyond repair.

Models whose bases lie only partially within the warp area may either be warped and destroyed, or caught by the secondary effect of spatial movement, moving them several metres from their current position. Roll a D6 for each model.

D6 Result

1 Warped and killed

2-4 Moved D6" in a randomly determined direction

5-6 Moved 2D6" in a randomly determined direction

Any model moved into the same area as a vehicle, another character, or any solid object is destroyed instantly. Any character moved into by a displaced model is killed, and any vehicle is damaged beyond repair.

If a model is displaced 2D6" and the result is a double, the model is displaced vertically as well as horizontally. Roll a D6 to determine whether the displacement is up or down.

D6 roll Result

1-3 Into the air

4-6 Below ground

Models displaced into the air immediately fall to the ground, taking an automatic randomly located hit on Damage Chart 5. Any model immediately below the falling character also take an automatic hit on Damage Chart 5, but any hit to the legs is considered to strike the head.

Models displaced below ground are killed automatically. The resulting collision of matter causes an explosion resulting in a crater 1" in radius. Any scenic features above are destroyed, and any model within the crater area takes an automatic randomly located hit On Damage Chart.

If a D-cannon misses its target point, the shot automatically deviates by D6" in a random direction. The template is repositioned and casualties worked out as described above.

FLAMERS

HANDFLAMER

Type: Pistol

Shots & ammo: 1 shot flame chemical canister

Fire modes: single-shot

To hit modifier: -12/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": -10%, 5"+: -50%

Armour: primitive and Physical +0, Energy: +20%, Cover: +10

Damage Chart: 2

Flamers can be either pistols or basic weapons. They are compact, highly efficient flame-throwers projecting a self-igniting chemical which adheres to the target and continues to burn until extinguished. The canister of chemical is fitted into an armoured jacket to protect it from stray hits, but even so it is a volatile and highly dangerous material.

FLAMER

Type: Basic (-3 Initiative)

Shots & ammo; 5 shots/flame chemical canister

Fire modes; Single-shot

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -25%, 10"+: -50%

Armour: Primitive +10%, Physical +10%, Energy: +50%, Cover: +20%

Damage Chart: 2

Flamers are basic weapons requiring two hands to use. The flame chemical is contained within a canister, providing enough chemical for 5 shots.

Hand flamers have a shorter range than their bigger cousin. They have a built-in fuel supply good for only one shot, and must be refuelled from a standard flame canister, taking 1 action.

A flamer hit which penetrates its target will cause damage immediately, and will continue to cause damage at the beginning of each successive turn sequence until it is extinguished. The victim may do nothing other than attempt to beat out the flames, which he will successfully do on the D6 roll of a 6 made during his turn. While rolling around beating out the flames, the model will move at walking pace in a random direction. Any friendly models within half an inch may help the victim during their own turn, providing they end their turn within half an inch of the afflicted model and do nothing else during the turn other than move. Each helper will extinguish the flames on the D6 roll of a 5 or 6, but will catch fire himself on the roll of a 1 and will then take damage as if hit by a flamer.

A single flame canister contains enough chemical for 5 shots.

LASER WEAPONS

LASCANNON

Type Heavy (-5 Initiative)

Shots & ammo: 1 shot/power pack (holds 10)

fire modes: single-shot

To hit modifier -2/inch

Penetration modifier:

Range: 0-2.5": +50%, 2.5-5": +25%, 5-10": +15%, 10-25": 0, 25"+: -10%

Armour: Primitive +100, Physical: +100, Energy: +75, Cover +50

Damage Chart: 6

LASGUN

Type: Basic (-3 initiative)

Shots & ammo: 50 shots/power pack

Fire modes: single-shot or semi-automatic (-5x shot number to hit)

To hit modifier: -4/inch

Penetration modifiers:

Range: 0.25": +10%, 2.5-5": +0, 5-10": -5%, 10-25": -15%, 25"+: -20%

Armour: Primitive +15, Physical: +15, Energy: -5, Cover: -10

Damage Chart; 3

Laser weapons fire concentrated 'bullets' of energy. As a shot strikes solid matter its energy is released, causing an explosive reaction at its surface. Because of this, lasers are superficially damaging rather than penetrating weapons, although a laser hit to exposed flesh is often more dangerous than a hit from a projectile weapon. The most notable feature of the laser is its inability to pierce thick armour. Laser shots can also be weakened by intervening cover, and even thick loaf cover can release the shot's energy, considerably reducing its effect. The main advantage of the laser is that it is cheap to produce and easy to maintain, hut more importantly, lasers are powered by rechargeable power packs.

LASPISTOL

Type: Pistol

Shots & ammo: 50 shots/power pack

Fire modes: single-shot or semi-automatic (-5x shot number to hit)

To hit modifier: -6/inch

Penetration modifiers:

Range: 0-2.5": +10%, 2.5-5": +0, 5-10": -10%, 10-25": -20%, 25%: -40%

Armour: Primitive: +10, Physical: +10, Energy: -10, Cover: -20

Damage Chart: 2

MULTI-LASER

Type: Heavy (-5 Initiative)

Shots & ammo: 5 shots/power pack: (holds 10)

Fire modes: semi- or fully- automatic (-5 or -10x shot number to hit)

To hit modifier: -2/inch

Penetration modifiers:

Range: 0-2.5": +30%, 2.5-5": 0, 5-10": -5%, 10-25": -15%, 25"+: -20%

Armour: Primitive: +30, Physical: +30, Energy: +10, Cover: 0

Damage Chart: 4

Lascannon are large, cumbersome, but extremely powerful weapons ideally suited to taking out vehicles and buildings. A single shot uses 50 power points, so 3 standard power packs provides critical energy for only 1 shot. A laser cannon is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).

Lasguns are standard issue to the Imperial guard. They are cheap, mass-produced weapons noted for their reliability. A standard power pack contains sufficient energy for 50 shots.

Las pistols are compact, highly efficient and very versatile weapons. A standard power pack contains sufficient energy for 50 shots.

Multi-lasers pack a combination laser chamber capable of firing very rapidly Multi-lasers are very good at taking out closely packed bodies of infantry, or for giving covering fire. Like the lascannon, a multi-laser is a heavy, cumbersome weapon. Each shot uses 10 power points, so a power pack provides sufficient energy for 5 shots. A multi-laser is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected (4 actions).