

OUTLANDERS



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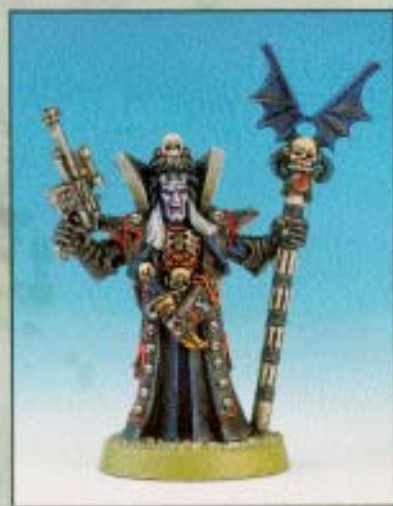
OUTLANDERS



Scawy gets technical



Deaths from above... Yeld spyer



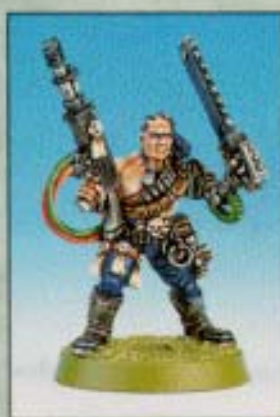
The devil Valoist



Van Saar heavy with heavy plasma gun



Ratskin Scout with shotgun



Bionic Bounty Hunter



Hunchback Scawy



Scawies ambush an Escher gang in the bowels of the Underhive.

OUTLANDERS™

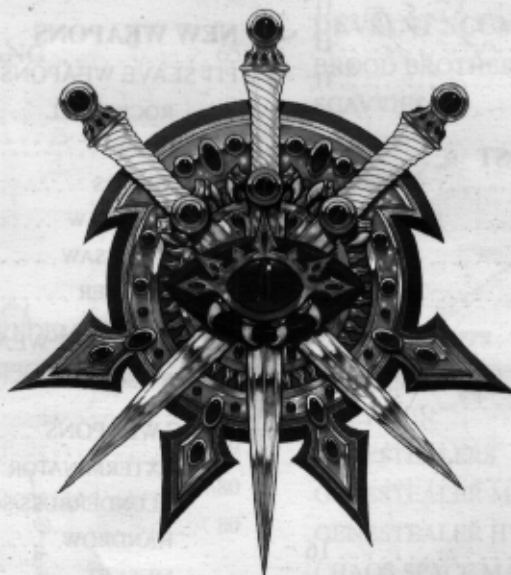
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CONTENTS

COMPONENTS	4	THE REDEMPTION	31
OUTLAWS	8	REDEMTOR PRIEST	34
BECOMING AN OUTLAW	8	DEACONS	34
THE OUTLAW TABLE	8	BRETHREN	34
BEING AN OUTLAW	9	ZEALOTS	35
TERRITORY	9	RATSKIN RENEGADES	39
COLLECTING INCOME	9	RATSKIN CHIEF	40
FORAGING	9	RATSKIN SHAMAN	40
SO MANY MOUTHS TO FEED... ..	9	RATSKIN BRAVES	41
STARVING	9	RATSKINS	41
GAINING ADDITIONAL TERRITORY	10	SPYRE HUNTERS	45
BOUNTY	11	JAKARA	46
CAPTURED OUTLAWS	11	YELD	47
GANGERS CAPTURED BY OUTLAWS	11	MALCADON	47
GUILD PRICE	11	ORRUS	47
REGAINING TERRITORY	11	NEW WEAPONS	51
PERSISTENT OFFENDERS	11	PIT SLAVE WEAPONS	51
THE OUTLAW TRADING POST	12	ROCK DRILL	51
SPENDING CASH		CLAW	51
WHEN YOU'RE AN OUTLAW	12	SHEARS	51
NEW RECRUITS	12	BUZZ SAW	51
RECRUITING HIRED GUNS	12	CHAINSAW	51
WEAPONS	12	HAMMER	52
TRADING	12	CLOSE COMBAT WEAPONS	52
GANGERS AND TRADING	13	EVISCERATOR	52
SPECIAL RESULTS	14	BASIC WEAPONS	52
PRICE CHARTS	14	EXTERMINATOR	52
OUTLAW SCENARIOS	16	BLUNDERBUSS/SCATTER GUN	53
OUTLAW SCENARIO TABLE	16	HANDBOW	53
OUTLAW SCENARIO 1: THE HIT	17	MUSKET	53
OUTLAW SCENARIO 2: LOOT & PILLAGE	18	GRENADES	54
OUTLAW SCENARIO 3: THE HUNTERS	19	TOX BOMB	54
OUTLAW SCENARIO 4: CARAVAN	21	SCALY WEAPONS	54
OUTLANDERS	24	SPEAR GUN	54
SCAVVIES	25	SCATTER CANNON	54
SCAVVY BOSS	26	DISCUS/THROWING AXE	55
SCAVVIES	26	SPYRER WEAPONS	55
SCALIES	27	ORRUS BOLT LAUNCHERS	55
PLAGUE ZOMBIES	27	MALCADON WEB SPINNER	55
		YELD LASER GAUNTLETS	55
		JAKARA MONOMOLECULAR SWORD	55

NEW EQUIPMENT	56	UNDERHIVE BESTIARY	100
ARCHEOTECH	56	GIANT SPIDERS	100
BLADE VENOM	57	GIGANTIC SPIDERS	100
BOTTLE OF WILD SNAKE	57	ASH CLAMS	101
ICROTIC SLIME	57	NECROMUNDAN GAS FUNGUS	101
KALMA	58	MILLIASAUR	102
RAD COUNTER	58	CARRION BATS	102
'SLAUGHT'	58	RIPPER JACKS	102
SPOOK	59	BRAIN LEAF	103
SPUR	59	NECROMUNDAN GIANT RATS	104
STINGER MOULD	60	SLUDGE JELLIES	104
SPYRER EQUIPMENT	60	FACE-EATERS	105
JAKARA MIRROR SHIELD	60	LASHWORMS	105
YELD WINGS	60	RUBBER MOSS	106
TREACHEROUS		SPINE CRYSTALS	106
CONDITIONS TABLE	61	WIRE WEED	106
LEADERSHIP OF THE GANG	65	DEVIANT SCUM	107
HIRED GUNS	66	BROOD BROTHERS	107
PIT SLAVES	66	SCAVVIES	107
WYRDS	68	MUTANTS	108
SPECIAL CHARACTERS	76	CULTISTS	108
THE ARCH ZEALOT OF THE REDEMPTION	77	BEASTMEN	108
KING REDWART THE MAGNIFICENT	77	ALIENS	109
MAD DONNA	78	ELDAR SCOUTS	109
BULL GORG	79	ORKS	109
BRAKAR	80	GRETCHIN	109
KARLOTH VALOIS	80	GENESTEALERS	110
THE ARBITRATOR CAMPAIGN	84	GENESTEALER MAGUS	110
CAMPAIGN EVENTS TABLE	87	GENESTEALER HYBRIDS	110
SCENARIO: LORD OF THE SPIRE	89	CHAOS SPACE MARINES	111
SCENARIO: PURGE!	91	CHAOS CREATURES	111
SCENARIO:		CHAOS SPECIAL RULES	111
STORMING THE BARRICADES	96	KHORNATE DAEMONS	111
		(Flesh Hounds & Bloodletters)	
		SLAANESHI DAEMONS	112
		(Daemonettes & Fiends)	
		TZEENTCHIAN DAEMONS	112
		(Horrors & Flamers)	
		NURGLE DAEMONS	112
		(Plaguebearers & Beasts of Nurgle)	



COMPONENTS

For Outlanders we've managed to wedge in a new building, a watch-tower, five barricades and some other miscellaneous bits and pieces to add to your games of Necromunda. Though some of these pieces have specific uses for the scenarios and new rules in Outlanders they can be used in any games. The Lord of the Spire objectives, for example, make good small pieces of cover for normal gang fights and the like.

OUTLANDERS CONTAINS THE FOLLOWING:

- 1 Outlanders rulebook
- 2 card buildings
- 12 plastic bulkheads
- 1 card walkway
- 4 card base marker points
- 5 card barricades
- 4 card Tox Bomb counters
- 2 card Watchman badges

WATCHMAN BADGE

This token is taken by gangs that become Watchmen. See the Outlaws rules for more details.



TOX BOMB MARKER

Tox bombs produce a glop of highly poisonous waste when they are used. These markers are placed to show the point contaminated by the Tox; see the Weapons section for more details.



BARRICADES

Barricades are simple walls built out of rock, scrap metal and other junk. Barricades are Toughness 5 and have 1 wound for each full 1" inch of their length. Once a barricade has taken its total number of wounds it is removed from the game. Barricades provide cover or partial cover from shooting and a defensive obstacle in hand-to-hand combat. Barricades can be placed anywhere, including on buildings and walkways.



PARAPETS AND RAILINGS

Models standing on a gantry or structure with a wall or railing between them and the edge (as on this card walkway or the watch-tower) have far less chance of falling if they are pinned. This means that when you make the Initiative roll for falling you can re-roll the dice if the model fails, representing the chance of the fighter hanging onto the wall or rail rather than flopping over it. The second roll must be applied, so it is still quite possible to take impromptu flying lessons!



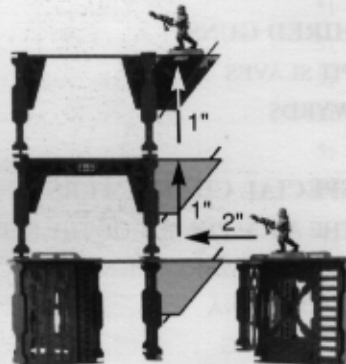
WATCH-TOWER

Watch-towers are old walkway pylons or free-standing pillars that have had a protective wall built around the top. They are used as lookout posts and strongpoints by settlements and in important gang territories. The watch-tower provides cover or partial cover from enemy shooting and a good field of fire. The watch-tower can be placed on the ground level or on top of a building, though the tower must be completely on the building and not overhanging any of the edges.



LIFT TOWER

The lift on the new building can be operated by any model that moves onto it or is standing on it in their movement phase. Each level moved up or down while on the lift costs 1" of movement for everybody on it, though being on a moving lift will not prevent models with move or fire weapons shooting. Models can also call the lift up or down to their level if they are in contact with the bulkheads the lift is attached to. This costs 1" of their movement for every level the lift moves.



The lift can be damaged, it is Toughness 6 and has 2 wounds. Once the lift has lost both its wounds it stops working and you'll have to take the stairs like anybody else. If the lift takes a total of 4 wounds it has been destroyed and crashes to the ground. Anyone on it at the time suffers damage as if they had fallen. Anyone under it suffers D6 S6 hits on a D6 roll of 4, 5 or 6.

BASE MARKER POINT

The card base markers are used in the arena combat scenario Lord of the Spire. They can also be used as extra terrain pieces in other scenarios as well.



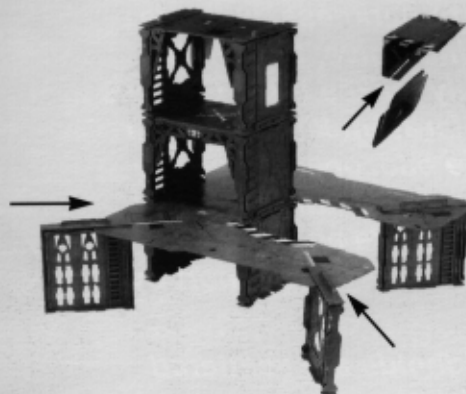
ASSEMBLY INSTRUCTIONS

The card buildings in Outlanders can be used to expand the urban sprawl you already have from your copy of Necromunda. The lift tower and the watch-tower are designed so they can be clipped together with just the plastic bulkheads, though gluing them together is still a good idea.

LIFT TOWER

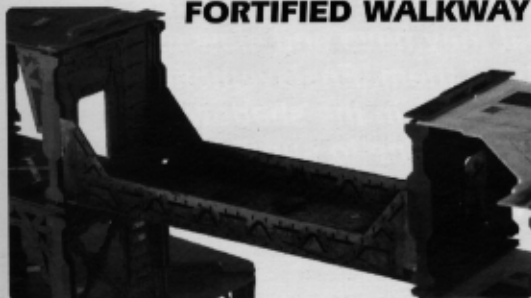


STAGE 1: Assemble two sets of three plastic bulkheads and join one set to the large card platform. Push the two small card floors onto the bulkheads and then attach the second set of bulkheads as shown.



STAGE 2: Push a plastic bulkhead into each of the slots as shown. Fold the lift platform and push the lift front into the slots provided. Once assembled, the lift can be attached to one of the plastic bulkheads in the same manner as a straight-ended walkway.

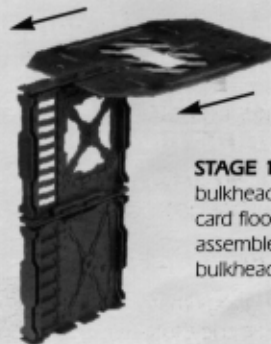
FORTIFIED WALKWAY



Once it has been folded, the fortified walkway can be attached to the plastic bulkheads as shown above.

WATCH-TOWER

For this building you will need the watch-tower platform shown below, two plastic bulkheads, the two parapets and the four card buttresses.

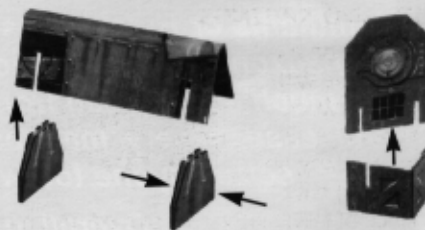


STAGE 1: Join two plastic bulkheads together. Slide the card floor onto the assembled two storey bulkhead.



STAGE 2: Fold the tower walls and push them into the slots provided in the watch-tower platform. Push the buttresses onto the plastic bulkheads as illustrated.

BARRICADES AND MARKERS



You will need the five barricades and their supports plus the four markers and their stands. Fold the barricade supports together and then push into the slots provided in the barricade. Fold the marker stands and push the markers into the slots provided.

OUTLANDERS

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

Renegade Ratskins, escaped pit slaves and mad Wyrds wander the wastes and may help or hinder other Outlaws as the mood takes them. Crazy bands of Redemptionists mount crusades against the forces of darkness, who are certainly in plentiful supply in the Underhive, though the fanatic zeal of the red brethren normally makes them Outlaws too. But though the Redemption are far from kindly in their ministrations the Outlaw scum of the badzones dread the Spyrers more than anything else. Every Outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

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

Overall, not a good place to be.

OUTLAWS



OUTLAWS

BECOMING AN OUTLAW

No-one sets out to become an Outlaw, it just works out that way. Of course, the Redemptionists know that they will place themselves beyond the laws of House and Hive when they don that red robe and mask but they don't care, they refuse to even acknowledge the simple rules of the settlements. Ratskins can't help being born Ratskins and Scavvies can't help being the twisted scumsuckers that they are. Spyrers don't think that any Underhive law applies to them on principle, and they're probably right. But the real Outlaws, the gangs that have been driven out into the badzones are just unlucky. They got caught.

After every gang fight there's always a chance that a gang will be declared 'outlaw' by the Guilders. A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

THE OUTLAW TABLE

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed such acrimonious counter-allegations are very common. Naturally Outlaw gangs and Outlanders can't report to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills etc. each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. The rolls must be witnessed by the opposing player and are modified as noted. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.

OUTLAW TABLE

2D6 Roll Result

- | | |
|------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 12 | Deputised. The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Take a Watchmen marker so you can show your credentials. You can decide to stop your gang being Watchmen at any time by handing in your marker. |
| 3-11 | Clean. You're clean citizen, move along. |
| 2 | Outlawed! Time to get out of town. You must choose one of your territories to keep as a hideout and delete all of the rest (which are seized by the Guilders). |

MODIFIERS

Scenario

- 1 If the game you just played was an ambush and you were attacking.
- 1 If the game you just played was a shoot-out and you drew second.
- 2 If the game you just played was a shoot-out and you drew first.
- 3 If the game you just played was an Outlaw scenario and you were attacking.

Gang

- 1 For each Wyrd or pit slave in your gang.
- +1 If your gang rating is under 1,000.
- 1/+1 If your gang rating is over 2,000 (roll a D6 each game 1-3=-1, 4-6=+1).
- 2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3=-2, 4-6=+2).

Other

- 3 If you attacked any forces of the Imperium in the game you just played.
- +1 If none of the modifiers given above have ever applied to your gang.

BEING AN OUTLAW

Being an Outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious Outlaw trading posts or with the night trains where a ready gun serves better than good bargaining techniques. On the bright side there are plenty of Hired Guns in the badzones who never show their faces in the settlements and powerful allies can be found among the Wylds and pit slaves.

Some Outlaw gangs succeed in setting up small kingdoms of their own in the badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.

TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the Guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the Outlaw gang.

The Outlaw gang can end up losing its one remaining territory to another gang because it is heavily defeated in a scenario such as *Gang Fight* or *Ambush*. If this happens the Outlaws are forced to move on and look for another hideout – roll on the Outlaw Territory Chart to see what charming new abode they find for themselves.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the badzones without the support of the Guilders. This penalty doesn't apply to territory generated from the Outlaw Territory Chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and *foraging* (see below) is not cross referenced with the size of the gang on the Income Table as it is for a normal gang. However, the gang will need to be given supplies of some sort, see *So Many Mouths to Feed...* below.

FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, gangers, heavies and even leaders can all forage, though if they forage they can't perform any special tasks such as visiting the Outlaw trading post or working



the gang's territory. Each forager collects D6 credits' worth of stuff from the wastes. Hired Guns and special characters never forage, that isn't what they're paid for.

SO MANY MOUTHS TO FEED....

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits' worth of supplies to keep him going. Hired Guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over can be put in the stash.

STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that doesn't have 3 credits spent on them after a game suffers a penalty of -1 to their Strength and Toughness characteristics until they do. These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the weapons and equipment of someone who has starved to death...

OUTLAW TERRITORY CHART

D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes fear from now on, no income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the sludge sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. 1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 The model finds nothing of value but survives. 5 The model discovers something worth 10 credits. 6 The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits' worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 provides 5 credits' worth of energy. On a roll of 6 it provides D6x5 credits' worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	

GAINING
ADDITIONAL TERRITORY

An Outlaw gang cannot hold more than one piece of territory at a time because in the badzones a gang can't risk splitting up to protect more than one piece of territory. This means an Outlaw gang that gains additional territory has two choices:



OCCUPY. The gang takes the new territory and abandons their old hideout (delete it from the gang roster).

Or

LOOT. The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always the double the maximum for that kind. For example, looting a holestead or drinking hole would give you 120 credits. This income is not halved as it is for working territory out in the badzones.

BOUNTY

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang which captures or kills Outlaws can collect a reward on them from the Watchmen. The standard going rate for a bounty is equal to the captured or deceased Outlaw's total cost. For example, Mad Dog of the Dog Soldiers is a ganger who has a respirator and is armed with a sword and an autopistol, hence his bounty is $(50+10+10+15=85)$ 85 credits.

Naturally Outlaws can't collect bounty on other Outlaws, more because they would be shot for trying than for ethical reasons.

CAPTURED OUTLAWS

If an Outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think). Alternatively, they can sell the prisoner to the Guilder courts and claim the bounty on him plus a bonus D6x5 credits for handing him over to the courts alive. In either case the gang can't claim the Outlaw's weapons or equipment (they're material evidence after all).

GANGERS

CAPTURED BY OUTLAWS

Outlaws have the normal options with gangers that they capture – exchange or ransom them back to their gang or sell them into slavery on the night trains while keeping their weapons and equipment.

GUILD PRICE

A gang that has been outlawed may be able to buy off its Outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an Outlaw gang to buy back their freedom to enter the settlements is a tenth (10%) of their gang rating, rounding up to the nearest 10 credits.

For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is $(2,788/10=278.8)$. This rounds up to 280 credits.

It is important to note that a gang's guild price is set when they become Outlaws and uses their gang rating at that time. Make a note of the gang's guild price when they are outlawed to avoid any confusion later. Once a gang has



gathered enough credits to buy their way out of being Outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash in the presence of another player.

REGAINING TERRITORY

When an Outlaw gang pays off its guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang using the Territory Table in Necromunda. The gang's old hideout may be discarded and removed from the roster or kept as one of the five pieces of territory at the discretion of the gang's leader.

PERSISTENT OFFENDERS

Unfortunately the guild price for Outlaw gangs is increased every time they commit another crime – in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' guild price. Note down the increase in price after each game and keep a running total.

If an Outlaw gang ever attacks or harms a Guilder in any way it loses its chance to pay off its guild price forever. The Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the badzones.

Incidentally, real hardened outlaws don't give a damn about paying their guild price anyway, and should complain loudly that it's too low and that it should be five or ten times as much.



THE OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the badzones. The most famous is Heretics Hole, which is so well established that the Guilders turn a blind eye to its activities and even use it for occasional illicit dealings of their own. Other infamous Outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by Outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the Outlaw posts to supply booze and guns to Scavvies and Ratskins.



Helmaur and the Imperial authorities have a less sanguine view of the Outlaw posts than the Guild. Spies lurk everywhere and sporadic expeditions are undertaken to eradicate Outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

SPENDING CASH WHEN YOU'RE AN OUTLAW

After every game an Outlaw gang can collect income from its one piece of territory and by foraging, as described earlier. Cash can be spent on recruiting new fighters and on new equipment for the gang. Spending cash must be done at the Outlaw trading post – the legal trading post is off limits to Outlaws.

NEW RECRUITS

The Outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as the original gang. Refer to the appropriate *Recruiting a Gang* section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment List, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the *Hired Guns* sections of Necromunda and Outlanders for details. Hired Guns in Outlaw gangs are criminals, outcasts and wanderers who are willing to sell their expert skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to Outlaw gangs.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an Outlaw trading post, though many items are not always available and vary in price.

TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an Outlaw trade post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way and above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what

goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade post and visits his contacts there.

Roll a D66 for each item and consult the Outlaw Trade Chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading; even if they are both Outlaws the gangs don't necessarily hide out in the same place nor do they have the same contacts. One player cannot buy goods offered to another.

GANGERS AND TRADING

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn or forage, searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

OUTLAW TRADE TABLE

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item	D66 Roll	Item
11	Special: Gamble and Lose	26	Bionics. Choose one of: Bionic Arm, Bionic Eye, Bionic Leg.
12-13	Special: Robbed	31	Archeotech
14-15	Special: Cheated	32	Bio-Scanner
16	Special: Gamble and Win	33	Blade Venom
21	Power Weapon. Roll a D6: 1 - Power Axe 2-3 - Power Maul 4-6 - Power Sword	34	Blindsnake Pouch
22	Gas Grenades. Roll a D6: 1-2 - Choke 3-4 - Scare 5-6 - Hallucinogen	35	Bottle of Wild Snake
23	Grenades. Roll a D6: 1 - Melta Bomb 2-3 - Photon Flash Flare 4 - Plasma Grenade 5-6 - Smoke Bomb	36	Infra-Goggles
24	Gun Sight. Roll a D6: 1-2 - Red Dot Laser Sight 3 - Mono Sight 4 - Telescopic Sight 5-6 - Infra Red Sight	41	Icrotic Slime
25	Armour. Roll a D6: 1-4 - Flak 5 - Carapace 6 - Mesh	42	Kalma Fixer
		43	Rad Counter
		44	Ratskin Map
		45	Screamers
		46	Silencer
		51	'Slaughter Fixer
		52	Spook
		53	Spur Fixer
		54	Stinger Mould Patch
		55	Stummers
		56	Weapon Reload
		61-62	Special: Rumour
		63-64	Special: Tip-off
		65-66	Special: Inside Information

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the Outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice.

Gamble and Lose. You have to gamble at an Outlaw trading post, though it's not a law (because there aren't any). But most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. You lose 2D6 credits and come away a little wiser.

Robbed. You reach for your creds and find them gone, some scrag has stolen them from right under your nose. You look around but there are dozens of likely candidates at hand. Roll a D6. On a 6 you spot the culprit flinch from your gaze and grab him before he legs it. You get your money back and give him a lesson in manners. On a 1-5 you draw a blank and have to count the cost of losing 3D6 credits (nobody's fool enough to keep all their creds in one place).

Cheated. You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose 3D6+10 credits and look a bit closer next time.

Gamble and Win. You gamble away a pile of credits but then luck smiles on you and you win it back with some interest. Gain an extra 2D6 credits.

Rumour. You hear a rumour about what's going on in the wastes, which gangs are going where and what they're looking for. You may modify your next dice roll on the Scenario Table by +1 or -1; the modifier is applied after the dice have been rolled.



Tip Off. An old contact gives you some good information which alerts you to an opportunity for making some creds. The next time you roll on the Scenario Table you may re-roll the dice if you wish.

Inside Information. An insider informant offers to sell you vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario Table.

PRICE CHART

The chart below indicates the cost of items available for sale at the Outlaw trading post. The cost of rare items is included on this chart, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, it includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive axe, sword or club	15	Common
Power axe	35+4D6	Rare
Power maul	35+4D6	Rare
Power sword	40+4D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt pistol	20	Common
Hand flamer	20	Common
Laspistol	15	Common
Needle pistol	100+5D6	Rare
Plasma pistol	25	Common
Stub gun	10	Common
Web pistol	120+5D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common

SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade launcher (Grenades extra)	130	Common
Meltagun	95	Common
Needle rifle	230+5D6	Rare
Plasma gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Autocannon	300	Common
Heavy stubber	120	Common
Heavy bolter	180	Common
Heavy plasma gun	285	Common
Lascannon	400	Common
Missile launcher (Missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+3D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+5D6	Rare
Krak grenades	50	Common
Melta bomb	40+4D6	Rare
Photon Flash flare	20+3D6	Rare
Plasma grenade	30+4D6	Rare
Scare Gas grenades	20+3D6	Rare
Smoke bomb	10+4D6	Rare

MISSILES

Item	Cost	Availability
Frag missiles	35	Common
Krak missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper shotgun shell	5	Common
Hot-Shot shotgun shell	5	Common
Bolt shotgun shell	15	Common
Dum-dum bullets for Stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red Dot laser sight	40+4D6	Rare
Mono sight	40+4D6	Rare
Telescopic sight	40+4D6	Rare
Infra Red sight	30+4D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+3D6	Rare
Carapace	70+4D6	Rare
Mesh	25+4D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+4D6	Rare
Eye	50+4D6	Rare
Hand	50+4D6	Rare
Leg	80+4D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Archeotech	D6x10	Rare
Bio-Scanner	50+3D6	Rare
Blade Venom (per dose)	10+1D6	Rare
Blindsnake Pouch	30+2D6	Rare
Bottle of Wild Snake	10+1D6	Rare
Clip Harness	10	Common
Filter Plugs	10	Common
Infra-Goggles	30+3D6	Rare
Icrotic Slime	50+3D6	Rare
Kalma (per dose)	5+1D6	Rare*
Photo-Contacts	15	Common
Photo-Visor	10	Common
Rad Counter	10+3D6	Rare
Ratskin Map	D3x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
'Slaughter (per dose)	5+2D6	Rare*
Spook (per dose)	10+3D6	Rare
Spur (per dose)	5+3D6	Rare*
Stinger Mould patch (each)	15+2D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon Reload	Half Weapon Cost	Rare

* Becomes common once a fixer has been found.

OUTLAW SCENARIOS

OUTLAW SCENARIO TABLE

Outlaws (including Scavvies, Redemptionists and Ratskins) roll on the Outlaw Scenario Table rather than the standard one in the Necromunda game. Other gangs must use the standard table, this one's for Outlaws only. If a gang gets to choose a scenario it can pick either one of the standard scenarios given in the Necromunda Sourcebook or one of the new Outlaw scenarios in Outlanders.

Normal Gangs Choosing to Play Outlaw Scenarios

Gangs which roll a "May Choose" result on the Scenario Table in Necromunda can choose to play an Outlaw scenario if they want. The catch is that there's a good chance of them being outlawed if their opponent decides to report them to the Watchmen.

OUTLAW SCENARIO TABLE

2D6 Result

- | | |
|------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 2 | The non-Outlaw (law abiding?) gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. The battle is fought in a dangerously polluted area of the hive bottom: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers an S3 hit from the deadly toxic waste. Even Ratskins are at risk from the poisonous waste. |
| 3 | The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. |
| 4 | Play the <i>Hit & Run</i> scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker has been hired by a rival to make the <i>Hit & Run</i> so he will be paid D6x10 credits whether he wins or loses. |
| 5 | Play the <i>Scavengers</i> scenario. |
| 6 | Play the <i>Hunters</i> scenario. |
| 7-11 | The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. |
| 12 | The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. In addition, this is a real grudge match so both gangs earn double Experience points. |



OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

D6	Result
6	The group must be set up within 6" of the gang leader.
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the <i>Hit & Run</i> scenario).

STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!!!!" On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +10 Defending Leader.** If the defender's leader doesn't go down or out of action he earns an extra 10 Experience points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury Table rather than take him to the cinema or out for a meal) roll a D6.

D6	Result
6	The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.
1-5	The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course...

OUTLAW SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a homestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower.

Once you have placed the terrain the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials etc. which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

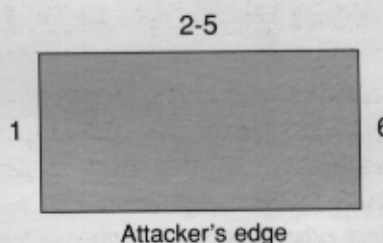
Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as guards into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter as reinforcements.

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.



Reinforcements enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

If the attacker bottles out the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% casualties.

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +10 Defending Leader.** If the attackers don't get away with any loot the defending leader earns an extra 10 Experience points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot the extra must be paid out of the gang's stash. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.



OUTLAW SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 don't add it to your score.

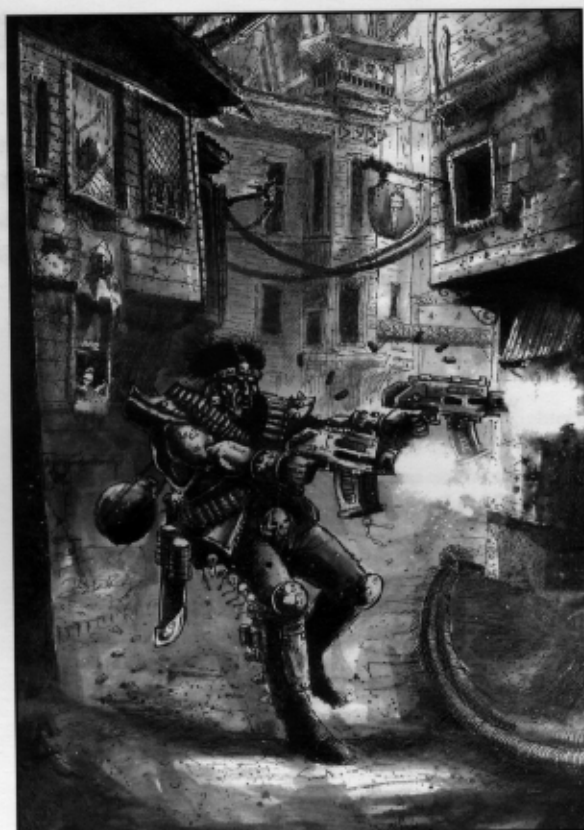
Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see *The Fast Draw* below).

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the **fast draw**. During the fast draw neither side is allowed to move but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.



Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +10 Winning Leader.** The leader of the winning gang earns an extra 10 Experience points.

OUTLAW SCENARIO 4: CARAVAN

Guilder caravans make tempting targets for Outlaws. The penalties for attacking Guilders are draconian but Outlaws are desperate, hunted men and the Guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the Guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and Outlaws that come anywhere near the caravan. For their part the Outlaws just want to get past the guards and grab the booty.

TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

NOTE: In this scenario the defenders cannot be an Outlaw gang.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying his entire gang within 12" of his table edge. The attacking player then sets up his gang within 24" of his table edge, though none of his models may be deployed within 16" of the defenders.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. Whatever happens none of the



models that break through to the caravan will return in time to affect the fight with the guards.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and they will suffer a major loss of face if the Guilders are attacked. This means they do not have to make Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

LOOTING THE CARAVAN

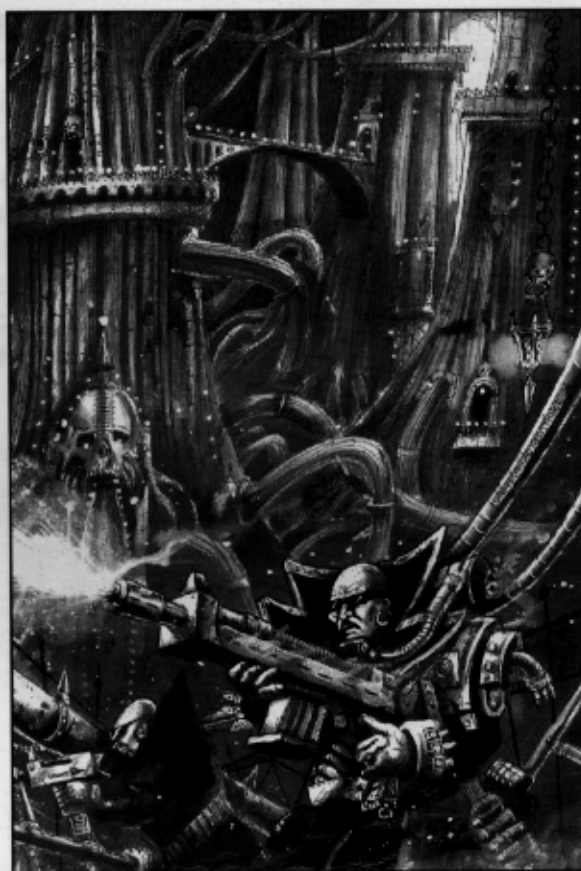
Once the game is over total up the number of attacking models that broke through to the caravan. Roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the Guilders.

D6 Result

- | | |
|------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | The attackers are miserably unsuccessful. Each model picks up D6 credits' worth of stuff, but on a roll of 1 they get shot and suffer a serious injury. |
| 4-5 | The attackers manage to scavenge a few bundles dropped by the Guilders as they flee. Each model picks up 3D6 credits' worth of stuff. |
| 6-7 | The attackers bring down several pack slaves and escape with D6x5 credits for each model. |
| 8-10 | The attackers nail a Guilder and strip his corpse, gaining D3x10 credits each. |
| 11+ | The attackers gun down several pack slaves and a Guilder, hauling in 2D6x5 credits for each model. |

WRATH OF THE GUILDERS

The Guilders really don't appreciate people attacking their caravans, even less so if Guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the guild price on the Outlaw gang is doubled. If any Guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay its guild price to lose its Outlaw status.



GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the Guilders. However, the Guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a Guilder is killed. No matter what happens, though, the gang doesn't have to pay the Guilders anything (no leader is that stupid).

EXPERIENCE

- +D6 Survives.** If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +5 Attacked Caravan.** Each model which moves off the defender's table edge gains 5 points.
- +10 Defending Leader.** If the attackers don't get any men through to attack the caravan the defending leader earns an extra 10 Experience points.

OUTLANDERS



OUTLANDERS

In the howling anarchy between settlements in the Underhive there lurk the very worst of Necromunda's outlaws, the Outlanders. While hivers are driven away from the settlements for transgressions against the Downhive code and become outlaws, Outlanders are barred from entry to the settlements for belonging to groups which simply do not accept the Downhive codes because of their creed or their birthright.

Four groups of Outlanders predominate in the Underhive of Hive Primus, though in other hives their influence is less overwhelming. These groups are feared and hated by the hard-working settlers struggling to eke a living in the wastes.

There are the dispossessed Ratskin warriors who form bands of **Ratskin Renegades** eager to bring suffering upon the hivers who have invaded their homes and defiled their sacred places. The fanatical followers of the cult of Redemption come downside to pursue their insane **Redemptionist Crusades**, hunting mutants and deviants with manic zeal. Scrofulous bands of degenerate and mutated **Scavvies** lurk at the edges of civilisation waiting their chance to loot and pillage. Worst of all there are the machine-beasts, the **Spyrers**, nobles from the Spire who venture into the Underhive to undergo their rites of passage before they ascend to their place in the aristocracy.

Outlanders cannot build the intricate web of contacts and allies that other gangs rely on to make a living in the Underhive; they stand or fall alone. To survive and prosper Outlanders must fight dangerous, desperate battles to seize weapons, equipment and food from gangs and settlers. Every defeat brings them a little closer to starvation and death. The weak and the badly led will never succeed. The Underhive will swallow them up, and their bones will mix with those of thousands of others who came below seeking a new beginning but found only death.



Renegade Ratskin Chief, Marus Gird, pictured with his gang the Shadow Avengers. Seeking retribution for the slaughter of their families by a Spyrrer gang, Gird and his followers declared 'shadow war' on all Uphivers. The Shadow Avengers started their campaign with a few easy kills – massacring several unprotected green hiver settlements – before moving on to more ambitious targets. In a campaign of terror that lasted fully six months, the gang rampaged through the Underhive, killing downhivers and uphivers alike, directed only by the mad visions of Gird. The hallmark mutilation of a Shadow Avengers kill was the cutting off of their victims' left hand. According to some Ratskin beliefs, the soul of a dying man runs down his left arm and escapes through his fingers. Severing the left hand at the wrist prevents the soul's escape to paradise, and condemns it to eternal sorrow chained to the cold land of the living. Other Outlander gangs soon took to copying this practice, spreading the Shadow Avengers' reputation even further afield, and the gang quickly acquired an almost legendary status.

SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

OUTLANDERS. Scavvies are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Scavvies do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Scavvies start with one piece of territory generated on the Outlaw Territory Table. This forms their scrofulous camp. Scavvies may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Scavvies lose their current base camp generate another on the Outlaw Territory Table.

INCOME. Scavvies collect income from their one piece of territory and from foraging like any other Outlaw gang.



They can trade using the Outlaw Trade Chart and recruit extra gang members from the Scavvy list after each game. Scavvies may use Hired Guns but will struggle to pay them!

CANNIBALS. Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 3 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put either a member of the gang or a prisoner in the pot instead. If this foul and degenerate practice is observed the gang is immune to the effects of starvation until after the next game.

BOUNTY. A bounty is paid on all Scavvies by the Guilders, just to keep their numbers in check.

SCAVVY WEAPONS. Scavvy weapons are unreliable, rusty and generally badly treated, added to which they are usually short of ammunition. To represent this, any Scavvies must make an Ammo roll if they get a natural 1 or 6 on their to hit roll. This does not apply to Scaly weapons.

SCAVVY BOSS

Cost to recruit: 100 credits

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	1	4	1	7

Weapons. The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons and Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership. A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

SCAVVIES

Cost to recruit: 25 credits

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

Weapons. Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Mutants. Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.

Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list below. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

Recruitment. Unsurprisingly enough Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models in the gang must be Scavvies (not mutants). If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

MUTATIONS

Eyestalks	(10 credits)	The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.
Claw	(5 credits)	The mutant gains +1 Strength in hand-to-hand combat.
Tentacle	(10 credits)	The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attacks by 1, to a minimum of 1.
Two Heads	(25 credits)	Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

Spikes	(30 credits)	A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
Extra Arm	(10 credits)	The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
Wings	(30 credits)	The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only costs 1/2" per 1" down.

0-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common Human sub-species in the Imperium are the abhuman races of Ogryns, Ratlings and Squats. The Scalies are another such sub-species, though they are still a highly unstable strain compared to normal abhumans. Scalies are massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match.

Scalies are rarely seen creatures but they are by far the most numerous in the Underhives of Necromunda. They are undoubtedly intelligent but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	9

Weapons. A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons, Ranged Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin. A Scaly's tough skin confers a 5+ armour saving throw.

Killer Rep'. Scalies cause *fear*.

Regenerate. Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.

PLAGUE ZOMBIES

Cost to recruit: 10 credits for D6 Plague Zombies

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of

brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

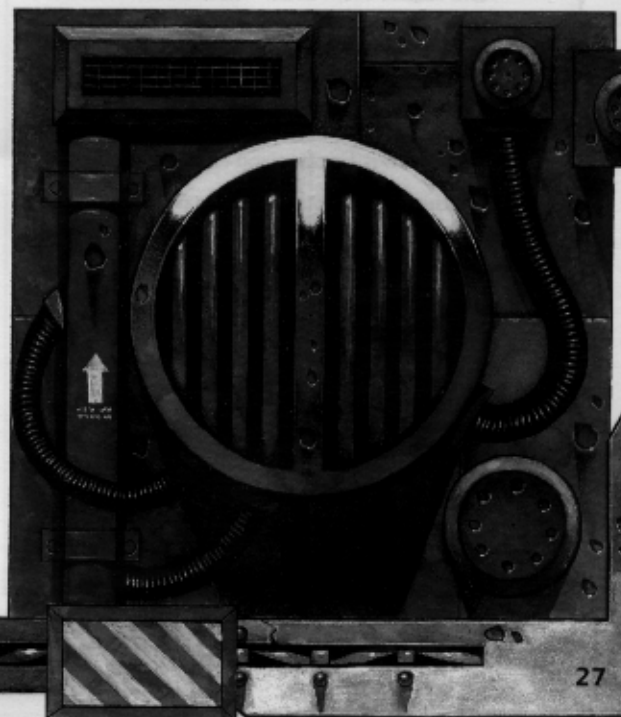
Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food which are used to lure the Zombies to the right place. Every 10 credits' worth of food will bring D6 Plague Zombies along to fight. The Plague Zombies are under the control of the Scavvy player for the duration of the game but they do not join the gang and will go back to their wandering existence when the game is over.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Weapons. Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.



Special Rules

Zombie Shuffle. Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain. Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear. As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague, if you see what I mean. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and (ulp) turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll Result

- 4-6 Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.
- 2-3 Sickness.** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
- 1 Clear.** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.

D6 Modifiers

Only suffered flesh wound	-2
Not reduced to 0 wounds	-2
Friendly Doc is part of gang's territory	-2
Member of gang has <i>Medic</i> skill	-1
Gang owns a medi-pack	-1

SCAVVY WEAPONS LIST

RANGED WEAPONS

Note: Scavvy weapons must make an Ammo roll if they roll a to hit score of 1 or 6.

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter Gun	7
Hand Bow	4
Musket	5
Shotgun	
(with solid shot and scatter shells)	16
Stub Gun	8

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag Grenades	30
Tox Bombs	20
Man-Stopper Shell	5
Hot Shot Shell	5
Bolt Shell	15
Dum-dum bullets for Stub gun	5

SCAVVY EXPERIENCE SYSTEM



STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	0
Scaly	60+1D6
Boss	60+1D6

GAINING EXPERIENCE

Experience Points	Title	Notes
0-5	Scavvy	Starting level for Scavvies.
6-10	Scavvy	
11-20	Scavvy	
21-30	Scavvy	
31-40	Scavvy	
41-50	Scavvy	
51-60	Scavvy	
61-80	Boss	Starting level for Bosses and Scalties.
81-100	Boss	
101-120	Boss	
121-140	Boss	
141-160	Boss	
161-180	Boss	
181-200	Boss	
201-240	King	
241-280	King	
281-320	King	
320-360	King	
361-400	King	
401+	Great King	Anyone who reaches this level may not improve any further.



ADVANCE ROLL TABLE

2D6 Result

- | | |
|----|-------------------------------------------------------------------------------------------|
| 2 | New Skill (any table). |
| 3 | New Skill. |
| 4 | New Skill. |
| 5 | Characteristic Increase. Roll again:
1-3 = +1 Strength
4-6 = +1 Attacks |
| 6 | Characteristic Increase. Roll again:
1-3 = +1 Weapon Skill
4-6 = +1 Ballistic Skill |
| 7 | Characteristic Increase. Roll again:
1-3 = +1 Initiative
4-6 = +1 Leadership |
| 8 | Characteristic Increase. Roll again:
1-3 = +1 Weapon Skill
4-6 = +1 Ballistic Skill |
| 9 | Characteristic Increase. Roll again:
1-3 = +1 Wounds
4-6 = +1 Toughness |
| 10 | New Skill. |
| 11 | New Skill. |
| 12 | New Skill (any table). |

SCAVVY SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scavvies	Y	-	Y	-	-	Y	-
Scalies	-	-	Y	Y	-	Y	-
Boss	Y	Y	Y	Y	Y	Y	-

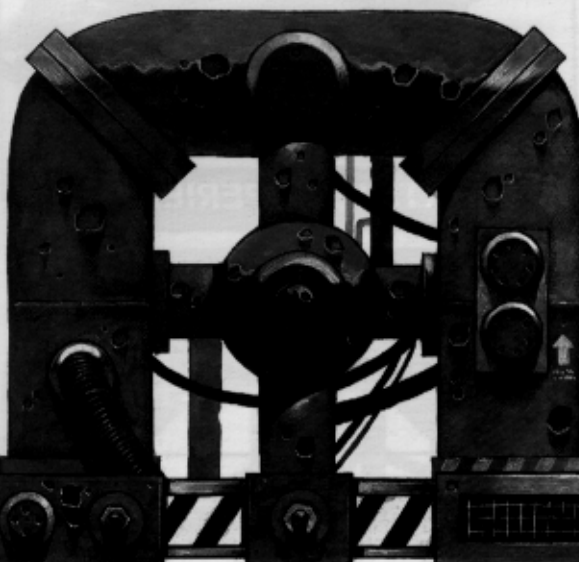
MAXIMUM VALUE TABLE

Boss or Scavvy

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Scaly

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	4	5	4	10



THE REDEMPTION

Redemption! Redemption! Through fire and through blood! The cries of the fiery priesthood of the Redemptionist movement resound through the hive in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For the Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.

REDEMPTIONIST CRUSADE

The creed of the Redemption derives from the mainstream Imperial cult of the Ecclesiarchy. They worship the Emperor as a divine being, the supreme Man whose very existence proves the manifest destiny of mankind to rule the galaxy. The Redemptionists believe that mankind has fallen from the path of righteousness decreed by the Emperor and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged from the race by fire, blood and faith.

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication (even thinking about fornication is sinful) and shooting innocent, hard-working folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of redemption. The Redemption secretly believes that the Noble Houses and the Guild are riddled with sinners too, as they find little support in the Spire; the majority of their following coming from the working masses of Hive City.

The Redemption is a powerful force amongst the Houses that control Hive City, with active or covert followers in all of them. House Cawdor has dedicated itself to the Redemptionist cause entirely and is effectively controlled by the Redemption. There the path of righteousness is at its purest with regular public witch hunts and mass burnings of heretic and mutants. The brethren of Cawdor are so pure that they view even Redemptionists from other Houses as little better than sinners.

Unfortunately a great deal of sinning goes on in Necromunda, especially in the Underhive, and the Redemptionist councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees in Hive City go down into the Underhive to start a new life and set up separate settlements and homesteads far from the main settlements (which they see as being full of sin and damnation). These isolated communities have little to do with the outside world and only visit the trading stations occasionally to get supplies.

The Redemption also sends "Crusades" of their most dedicated and fanatical brethren into the Underhive to purge it of sin with the holy fires of battle. A Crusade is led by a redemptive priest who has the blessings of the council and is supplied with weapons and followers. A Crusade patrols the Underhive, destroying abominations and battling heretics as they find them.

Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such Crusades are Outlanders, much to the ire of the Redemption. If anything,



outlawing the Crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the Guilders.

A Crusade moves constantly through the badzones, stopping off at Redemptionist settlements and holesteads from time to time in order to reprovision and rearm. The priest will preach to the settlers and reaffirm their faith while the brethren take a tithe of their produce or make a collection. Then (and only then) will the Crusade move on to battle the forces of darkness, keeping the settlers safe from the mutant devils, witches and gangs of heretics wandering the wastes by shooting them on sight.

SPECIAL RULES

OUTLANDERS. Redemptionists are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Redemptionists do not have a guild price and may never pay off their outlaw status.

TERRITORY. Redemptionists start with one piece of territory generated on the Redemptionist Territory Table. This is their first base camp and they cannot hold more than a single piece of territory at a time. Any additional territory captured is looted and burned (see the Outlaw rules for details of looting) as a matter of course. The Redemptionists move on after each game, spreading the word of righteousness and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Crusade rolls on the Redemptionist Territory Table to see where its path takes it in the next game.

Captured Redemption Territory. The Crusade may be so heavily defeated that the piece of territory it was moving through is lost to another gang. If this occurs the opposing gang gains the territory as normal and may collect income from it just like any other piece of territory. Arms caches can be exploited in this way too – the opposing gang manages to drive off the Redemptionists before they unearth the big crate of guns. Just bear in mind that the arms cache is used up and should be crossed off the roster as soon as the income is collected from it.

In the case of holesteads, settlements etc. the people will be sullen, impolite and do their best to make the gang feel unwelcome but they won't cause any trouble. If a Crusade wins a piece of territory off a gang with any Redemptionist

territory it will automatically take that territory back. Such saviours of the faith are due a reward so they can claim income from the recaptured territory and the one they were travelling to as well. Suffice to say they don't loot it.

INCOME. Redemptionists collect income from their one piece of territory and from foraging, like any other Outlaw gang. However, the income collected from territory by Redemptionists is not halved as it is for ordinary Outlaws; the partisan support of Redemptionist settlers means they can collect money far more easily than ordinary Outlaws.

TRADING. The weaponry and equipment of the Crusade is usually sought out by seemingly harmless Underhivers secretly supporting the Redemption. This means Redemptionists use the normal Trading Post Chart instead of the Outlaw Trade Post. The Crusade may recruit extra members after each game.

HIRED GUNS. Redemptionists would never pay sinners to do the work of salvation, hence they may not use Hired Guns of any kind. The only special character they can use is the Arch-Zealot.

STARVATION. Redemptionists suffer the effects of starvation just like anybody else; in fact they rather like the feeling of self-denial (and the ecstatic visions such extreme privation can cause).

BOUNTY. Redemptionists are considered dangerous psychopaths by the Guilders so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. Gang fighters captured by the Redemptionists have two choices: repent or die. The only way a gang can get back captured members is by playing a *Rescue* scenario against the Redemptionists. If they fail or don't try the Redemptor Priest will try to convert the prisoner, assuming he is not a Scavvy, mutant, witch or other heretic (see below for details on conversion). If the prisoner will not repent and follow the path of Redemption (or is tainted beyond help) he or she will be burned, and his weapons and equipment will be taken by the Redemptionists.

If any Redemptionists are captured their brethren must attempt to rescue them, they will not pay a ransom or exchange prisoners for them. Should they fail there is a chance that any Redemptionist given to the Guilder courts or sold into slavery will escape with the help of sympathisers or his own fanatical fervour. Roll a D6 for each captured Redemptionist sold into slavery or given to the courts. On a roll of 6 they stage a heroic escape and return to the Redemptionists; a 1-5 means their fate is rather less glorious and probably very short.

SCENARIOS. Redemptionists roll on the Outlaw Scenario Table. If they can choose which scenario to play they can pick any of the ones from Necromunda or Outlanders. If you think some of the scenarios are slightly over the top for Redemptionists, don't forget they view just about everybody in Underhive as corrupt, heretical, deviant scum. This means Redemptionists have no compunctions about using any tactics they can to a) Purge the unbelievers (ie, kill them) and b) Finance their holy Crusade.



The Arch Zealot of the Redemption

REDEMPTOR PRIEST

Cost to recruit: 140 credits

The Redemptor Priest is the lynchpin of any Crusade despatched into the Underhive. He is the inspirational figure the Brethren follow into the depths to test their faith. It is he who is greeted with rapture by the Redemptionist settlers and who commands their clandestine help. Only the words of a Redemptor can fire the fury in men's hearts or save unbelievers from their sinful existence.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. A Redemptor Priest may be given equipment chosen from the Close Combat, Basic, Pistol, Special Weapons, Grenades and Shotgun Shells sections of the special Redemptionist lists.

Special Rules

Leadership. A Redemptor Priest commands absolute obedience from his followers and they are filled with righteous fury in his presence. This means that any Redemptionists within 6" of the Priest may use his Leadership value when they take Leadership tests. A Redemptor Priest can always attempt to recover from being pinned even if he has no Crusaders within 2" of him.

Redeemer. If the Redemptionists capture any opposing fighters who are not Scavvies, mutants, aliens or witches (Outlaws and Ratskins are not necessarily beyond redemption, but Spyrers definitely are) the Redemptor Priest can try to convert them to the Redemptionist cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Redemptor scores highest the prisoner becomes a faithful convert to the cause. Copy his characteristics, skills, experience etc over onto the Redemptionists' roster. All of the convert's weapons and equipment are sold off (tainted as they are) and he is re-equipped from the stash and/or weapons bought from the Redemptionist lists. The convert must be represented by a Redemptionist model; the original model can't be kept by the Redemptionist player.

If the prisoner equals or beats the Priest's score he resists and refuses to repent. This means the Redemptionists kill him and keep his weapons and equipment.

Inspire Hatred. Before a game the Priest can attempt to whip his followers and himself into fanatical fervour of hatred for the foe. Roll 2D6 against the Priest's Leadership characteristic: if the roll is equal to or under the characteristic he and all of his followers are subject to the rules for *hatred* against their opponents during the game.

A Redemptor Priest will automatically succeed in inspiring hatred if his opponents include any mutants, witches, aliens, Outlanders or Outlaws.

DEACONS

Cost to recruit: 60 credits

The Deacons attend to the secular affairs of the Crusade: silencing dissenters, controlling the crowds while the Redemptor preaches, protecting his person from defilers and so forth. Deacons are confirmed Brethren who are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Deacon may be given equipment chosen from the Close Combat, Basic, Pistol, Special Weapons, Grenades and Shotgun Shells sections of the special Redemptionist lists.

BRETHREN

Cost to recruit: Novice – 25 credits
Brother – 50 credits

Brethren are the body of the Redemption, the great mass of supporters from the hive who have dedicated themselves to the path of righteousness. Confirmed brothers are those who have spent some time in the Underhive before, many of them are in fact ex-gang fighters or House warriors who have been redeemed. Novices are often ordinary workers from the hive who have been brought to the Underhive for the first time, in the hope that their fanatic zeal will compensate for their lack of experience. Brethren are usually well armed but with simpler weapons than the Redemptor or the Deacons.

Novice

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Brother

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. Brethren may be given equipment chosen from the Close Combat, Pistol, Basic Weapons, Grenades and Shotgun Shells sections of the special Redemptionist lists.

Special Rules

Recruitment. Brethren are the heart and soul of any Redemptionist Crusade. To represent this at least half of the models in the Crusade must be Brethren. If the number of Brethren falls below half the strength of the Crusade only Brethren can be recruited until at least half of the Crusade is made up of Brethren again.



ZEALOTS

Cost to recruit: 60 credits

Zealots are crazed individuals touched by the Emperor's fury. Zealots are so filled with bile and anger that they are in an almost permanent state of rage. They test their faith by plunging headlong into combat with the greatest sinners they can find. They even lash at themselves to savour the pain of purgation, but they would rather carve the path of redemption into their enemies' hearts. Zealots carry only pistols or close combat weapons, preferring their battle of faith to be fought face to face with the sinners.

Zealots are most commonly armed with an Eviscerator, a giant double-handed chainsaw fitted with an Exterminator flame cartridge, to slice and burn the unbelievers into charred lumps (for their own good, of course).

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Zealot may be given equipment chosen from the Close Combat and Pistol Weapons sections of the special Redemptionist lists.

Special Rules

Frenzy! Zealots are subject to the rules for *frenzy*. Note that frenzy overrides all the rules for hatred unless the Zealot's frenzy is kept under control by passing a Leadership test at the start of the turn. This means that a Zealot can be frenzied or suffer hatred in a turn, not both.

REDEMPTIONIST WEAPONS LIST

BASIC WEAPONS*

Weapon	Cost In Credits
Autogun	20
Shotgun (with solid shot and scatter shells)	20

SPECIAL WEAPONS*

Weapon	Cost In Credits
Boltgun	35
Flamer	40
Grenade launcher (grenades extra)	130
Lasgun	25
Melta Gun	95
Plasma Gun	70

PISTOL WEAPONS

Weapon	Cost In Credits
Autopistol	15
Stub Gun	10
Hand Flamer	20

CLOSE COMBAT WEAPONS*

Weapon	Cost In Credits
Chains and Flails	10
Chainsword	25
Clubs, Mauls and Bludgeons	10
Eviscerator	30
Knife	free/5
Massive Axe, Sword or Club	15
Sword	10

Any weapons marked * may be fitted with an Exterminator cartridge:

Exterminator	15
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GRENADES & SHOTGUN SHELLS

Weapon	Cost In Credits
Frag grenades	30
Krak grenades	50
Man-Stopper Shotgun shell	5
Hot Shot Shotgun shell	5
Bolt Shotgun shell	15
Dum Dum bullets for Stub gun	5



STARTING EXPERIENCE

Type	Starting Experience Points
Novice	0
Brother	20+1D6
Zealot	20+1D6
Deacon	60+1D6
Priest	60+1D6

GAINING EXPERIENCE

Experience Points	Title
0-5	Novice (Starting level for Novices)
6-10	Novice
11-20	Novice
21-30	Brother (Starting level for Brothers and Zealots)
31-40	Brother
41-50	Brother
51-60	Brother
61-80	Senior Brother (Starting level for Priests & Deacons.)
81-100	Senior Brother
101-120	Senior Brother
121-140	Senior Brother
141-160	Senior Brother
161-180	Senior Brother
181-200	Senior Brother
201-240	Redemptive Brother
241-280	Redemptive Brother
281-320	Redemptive Brother
320-360	Redemptive Brother
361-400	Redemptive Brother
401+	Great Redemptor Anyone that reaches this level may not improve any further.

ADVANCE ROLL TABLE

2D6 Result

- 2 New Skill (any table).
- 3 New Skill.
- 4 New Skill.
- 5 Characteristic Increase. Roll again:
1-3 = +1 Strength;
4-6 = +1 Attacks.
- 6 Characteristic Increase. Roll again:
1-3 = +1 WS; 4-6 = +1 BS.
- 7 Characteristic Increase. Roll again:
1-3 = +1 Initiative;
4-6 = +1 Leadership.
- 8 Characteristic Increase. Roll again:
1-3 = +1 WS; 4-6 = +1 BS.
- 9 Characteristic Increase. Roll again:
1-3 = +1 Wounds;
4-6 = +1 Toughness.
- 10 New Skill.
- 11 New Skill.
- 12 New Skill (any table).

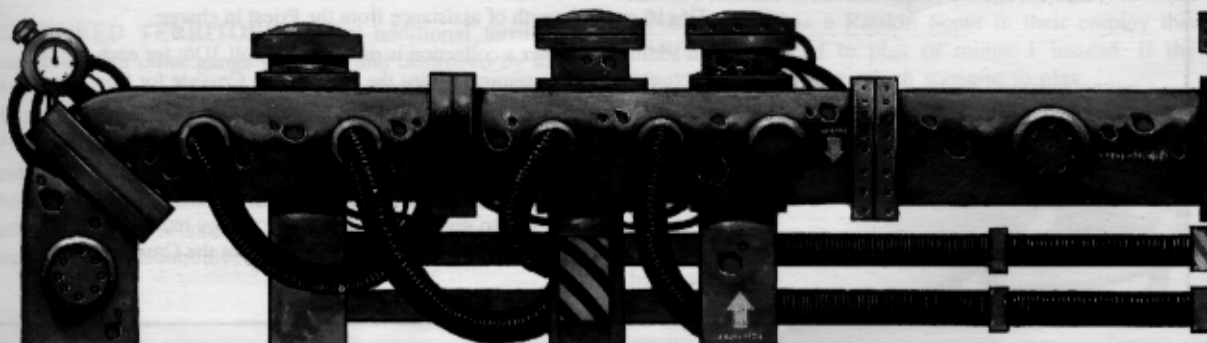


MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	10

REDEMPTIONIST SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice	-	-	Y	-	-	-	-
Brethren	-	-	Y	-	Y	-	-
Zealot	-	Y	Y	-	-	-	-
Deacon	-	-	Y	Y	Y	-	Y
Leader	Y	Y	Y	Y	Y	-	Y



REDEMPTIONIST TERRITORY CHART

D66 Roll	Territory	Income	Description
11-15	Wastes	0	The Crusade can find nothing better than a hole in the wastes to operate from until they move on again.
16	Tunnels	10	The Redemptionists find an old entrance to a network of service ducts beneath the dome. When the Crusade is in battle it can use these ducts to position up to three fighters anywhere on the table at ground level. Models are set up at the end of the player's first turn and may not be placed within 8" of enemy models.
21-25	Old Ruins	10	The Crusade makes its camp in some dilapidated ruins. Bits of scrap and broken archeotech to the value of 10 credits can be found if a Brother or Deacon searches through the ruins.
26	Vents	10	The Redemptionists find an old entrance to air shafts in the dome roof. When the Crusade is in battle it can use these shafts to position up to three fighters anywhere on the table above ground level. Models are set up at the end of the player's first turn and may not be placed within 8" of enemy models.
31-36	Settlement	30	<p>The Crusade shelters in a settlement with strong ties to the Redemption, strengthening their faith through catechisms and prayers.</p> <p>The grateful settlers give the Redemptionists 30 credits if a Brother or Deacon makes a collection. In addition, whether a collection is made or not, roll a D6. On a 6 a Novice from the settlement joins the Crusade for free. The Novice has no weapons and must be equipped by the Crusade.</p>
41-46	Holestead	D6x10	The Crusade stops at a holestead out in the wastes which belongs to Redemptionist settlers. One of the Brothers or Deacons can take a tithe from the faithful there worth D6x10 credits.
51-55	Water Still	D6x10	The Crusade stays at a water still which is secretly owned by the Redemption. A Brother or Deacon can assist the workers in redirecting water to the Redemptionist settlements and receive payment of D6x10 credits for the cause.
56	Hidden Weapons Cache	2D6x10	The Crusade uncovers one of the Redemption's hidden weapons caches out in the wastes. Weapons worth 2D6x10 credits are found if a Brother or Deacon takes the time to dig them up. All of the money must be spent on weapons immediately; it can't be supplemented from the Crusade's stash or saved for later.
61-63	Workshop	D6x10	<p>The Crusade shelters at a Redemption-run workshop. A Brother or Deacon can collect a tithe here worth D6x10 credits.</p> <p>In addition, the Crusade can replenish its ammunition and service its weapons. In the next game the Crusade can ignore the first Ammo roll it has to make. The test is automatically passed and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.</p>
64-65	Seminary	D6x10	<p>The Crusade visits a Redemptionist school which operates under the guise of a settlement. They receive shelter and a Brother or Deacon can collect D6x10 credits' worth of assistance from the Priest in charge.</p> <p>In addition, whether a collection is made or not, roll 3D6: for each 6 rolled a Novice from the seminary joins the ranks of the Crusade for free. The Novices have no weapons and must be equipped by the Crusade.</p>
66	Hidden Weapons Cache	3D6x10	The Crusade uncovers one of the Redemption's hidden weapons caches out in the wastes. Weapons worth 3D6x10 credits are found if a Brother or Deacon takes the time to dig them up. All of the money must be spent on weapons immediately; it can't be supplemented from the Crusade's stash or saved for later.

RATSKIN RENEGADES

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous donwhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

SPECIAL RULES

OUTLANDERS. Ratskins are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Ratskins do not have a guild price and may never pay off their outlaw status.

TERRITORY. Ratskins start with one piece of territory generated on the Outlaw Territory Table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Outlaw Territory Table immediately.

CAPTURED TERRITORIES. Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured (see the Outlaw rules for details of looting). However, Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll.

ARCHEOTECH SITES. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits (see below).

INCOME. Ratskins collect income from their one piece of territory, like any other Outlaw gang. Ratskins can also forage and are considerably better at it than ordinary Underhivers. Ratskin Renegades add +1 to their dice rolls for foraging.

TRADING. Ratskin Renegades roll on the Outlaw Trading Chart.

HIRED GUNS. Ratskins can make use of any Hired Guns that they can afford and who will fight for them.

STARVATION. Ratskins suffer the effects of starvation just like anybody else, it's just that they're better at finding food than anybody else.

BOUNTY. Ratskin Renegades are considered extremely troublesome by the Guilders so they are worth a bounty equal to their total cost, just like any other Outlaw.

CAPTURE. No special rules apply to captured Ratskins, or to fighters captured by Ratskins.

SCENARIOS. Ratskins roll on the Outlaw Scenario Table but they can add or subtract up to 2 from the dice roll. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick any of the ones from Necromunda or Outlanders.



RATSKIN CHIEF

Cost to recruit: 120 credits

A Ratskin Chief is not born to the position but is elected by his elders and his peers. A Chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some Renegade Chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The Chief's words are always listened to with respect by the Ratskins, and even once he has become a Renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	1	8

Weapons. A Ratskin Chief may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Leadership. A Ratskin Chief commands respect from his followers and they are heartened by his presence. This means that any Ratskins within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratskin Chief can always attempt to recover from being pinned even if he has no Ratskins within 2" of him.

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table (see later). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or round bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hive quake debris and so on.



O-1 RATSKIN SHAMAN

Cost to recruit: 120 credits

Ratskin Shamans are mysterious individuals seldom seen outside Ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places of ancient technology.

Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by Wyrds or psykers. A Shaman whose archeotech cave has been desecrated may join a Renegade Chief to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	4	1	7

Weapons. A Ratskin Shaman may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment. A Ratskin Shaman may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Spirit Lore. The Shaman is in communion with the hive spirits and may call upon them to help him. When the Shaman is recruited roll up one power for him on the Spirit Lore Table. Each Archeotech site the Ratskins control will bring the favour of the hive spirits and give the Shaman another Spirit power. If an Archeotech site is lost the Shaman will lose one of his powers chosen at random as the spirits show their disapproval.

Resilient. Ratskins are remarkably resilient to injury and have excellent survival instincts. They are less likely to be lost or captured than ordinary Underhivers and can hide from danger if hurt. To represent their resilience a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom, they are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of RATSKIN BRAVES

Cost to recruit: 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful Chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The Braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Weapons. Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

Equipment. A Ratskin Brave may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. Because they

are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.

Any number of RATSKINS

Cost to recruit: 60 credits

Ratskins are fully fledged fighters and hunters from the Ratskin tribes. Many of those who follow a Renegade Chief are bitter, dispossessed men who have lost friends and family to raiding Outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Weapons. A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

Equipment. A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Resilient. Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Serious Injuries Table and the player chooses which result will apply.

Native. Ratskins are born and bred in conditions unimaginably harsh for outsiders. Because they are so at home in the Underhive Ratskins are completely immune to the effects generated on the Treacherous Conditions Table.



RATSKIN WEAPONS LIST



RANGED WEAPONS

Weapon	Cost in Credits
Autopistol	15
Blunderbuss/Scatter gun	8
Hand Bow	5
Musket	6
Stub gun	10

SPECIAL WEAPONS

Weapon	Cost in Credits
Shotgun (with solid shot and scatter shells)	20
Autogun	20
Lasgun	25

CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, Mauls and Bludgeons	free/10*
Chains and Flails	5
Massive Axe, Sword or Club	10
Knife	free
Sword	15

* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

GRENADES & SHOTGUN SHELLS

Weapon	Cost in Credits
Frag grenades	30
Man-Stopper shell	5
Hot Shot shell	5
Bolt shell	15
Dum dum bullets for stub gun	15



RATSKIN EXPERIENCE SYSTEM

GAINING EXPERIENCE

Experience Points	Title
0-5	Brave (Starting level for Braves)
6-10	Brave
11-20	Brave
21-30	Ratskin (Starting level for Ratskins)
31-40	Ratskin
41-50	Ratskin
51-60	Ratskin
61-80	Ratskin Warrior (Starting level for Chiefs and Shaman)
81-100	Ratskin Warrior
101-120	Ratskin Warrior
121-140	Ratskin Warrior
141-160	Ratskin Warrior
161-180	Ratskin Warrior
181-200	Ratskin Warrior
201-240	Spirit Warrior
241-280	Spirit Warrior
281-320	Spirit Warrior
320-360	Spirit Warrior
361-400	Spirit Warrior
401+	Great Warrior (Anyone that reaches this level may not improve any further)

Once a Brave has reached Ratskin experience level he may be bought weapons from the Ratskins Special Weapons list.

STARTING EXPERIENCE

Type	Starting Experience Points
Brave	0
Ratskin	20+1D6
Shaman	60+1D6
Chief	60+1D6

ADVANCE ROLL TABLE

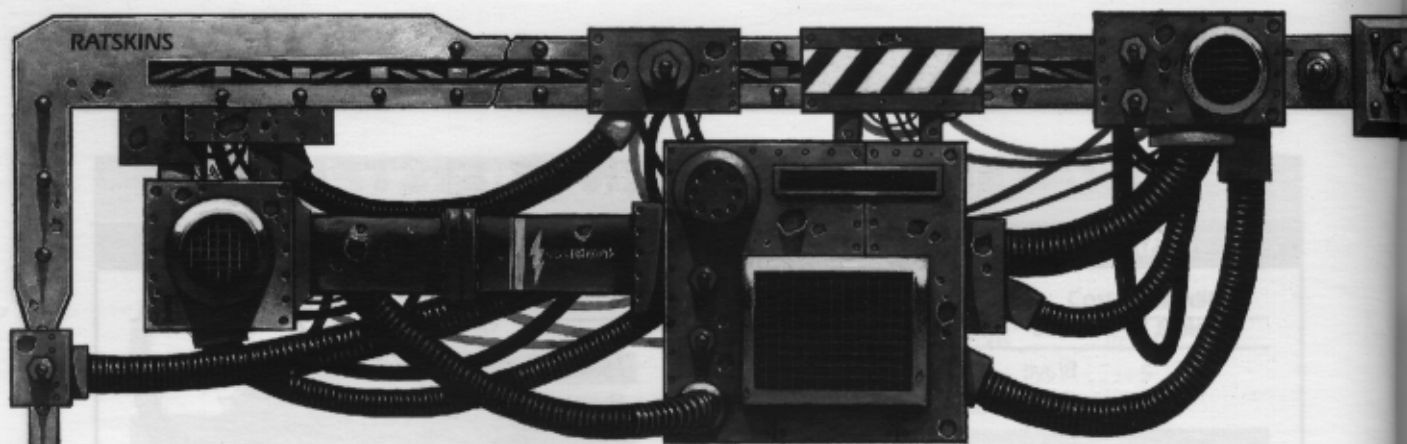
2D6	Result
2	New Skill (any table).
3	New Skill.
4	New Skill.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10-11	New Skill.
12	New Skill (any table).

MAXIMUM VALUE TABLE

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

RATSKIN SKILL LISTS

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	Y	-	-	-	-	Y	-
Ratskin	Y	Y	-	-	-	Y	-
Shaman	Y	Y	Y	-	-	Y	-
Chief	Y	Y	Y	Y	Y	Y	-



SPIRIT LORE POWERS

D6 Roll	Result
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1	SLIME DANCE
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The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. When treacherous conditions are rolled for at the beginning of the game the Shaman can re-roll the dice if he can first pass a Leadership test on 2D6.

2	CURSE
---	--------------

The shaman can call down the curse of the hive spirits on the opposing gang. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can effect a curse which will last for all of the Ratskins' turn and their opponent's turn. The curse affects the whole enemy gang and makes them automatically fail all Initiative tests until the beginning of the next Ratskin turn. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the curse will stop having any effect immediately.

3	GHOST DANCE
---	--------------------

The shaman can call on the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test on 2D6 at the start of his turn and then dances and chants for the rest of it (ie, remains stationary and doesn't shoot or fight in close combat) he can weave a protection which will last for all the Ratskins' turn and their opponent's turn. The protection affects all the Ratskins and gives them all a 4+ saving throw until the beginning of the next Ratskin turn. The saving throw is subject to all the normal saving throw modifiers. If the shaman is pinned, wounded or engaged in hand-to-hand combat, the dance will stop having any effect immediately.

4	BLINDSNAKE RITUAL
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The Shaman can undertake a Blindsnake ritual after each game. If he successfully passes a Leadership test on 2D6 he creates a Blindsnake pouch for free which can either be given to a member of the Renegades or sold at an Outlaw trade post for 30 credits.

5	SPIRIT WALK
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The Shaman can project his spirit from his body by entering a trance. If the Shaman passes a Leadership test at the start of his turn he can free his spirit. The spirit moves 3D6" in the movement phase, and ignores all terrain so it can move up or down without ladders, drift through walls etc. The spirit causes fear and is immune to all damage from shooting (including pinning). The spirit can attack in hand-to-hand combat and has the same profile as the Shaman himself, but is armed only with a knife. Any wounds inflicted are real for the victim but if the Shaman loses in hand-to-hand combat his spirit is merely sucked back into his body and no real harm is done to him. The spirit instantly returns to the Shaman's body at the end of the Ratskins' turn.

6	STEAL PROWESS
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The Shaman can undertake a slow and painful ritual to steal a victim's prowess and bestow it on the Ratskin Chief. This ritual can only be used against defeated enemies (ie, captured fighters) and if the Shaman passes a Leadership test on 2D6 it allows him to steal a skill or characteristic advance from the victim and give it to the Ratskin Chief instead. The Chief cannot exceed the normal characteristic maximums and the victim's characteristics cannot be reduced below their starting level. The Chief can gain skills normally unavailable to Ratskins through Steal Prowess. The drained victim can be ransomed or exchanged or sold into slavery as normal after the ritual has been enacted but the opposing gang may attempt a Rescue mission before the ritual takes place.

SPYRE HUNTERS

Even in the living nightmare of the Underhive the Spyrrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.



These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a Spyrrer's hunting rig is no ordinary set of armour. Spyrrers use ritualised combinations of weapons and armour

which favour different combat styles. Each rig is meticulously crafted offworld, a wondrous device of half-forgotten technologies worth its own weight in credits.

The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyrrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills so no duplicity is possible; the Spyrrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda.

SPECIAL RULES

VOW. A Spyrrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrrers' vow must be made when the team is started and may be chosen from the following:

A] To kill a total of one gang fighter for each starting member of the team. Eg, if the team had six members they would have to kill (as in result 11 to 16 on the Serious Injury Table) six enemy gang fighters before they returned above the wall.

Or

B] To earn a total of 200 Experience points for each starting member of the team. Eg, if the team had five members they would have to earn a combined total of 1,000 Experience points before they returned above the wall.

Or

C] To survive a total of two games for each starting member of the team. Eg, if the team had four members they would have to survive eight games before they returned above the wall.

Once a Spyrer team returns above the wall it splits up and the hunters start their new lives in the Noble Houses. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they will return to the Underhive as part of another team. To represent this you are allowed to 'buy back' veteran hunters when you recruit a new hunt after you have completed your vow with an old one. Veteran hunters cost their basic value (discounting any credits spent on training) plus 1 credit for every Experience point they have already earned. Potentially, the same hunter could return to Underhive many times over.

OUTLANDERS. Spyrsers are an Outlander gang and as such all of the Outlaw rules apply to them with the exceptions noted below. As Outlanders, Spyrsers do not have a guild price and may never pay off their outlaw status.

STARTING TERRITORY. Spyrsers start with one piece of territory generated on the Outlaw Territory Table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Spyrsers lose their current base camp generate another on the Outlaw Territory Table.

INCOME. Spyrsers never collect any income, never trade and can never buy extra gang members after their initial recruitment. They are committed into the Underhive until they complete their vow.

STARVATION. Spyrsers gain synthesised sustenance from protein packs wired into their suits so they are immune to the effects of starvation.

BOUNTY. Though no Guilder would pay, or indeed offer, a bounty on Spyrsers the sophisticated devices that can be stripped from their bodies are worth an amount equal to their total cost, just like any other Outlaw.

CAPTURE. Gang fighters captured by Spyrsers are liable to be turned into interesting suit ornaments as the Spyrsers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a *Rescue* scenario against the Spyrsers. The Spyrsers just love using captured prey as bait to get more. Spyrsers captured by gangers can expect only a quick and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyrer who is captured is automatically killed and stripped for bounty. Spyrer weapons and equipment cannot be used by non-Spyrsers.

POWER BOOSTS. The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning Experience points in combat. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection and so on. Power boosts, like skills and characteristic increases, can only be earned with Experience points.

LEADER. A Spyrer team has no set leader: leadership devolves to whoever has the highest kill score at the time,

or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that member is present and not down or out at the time). In some scenarios an Experience point bonus goes to the leader of the winning gang: in a Spyrer team this will go to the Spyrer with the best leadership who fought in the game.

PINNING. Spyrsers are in constant communication with each other and are highly self-motivated. This means that a Spyrer who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrsers within 2" of them.

SCENARIOS. Spyrsers roll on the normal Scenario Table, not the Outlaw Scenario Table. If the Spyrsers get to pick the scenario they can only choose one of the following:

Standard Scenarios:

Gang fight, Ambush, Hit and Run, The Raid

Outlaw Scenarios: The Hit

JAKARA

Cost to recruit: 190 credits

Jakara weapons are the mono sword and adamantium shield. The Jakara is the lightest of all the Spyre hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	3	3	1	3	1	7

Weapons. The Jakara suit is armed with a monomolecular sword and a mirror shield. The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy-based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

Armour. The Jakara suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1. These increases have been included in the Jakara hunter profile above.

The Jakara suit also gives an armour saving throw of 5 or 6 on a D6. The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4, 5 or 6.

Equipment. A Jakara Spyrer is equipped with a bio-booster, skull chip, filter plugs or respirator and photo contacts or a photovisor.

YELD

Cost to recruit: 170 credits

The Yeld is the most bizarre of the Spyre hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

M	WS	BS	S	T	W	I	A	Ld
5	3	4	3	3	1	3	1	7

Weapons. The Yeld suit is equipped with laser gauntlets.

Armour. The Yeld suit gives the wearer the following characteristic increases: Movement +1, Ballistic Skill +1. These increases have been included in the Yeld hunter profile above.

The Yeld suit also gives an armour saving throw of 5 or 6 on a D6. It also mounts the Yeld's wings, which are detailed in the New Equipment section.

Equipment. A Yeld Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.

MALCADON

Cost to recruit: 165 credits

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

M	WS	BS	S	T	W	I	A	Ld
6	4	3	3	3	1	4	1	7

Weapons. The Malcadon is equipped with a web spinner.

Armour. The Malcadon suit gives the wearer the following characteristic increases: Movement +2, Weapon Skill +1, Initiative +1. These increases have been included in the Malcadon hunter profile above.

The Malcadon suit also gives an armour saving throw of 5 or 6 on a D6.

Equipment. A Malcadon Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.



ORRUS

Cost to recruit: 185 credits

The Orrus embodies the most brutal aspects of the Spyre hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	4	3	1	3	2	7

Weapons. The Orrus suit is armed with two crushing fists, each with a bolt launcher mounted in it.

Armour. The Orrus suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1, Attacks +1. These increases have been included in the Orrus hunter profile above.

The Orrus suit also gives an armour saving throw of 4, 5 or 6 on a D6 and is protected by a force field which gives it a saving throw of 6 on a D6 against any shooting hits. The force field armour saving throw is not subject to saving throw modifiers so it will always save on a roll of 6.

Equipment. An Orrus Spyrer is equipped with a bio-booster, filter plugs or respirator and photo contacts or a photovisor.

SPYRER EXPERIENCE SYSTEM

STARTING EXPERIENCE

Type	Starting Experience Points
Orrus	0
Malcadon	0
Yeld	0
Jakara	0

GAINING EXPERIENCE

Experience Points	Title
0-5	Green Hunter (Basic starting level for Spyrers)
6-10	Green Hunter
11-20	Green Hunter
21-30	Hunter
31-40	Hunter
41-50	Hunter
51-60	Hunter
61-80	Stalker
81-100	Stalker
101-120	Stalker
121-140	Stalker
141-160	Stalker
161-180	Stalker
181-200	Stalker
201-240	Killer
241-280	Killer
281-320	Killer
320-360	Killer
361-400	Killer
401+	Great Killer (Anyone that reaches this level may not improve any further.)

MAXIMUM VALUE TABLE

Orrus									
M	WS	BS	S	T	W	I	A	Ld	
4	7	6	6	5	3	5	4	9	

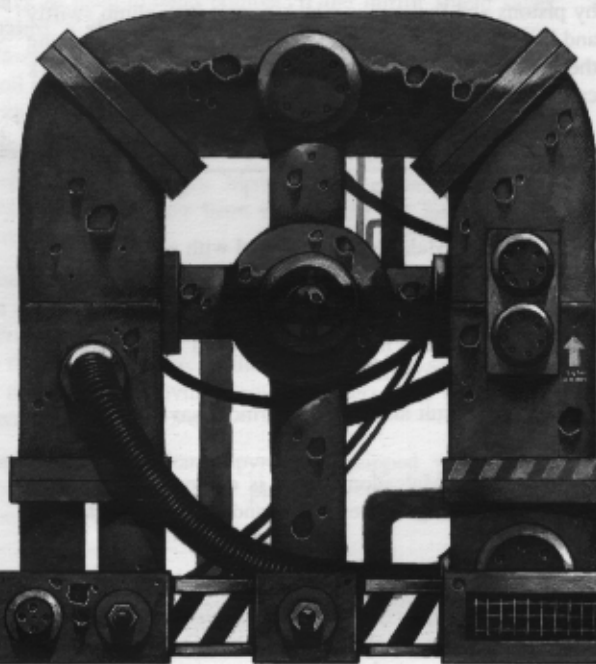
Malcadon									
M	WS	BS	S	T	W	I	A	Ld	
8	7	6	5	4	3	6	3	9	

Yeld									
M	WS	BS	S	T	W	I	A	Ld	
8	6	7	4	4	3	6	3	9	

Jakara									
M	WS	BS	S	T	W	I	A	Ld	
7	7	6	4	4	3	7	3	9	

TRAINING

Spyrer gangs can buy starting Experience points, representing time spent in training arenas in the Spire. Each 1D6 Experience points costs 10 credits, all the credits being spent on experience must be allocated before the dice are actually rolled. The cost of this training is added to the basic cost of the Spyrer. It is quite possible for a Spyrer to start his or her career with one or more advances from training. These should be rolled on the appropriate table below.



ORRUS

ADVANCE TABLE

2D6	Result
2	Orrus Power Boost.
3	Combat Skill.
4	Ferocity Skill (Re-roll if you get <i>Iron Will</i>).
5	Characteristic Increase. Roll again: 1-2 = +1 Initiative; 3-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 BS; 3-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1-4 = +1 Strength; 5-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Muscle Skill (Re-roll if you get <i>Bulging Biceps</i>).
10-12	Orrus Power Boost.

POWER BOOST

D6	Result
6	Sustained Fire Bolt Launchers. New ammo feeds come on line to make the suit weapons capable of sustained fire. Each bolt launcher gains a Sustained Fire dice. The maximum number of dice is 2 per launcher.
5	Power Field Strengthened. The suit's power field saving throw is improved by +1, so the first time this boost is rolled it will take it from 6+ to 5+. The maximum saving throw the power field can achieve is 2+.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	Thickened Armour. The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 4+ to 3+. The maximum saving throw the armour can achieve is 2+.
2	Heavy Bolt Ammo. The bolts fired by the suit's launchers explode more fiercely on impact. The first boost increases them to S5, the second increases their save modifier to -2 and the third increases the damage they inflict to D3.
1	Improved Bolt Launcher Range. The bolt launchers' range is increased by 4" up to a maximum of 24".

MALCADON

ADVANCE TABLE

2D6	Result
2	Malcadon Power Boost.
3	Ferocity Skill (Re-roll if you get <i>Iron Will</i>).
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-3 = +1 BS; 4-6 = +1 WS.
7	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get <i>Quick Draw</i>).
10-12	Malcadon Power Boost.

POWER BOOST

D6	Result
6	Weaving Spinners. The spinner muzzles change to allow it to cover an area. The first boost gives the spinners a 1" blast marker, the second increases it to 1 1/2" and the third increases it to 2".
5	Toxin Sacs. Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines. The Malcadon's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	Thickened Armour. The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 2+.
2	Improved Motive Power. The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.
1	Improved Spinner Range. The suit's spinner range is increased by 2" up to a maximum of 18".

YELD

ADVANCE TABLE

2D6	Result
2	Yeld Power Boost.
3	Combat Skill.
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 Strength; 3-6 = +1 Attacks.
7	Characteristic Increase. Roll again: 1-4 = +1 BS; 5-6 = +1 WS.
8	Characteristic Increase. Roll again: 1-4 = +1 Wounds; 5-6 = +1 Toughness.
9	Shooting Skill (Re-roll if you get <i>Gunfighter</i>).
10	Yeld Power Boost.
11	Yeld Power Boost.
12	Yeld Power Boost.

POWER BOOST

D6	Result
6	Pulse Lasers. New power feeds come on line to make the suit weapons capable of sustained fire. The Yeld's lasers gain a Sustained Fire dice. The maximum number of dice the lasers can be boosted to is three.
5	Sharpened Claws. Molecules flake away from the edge of the Yeld's wings to make them even sharper. The Yeld's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	Combat Neuroware. The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	Enhanced Chameleon Powers. The chameleon circuits in the Yeld's wings become faster and more accurate. The first boost increases the to hit modifier against a Yeld to -1 at short range, the second increases the to hit modifier against a Yeld to -2 at long range and the third increases the to hit modifier against a Yeld to -2 at short range.
2	Improved Wings. The suit's power output to its wings is boosted, increasing its speed. Add +1 to the movement rate for each boost.
1	Boosted Laser Power. The suit's lasers become more focused and deadly. The first boost increases them to S4, the second increases their save modifier to -2 and the third increases them to S5.

JAKARA

ADVANCE TABLE

2D6	Result
2	Jakara Power Boost.
3	Stealth Skill.
4	Combat Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1 = +1 Ballistic Skill; 2-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1 = +1 Strength; 2-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get <i>Quick Draw</i>).
10	Jakara Power Boost.
11	Jakara Power Boost.
12	Jakara Power Boost.

POWER BOOST

D6	Result
6	Heightened Reflexes. The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction. The first boost allows the model to turn up to 45° after the enemy's movement phase. The second increases the turn to 90°, the third to 180°.
5	Sharpened Mono Sword. Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's Strength in close combat is increased by +1 for each boost, up to a maximum of +3.
4	Combat Neuroware. The suit links up new neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any skill table or increase one characteristic by 1 point.
3	Enhanced Mirror Shield. The mirror shield is improved and becomes capable of absorbing different kinds of energy. The first boost allows the shield to deflect kinetic energy back at its target (such as bullets from autoweapons, missiles etc) as well as energy weapons, the second increases the shield's save to 3+ and the third allows the bearer to split the reflected Strength value of an attack between two targets, make a separate to hit roll for each target.
2	Improved Motive Power. The suit's power output for movement is boosted, increasing its speed. Add +1 to the Movement rate for each boost.
1	Thickened Armour. The suit's armour thickens and hardens so its saving throw is improved by +1; hence the first time this boost is rolled it will take it from 5+ to 4+. The maximum saving throw the armour can achieve is 3+.

NEW WEAPONS

PIT SLAVE WEAPONS

Pit slave weapons are used, unsurprisingly, by pit slaves. These are a new type of Hired Gun, detailed later.

ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag and rock. The rock drill makes a fearsome weapon in hand-to-hand combat. If the pit slave inflicts 2 or more hits in combat then he exchanges all the hits for a single hit with increased strength and damage as he drills through his opponent's body. The bonus equals +1 Strength and +1 damage for each hit after the first, so you exchange 2 hits for a single S5 hit causing 2 wounds, 3 hits for a single S6 hit causing 3 wounds and so on.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Close combat only				4	1	-3	-

Special: See above

CLAW

A claw or big grabber is used in a variety of mining and loading roles. A pit slave armed with a claw may pick up and hurl his opponent if he wins a round of combat, in addition to hitting him. A hurled opponent is thrown D6" in a direction chosen by the player. The hurled model suffers a hit at a Strength equal to half the distance thrown (round up). If it strikes a wall or other obstruction it will stop there. If it hits another model both models take a hit with a Strength equal to half the distance rolled. If the model is pitched off a building use the Falling rules to work out damage.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Close combat only				4	1	-1	-

Special: See above

SHEARS

Huge shears are fitted to pit slaves for harvesting fungus groves and scrap sheet metal. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the pit slave hits an opponent in hand-to-hand combat, re-roll any dice which roll 6 to wound. If the second roll is also a 6 the victim's head is snipped clean off unless it can make its armour saving throw (or dodge).

Any models that suffer this fate are automatically dead and don't roll on the Serious Injury Table. Note that the model can't be revived with medic skills, medi-packs etc.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Close combat only				4	1	-1	-

Special: See above



BUZZ SAW

Buzz saws are fitted to scrap slaves and particularly unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Close combat only				5	1	-2	-

Special: None

CHAINSAW

Chainsaws are a popular choice of weapon for pit fighters, their most well-known advocate being the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm but the infamous pit fighter Harkan Vore actually had a chainsaw which replaced his lower jaw! Because a chainsaw is long, edged and comparatively easy to wield the user may use it to parry in close combat.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
Close combat only				4	1	-1	-

Special: Parry

HAMMER

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically-driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back.

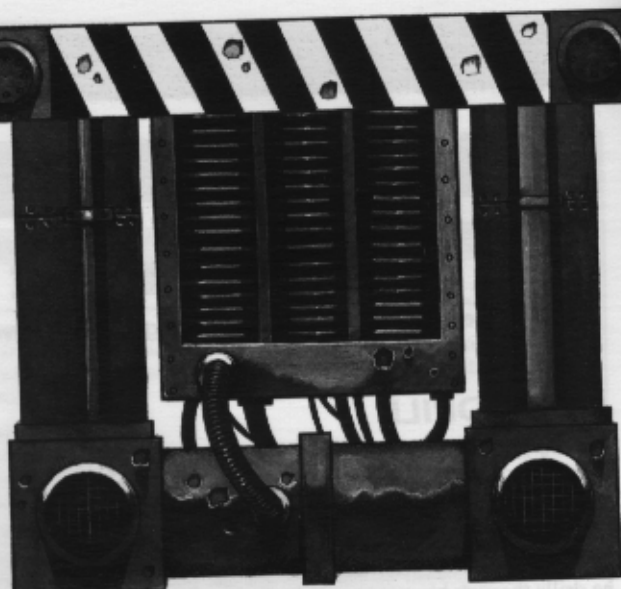
Any opponent in hand-to-hand combat with a hammer-armed pit slave has its Weapon Skill halved (rounding fractions down) unless it can roll under its Initiative on a D6.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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Close combat only

4 1 -1 -

Special: None



CLOSE COMBAT WEAPONS

EVISCERATOR

The Eviscerator is a huge double-handed chainsaw favoured by the fanatics and zealots of the Redemption. An Eviscerator's double set of contra-rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single two-handed cut. The size and weight of the weapon mean it can only be wielded with both hands and even then the operator is limited to making wide swings and heavy, overhead cuts with it.

Special Rules

The Eviscerator is so heavy and dangerous that it is impossible to parry. However, the Eviscerator does not encourage a very elegant fighting style so in the case of a draw the model with the Eviscerator will automatically lose and suffer 1 hit regardless of the two combatants' Initiative scores.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
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Close combat only

As user +3 D3 -3 -

Special: May not be parried

BASIC WEAPONS

EXTERMINATOR

Only the fanatics of the Redemption use Exterminators, particularly for their Novice Brethren whose shooting skills are more enthusiastic than accurate. An Exterminator isn't really a weapon as such, it's more like a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot flamer to use at close quarters.

Special Rules

An Exterminator can be attached to a basic, special or close combat weapon (in the latter case the nozzle is usually attached to the weapon and fed from a canister which is carried separately). An Exterminator cannot be attached to a pistol weapon.

During the shooting phase a model can fire its Exterminator instead of the weapon it's fitted to. The effects of an Exterminator are identical to a shot from a normal flamer.

The Exterminator attachment fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed with a single shot.

SPECIAL RULES

One Shot Weapon. The Exterminator only carries enough fuel for a single shot, so once the Exterminator has been fired it is out of ammo for the rest of the game.

Template. The flamer's shot is represented by the larger teardrop-shaped flamer template. Place the template so the pointy end touches the firing model and the rest of it covers one or more target models. Any models wholly under the template are hit automatically, while those partially beneath are hit on the D6 roll of a 4, 5 or 6.

Catching Fire. If a model is hit by a flamer and goes down then the target has absorbed the full brunt of the blast and the flames go out with no further effect. If the model goes out of action then remove the model as normal. If a model

is hit but does not go down or out of action, then make an immediate test to determine whether the target catches fire. Roll a D6. On a 1-3 the target does not ignite and there is no further effect. On the score of a 4-6 the target ignites.

A burning target will continue to burn until the flames are extinguished. Test for this at the start of the fighter's own turn. Roll a D6.

D6 Result

- 1-5 The model continues to burn and automatically sustains a further Strength 4 hit. If a model goes down or out of action whilst on fire the flames automatically go out with no further effect. Whilst burning the fighter's nerve is automatically broken, though that the model moves 2D6" in a random direction rather than towards cover (a random direction can be established using the Scatter dice). A burning model will not engage in hand-to-hand fighting and other models automatically move out of his way.
- 6 The flames go out with no further effect.

If there are any models within 1" of the burning fighter during their movement phase then they may attempt to beat out the flames. If they do this they cannot shoot in the shooting phase. Roll a D6 and add a +1 for each extra model attempting to beat out the flames (eg, 2 models +1). If the total is 6 the flames are beaten out with no further effect.

Frenzied target. A frenzied fighter who catches fire will ignore the flames and continue to move, shoot and fight despite burning up. He will, however, continue to take damage as described above.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
Special Rules				4	1	-2	Auto

Special: Uses Flamer template

BLUNDERBUSS/SCATTER GUN

Scavvies use blunderbusses and scatter guns in great numbers, though these weapons are also occasionally made and used by Ratskins. A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully into the general vicinity of the target.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-6	6-9	+3	-1	3	1	Special	6+

Special: None

HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or torsion twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of steel or iron and barbed so it sinks into the flesh. The handbow can be fired one-handed but it is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Special Rule

While the heavy arrow of a handbow can pierce flesh easily it lacks the momentum to punch through thick, rigid armour. Any target with an armour saving throw of 4+ or better has its armour save increased to 2+ when hit by a handbow arrow.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	-	-1	4	1	Special	6+

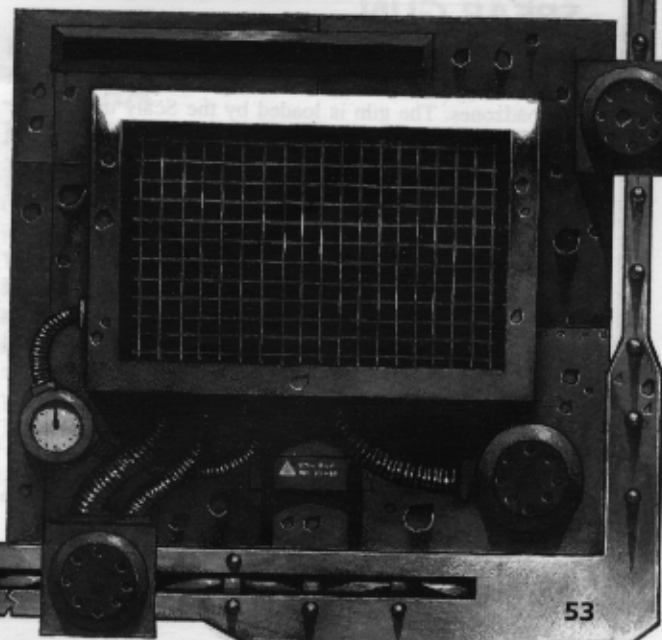
Special: Move or fire

MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. The loading process for a musket is time-consuming so the firer must remain stationary to fire. Muskets are very common among Ratskins and Scavvies but they are generally keen to scavenge a better weapon from elsewhere.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-24	-	-1	3	1	-1	6+

Special: Move or fire



GRENADES

TOX BOMB

Strength	Damage	Save Mod.	Ammo Roll	Special
4	1	0	Auto	See below

A Tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a Tox bomb is thrown it cracks open and the deadly pollutant inside splatters across

the target area, forming puddles of corrosive slime and noisome poisonous gas.

The standard Grenade rules apply for throwing a Tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

SCALY WEAPONS

These weapons may only be used by models with Strength 5 or more.



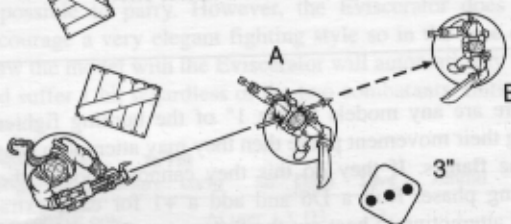
SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on.

Suffice to say that any models knocked off high ledges by a

Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.



spear gun suffer normal falling damage.

Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its shooting phase to reload. Note that the model may not run, charge or set overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-24	-	-1	6	D3	-3	6+

Special: See above

SCATTER CANNON

A Scatter cannon is simply an enlarged version of a blunderbuss or Scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a Scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a Scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	+3	+1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPYRER WEAPONS

Note: Spyrer weapons damaged by the Disarm skill, or anything else for that matter, will automatically repair themselves at the end of the game.

ORRUS BOLT LAUNCHERS

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvos of bolts can be fired.

Special Rules

The Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-8	8-16	+1	0	4	1	-1	2+

MALCADON WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb vertical surfaces or lower itself down sheer drops.

Special Rules

If a Malcadon hits a model with its web spinner the opposing player must roll a D6 while the Spyrer player rolls two D6 and picks the highest. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby.

If the scores are equal or the Malcadon beats the target's score the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its movement phase and is rolled for in each recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely

threads. If a model breaks free it still has its full complement of wounds but it suffers the -1 to BS and WS penalty for taking a flesh wound.

If the Malcadon is running, charging or simply not firing in its turn it can use its threads to help it move. This means it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-4	4-10	+1	+1	special - see above			2+

YELD LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-10	10-20	+1	-	3	1	-1	2+

JAKARA MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in the sword's edge renews itself more regularly and even to make it ever sharper still.

Short Range	Long Range	To Hit		Strength	Dam	Save Mod.	AP
		Short	Long				
Close combat only	-	-	-	As user	+1	1	-1

Special: User may parry

NEW EQUIPMENT

ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Guilders as soon as it's discovered, but odd pieces do find their way to Outlaw trade posts to be sold illegally.

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black

box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

Special Rules

If you decide to buy a piece of archeotech you must give it to a member of your gang so that he can try to puzzle out its secrets. Roll a D6 to find out what happens. You may not transfer the artefact to another fighter once it has been examined – only the person who examined it knows how to make it work.

D6 Result

1	Dangerous	The operator accidentally triggers the device as he's messing about with it. He suffers D6 S2 hits and the archeotech is reduced to a pile of worthless molten slag.
2	Viewer	The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move, shoot or fight in close combat in a turn he can spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around. Creative players may well find other uses for this device.
3	Cutting Beam	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. Against doors, walls, objectives etc. the device will cause a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third and so on up to S10. The operator can do nothing else while operating the cutting beam.
4	Lifter	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down pieces of terrain even if there is no ladder for him to climb up. In addition, he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
5	Holo Projector	The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by weapon saving throw modifiers. As soon as the saving throw is failed the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with a template or blast marker.
6	Weapon	The device is a powerful and compact weapon. It is only pistol-sized but it is as effective as a much larger piece of ordinance. Roll a D6 to find out what it is: 1-2 – Boltgun, 3 – Flamer, 4 – Meltagun, 5 – Plasma gun, 6 – Grenade launcher with Frag grenades The weapon has the standard profile for a weapon of its type but is small enough to use one-handed so it can be used in close combat as well. However, in close combat only one hit can be scored with the archeotech weapon as it has a slightly delayed recharge time. Because the weapon is compact and self maintaining it can be used by anyone, not just heavies or leaders.

BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

Special Rules

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

- 1 Any hits inflicted with the weapon cause D3 wounds instead of 1.
- 2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of

"Snake Courage" into their gang by giving it to them to drink before



a game. The bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny Icrotic Slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by Icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the Icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using Icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of Icrotic slime that have become immune to the anti-parasite drugs.

Special Rules

Effect. Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6 Roll Result

- | | |
|-----|------------------------------------------------------------------------|
| 6 | Increase the characteristic by +3 points for the duration of the game. |
| 4-5 | Increase the characteristic by +2 points for the duration of the game. |
| 2-3 | Increase the characteristic by +1 point for the duration of the game. |
| 1 | The characteristic is unaffected. |

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

Duration. Ictotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side-effects. Roll 2D6 at the end of the game. If the roll is a 2 the Ictotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

KALMA

The 'Kalma' result on the Outlaw Trade Chart indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade Chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.

Special Rules

Effect. The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make recovery rolls.

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

Side-effects. There are no long-term side-effects to Kalma.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

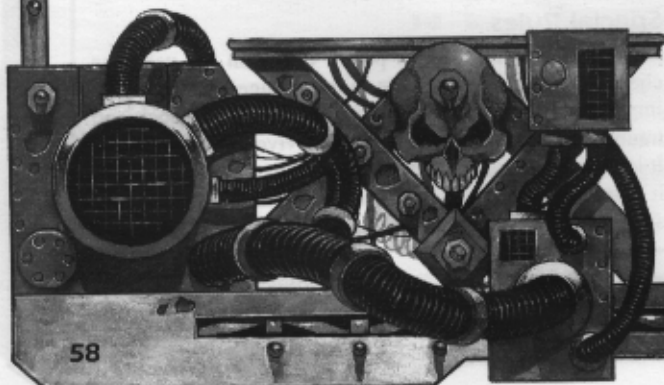
'SLAUGHT

Like Kalma, the 'Slaughter' result on the Outlaw Trade Chart indicates you have contacted an individual who can usually supply you with 'Slaughter' whenever you trade from now on. Roll a D6 in each trading session; on a 2-6 'Slaughter' is available and on a 1 it isn't.

'Slaughter' is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaughter' enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug.

Special Rules

Effect. A model may take a dose of 'Slaughter' before the start of a game. 'Slaughter' increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.



Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaughter. Only a single dose of 'Slaughter may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are dangers associated with long-term use of 'Slaughter. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaughter are called 'Slaughters. As 'Slaughters get older they become 'Slaughtered, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrders will be devoid of any inherent mental strength (otherwise latent Wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrders.

Special Rules

Effect. A dose of Spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers Table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all – taking Spook is not what you'd call an exact science. Even if the same model takes Spook twice in a row it will not get the same power.



Duration. A single dose of Spook lasts for the duration of the game.

Side-effects. Daemonic attack! See the Wyrd rules for more details of the perils of the warp. Daemonic attack can occur during the game whenever the Spooker uses their power and rolls a 2 or 12 for their Leadership test.

SPUR

Like 'Slaughter and Kalma, the 'Spur' result on the Outlaw Trade Chart indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

Special Rules

Effect. A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6 Roll

- | | |
|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 6 | Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically. |
| 4-5 | Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts. |
| 2-3 | Increases Movement and Initiative by +D3 points. |
| 1 | Ineffective - the batch is old or bad. |

Duration. Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

Side-effects. There are no long-term side-effects to Spur.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

Special Rules

A Stinger mould patch can be used to either:

- 1 Cure an existing serious injury on a fighter.
- 2 Re-roll a result on the Serious Injury Table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.

SPYRER EQUIPMENT

JAKARA MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channelled back to its source as a brilliant bolt of heat and light.

Special Rules

The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits resolve it with the original weapon's profile.

The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4 or more.

YELD WINGS

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. The fibre bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

Special Rules

The Yeld's wings allow its user to fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). Since the Yeld's wings allow it to glide well rather than truly fly the Yeld must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as 1/2" for every 1" moved.

The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover, the Yeld simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any shooting attack against a Yeld suffers an additional -1 to hit penalty if the weapon firing is at long range.



TREACHEROUS CONDITIONS

The Underhive is an ever changing environment: sludge flows and sump overflows can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules below bring just some of the many dangers of the Underhive into your games of Necromunda. Treacherous conditions can be used in almost all of the scenarios in Necromunda and Outlanders. The one exception we came across is the *Shoot-out* scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the kitchens.

Both players can agree not to use treacherous conditions if they want (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The table uses a D66 roll in the same way as the Serious Injuries Chart in Necromunda. Roll two dice: the first roll represents tens and the second units, so a roll of 1 and 5 is 15, 6 and 3 is 63 and so on.

Ratskins

Ratskin Scouts and Ratskin Renegades are immune to all the effects of treacherous conditions. Ratskins are born and bred in the dangers of the Underhive so they learn how to avoid them or die at a very early age.

11-16: BUBBLING SLIME

Something extremely nasty has bubbled up from the Sump...

11 Sea of Goo

A thick layer of stinking black slime covers the entire tabletop. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move fast through. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

12 Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

13 Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of the edge of a structure or walkway. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. Models that attempt to use tunnels or vents to sneak around the opposition must roll a D6 each: on a roll of 1, 2 or 3 they are driven back from the gunk tank by rising slime and do not fight in the game at all.

16 - Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of sludge. The whole game must be fought on the higher levels, though any models that fall from gantries and walkways onto the tabletop will not suffer any damage as their fall is cushioned by the sludge. Unfortunately the model must also roll equal to or under their Strength on a D6 at the start of each of their turns. If they succeed they can move at 2" per turn to the nearest gantry and climb out. If they fail the model is automatically swallowed and suffocates in the thick sludge (gloop!). Any equipment or weapons carried by models drowned in the slime is lost.

21-26: HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.

21 Howling Winds

The winds are so powerful that no-one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22 Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially at long range. Anyone firing a weapon at long range suffers an extra -1 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

23 Steady Air Flow

It's windy, but hardened gang fighters are used to such difficult conditions and can fight on as normal.

24 Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working at present. Continue your fight as normal.

25 Blown Away!

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.

26 Hang onto Your Hoods!

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

31-36: TOXIC FOG

The Underhive is an extremely unhealthy place to live. The mixture of heavy industry, squalid living conditions and fumes from the Sump combine to create clouds of noxious fog that drift around the Underhive. As well as being nasty to inhale toxic fog hampers vision, particularly at long range, masking fighters behind rolling clouds of vapour.

Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Roll a D6 for each model without such protection before set-up: on a 1 the model may not fight in the game but is still able to collect income, invent and so forth afterwards.

31 Pea Souper

Billowing clouds of greeny-yellow fog drift through the Underhive. Vision range is reduced to a maximum of 10". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

32 Thick Fog

Clouds of fog make the going tough while you're fighting in the Underhive. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

33 Fight On

The fog clears for a while enabling you to continue your fight as normal.

34 Conditions Normal

The fog has drifted to another section of the Underhive and won't affect your fight.

35 Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

36 Charge!

Both gangs were ready for a scrap but a thick orange fog descended a couple of hours ago. Both gangs are about to retreat when the fog suddenly lifts. One gang takes advantage of the situation by quickly advancing on the enemy.

Both players take a Leadership test on 2D6 for their leaders. The player who passes by the most may set up his models again, now within 12" of the table edge and automatically gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

41-46: BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can affect the fighting. Models equipped with infra-red goggles and sights are unaffected by bad light. Models with photo-visors or contacts can see at double the maximum vision ranges in bad light.

41 Pitch Black

This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 8". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

42 Grim Darkness

This badly lit area means targets are only visible within 16". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

43 Gloomy

You can see well enough to fight on as normal.

44 Shadowy

The lighting is poor but you fight on as normal.

45 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge.

46 Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.

51-56: SWARMS

The Underhive is prime breeding ground for all sorts of nasty life-forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life. Beastmaster Wylds are never affected by Swarms.

51 Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of the edge of a structure or walkway.

52 Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game. The distraction caused by the flies also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

53 Cockroaches

A carpet of scuttling red cockroaches covers the ground but they don't affect the fight.

54 All Clear

There's nothing nasty in the area. Continue the fight.

55 Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to-hand combat must count rolls of 1 and 2 on their Attack dice as fumbles. The distraction caused by the rats also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

56 Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1 the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game.



61-66: SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

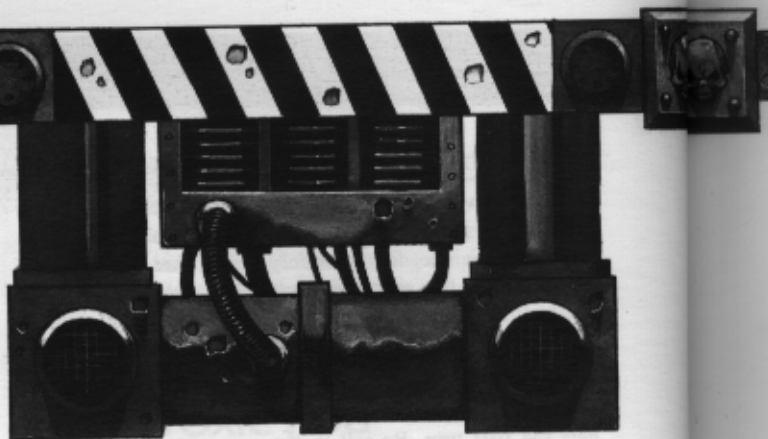
61 Acid Rain

This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for any models out in the open at the start of the game. On a roll of 1 the model is burned by acid and must pass a Leadership test or go out of action. However, all models that fight on valiantly are left with 'Impressive Scars' as described in the *Injuries* section of the *Necromunda Sourcebook*. The acid rain slows to a trickle as the game begins and has no further effect on play.

62 Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them.

Any model in cover who shoots and rolls a 1 on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a Frag grenade centred on the firing model. Models out in the open will not trigger gas pockets.



63 Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals pervade this area, making fighters choke and cough. Both players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is underway.

64 Ash Layer

A thick layer of choking ash and clinker from the forges above covers the tabletop. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

65 Massive Electrical Discharge

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. Unfortunately this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of a 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

66 Hive Quake!

The Underhive is an unstable place and many gang fighters end their careers under piles of falling rubble. After set-up each player rolls a D6 for each of their models. On a roll of a 1 the model is buried under a pile of rubble and goes out of action immediately! What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make a second treacherous conditions roll once the hive quake itself has been resolved.

LEADERSHIP OF THE GANG

SLAIN LEADERS

If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the *Leadership* skill along with any other special rules and Equipment lists available to the old leader. This means that fighters within 6" can use his Leadership characteristic for Leadership tests and the leader can try to escape from pinning even while alone. If there is more than one gang fighter eligible to assume command, the gang fighter with the most Experience points assumes leadership of the gang.

LEADERSHIP CHALLENGES

During a campaign it is possible for members of a gang to end up with a higher Leadership characteristic than the gang leader. Naturally this will cause friction within the gang as the upcoming fighter will start winning more and more support from the other gang fighters because he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership and challenges the old leader to fight for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute.

D6 Result

- | | |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-2 | Both contenders must fight it out in hand-to-hand combat before the gang. They may only use knives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper. |
| 3-4 | As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess. |
| 5-6 | The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again. |

Notes

Van Saar gangs treat a roll of 1-2 as a roll of 3-4 instead.

Goliath gangs and Ratskin Renegades treat a roll of 3-4 as a roll of 1-2 instead.

Redemptionists treat all results as 5-6.



DEFEATED USURPERS

If the challenging gang fighter is defeated by the old leader he can be dealt with as the leader sees fit. The defeated gang fighter will not challenge for leadership again until he gets another Leadership characteristic increase. Some ireful leaders are inclined to sell challengers into slavery or give them swimming lessons in the sludge sea and other unpleasantness, but this is far less common than you might think (honest).

OUSTED LEADER

If a gang fighter defeats the old gang leader, he will replace him as leader of the gang and the old leader will be ousted. The new leader gains the *Leadership* skill, while the old leader loses it. Roll a D6 to determine the reaction of the ousted leader.

D6 Result

- | | |
|-----|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The ousted leader slinks away from the gang and disappears forever. |
| 2-4 | The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience points. |
| 5-6 | The ousted gang leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again. |

HIRED GUNS

This section of the Outlanders rules introduces some new Hired Guns: Pit Slaves, the psychic Wyrds and a selection of special characters, all of whom will fight for a fistful of credits, no questions asked.

PIT SLAVES



Pit slaves are the unfortunates that end up being sold to the Guilders by gangs or Watchmen and are kept in the Underhive to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those

going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal property of a Guilder and set to work for the rest of their lives.

A few pit slaves, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped pit slaves are wanted by the law in theory, and if they go strolling down main street they'll get caught. But the Watchmen don't go out of their way looking for every slave that takes a hike and most pit slaves wind up running with the gangs.

RECRUITING PIT SLAVES

Outlaw gangs will find escaped pit slaves at any Outlaw trade post, often pit fighting for themselves to earn a few credits. Other gangs may well come across escaped slaves in the wastes or near holesteads where they try to find some sympathy and a little food.

Any gang can hire pit slaves, though there may be a risk of being outlawed if they are reported to the Watchmen. If a player wants to hire a pit slave he must pay the standard hire fee, which is 10 credits. A gang can have any number of pit slaves. The profile and skills for a pit slave are worked out after they are hired.

For purposes of calculating the gang rating each slave has a value of 50 (ie, his hire fee of 10x5).

PIT SLAVE PROFILE

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

Pit slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the pit slave is recruited. The basic characteristic level is shown above. In

addition to this the pit slave will have a number of 'advances'.

PIT SLAVE ADVANCES

A pit slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A pit slave may not improve any characteristic by more than +2; if an increase is rolled for the third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another. Note that a pit slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 – this is because their crude cybernetic adaption can give them superhuman durability and strength.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attack
3-4	Roll a further D6: 1-3: +1 Strength 4-6: +1 Toughness
5	Roll a further D6: 1-2: +1 Wound 3-4: +1 Initiative 5-6: +1 Leadership
6	Roll a further D6: 1: Dodge (Agility skill) 2: Iron Jaw (Muscle skill) 3: True Grit (Ferocity skill) 4: Infiltration (Stealth skill) 5: Parry (Combat skill) 6: Hurl Opponent (Muscle skill)



PIT SLAVE WEAPONS

Pit slaves fight with their own built-in weapons as described below, plus they usually carry a pistol which they have stolen or traded from somewhere. Pit slaves cannot buy or use other weaponry or equipment (they spend all their money on good food, chrome polish and other half-forgotten luxuries).

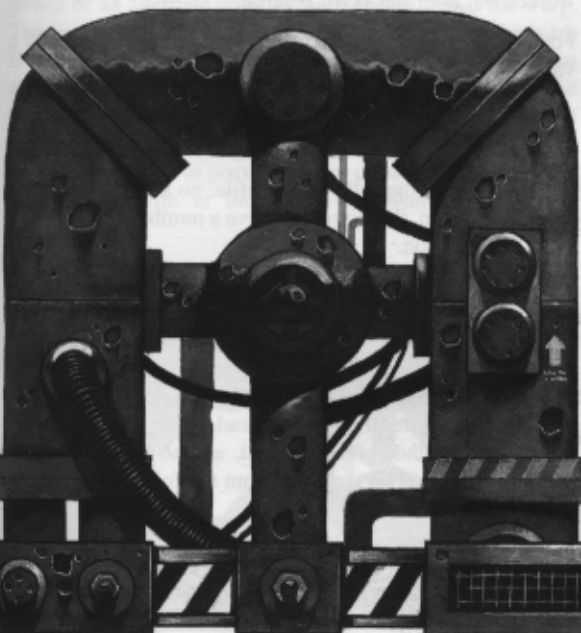
Pit slaves are armed with one of the following weapons.

Rock drill
Claw
Shears
Chainsaw
Buzz saw
Hammer

Pit slaves are also armed with one of the following pistols.

Stub gun with dum-dum bullets
Autopistol
Laspistol

Note that pit slaves may be fitted with numerous minor grafted-on parts – reinforcing rods and plates, metal feet or hands, camera eyes and so on. These have no direct function as weapons and are partially accounted for in the Pit Slave Advance Chart.



WYRDS

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be 'lucky' at cards, for example, or very good at 'guessing' what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman abilities. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch or warlock, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason many Wyrds choose to live in the Underhive, where for the most part mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.



RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose what type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	1	4	1	7

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. None the less no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

Stub gun with dum-dum bullets

Autopistol

Laspistol

Sword

Axe

Chain or flail

Club, maul or bludgeon

WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the table below. The Primary Power Table that is used depends on the Wyrd's type: telepathic Wyrd's roll on the Telepathic Primary Power Table, Pyro's roll on the Pyromaniac Primary Power Table and so on.

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrd's find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

PERILS OF THE WARP

Although most Wyrd's are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the warp. This is a risky and very dangerous thing to do, for the warp is inhabited by those strange and unearthly creatures that are known to humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the warp to use one of his mental powers it will often attack the Wyrd, attempt to possess him or draw him into the warp to be dealt with at the daemon's leisure. Under such



circumstances the Wyrd has to quickly cut his mental link with the warp or suffer a fate far worse than death...

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp Table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp Table.

PERILS OF THE WARP TABLE

D6	Result
1	Drawn into the Warp. Unless the Wyrd can roll equal to or under his Initiative he is drawn into the warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the warp as well.
2-3	Possessed. The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he rolls over his Leadership he has been possessed by the daemon. See the rules for Possession, below.
4-6	Attacked. The Daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no armour save allowed.

DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemoniac warp entity. The ferocious energy of the creature will quickly burn up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.

If the Wyrd is not engaged in close combat he will unleash a bolt of warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit

with no armour save allowed, normal to hit modifiers for cover etc. apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks!).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds' and 'down' results on the Injury Table. If a player takes him out of action, roll immediately on the Serious Injuries Chart. Only a 'Dead' result will banish the daemon back to the warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus 20 Experience points. If the fighter is a Redemptionist this is doubled to 40 Experience points.

Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the warp. Remove the Wyrd's model from the battlefield – all that is left is a charred skeleton amidst a pile of ashes!

Finally, a possessed Wyrd makes all other models test for fear – and quite right too!

BEASTMASTER PRIMARY POWER TABLE

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list.

Giant Rats
Milliasaurs
Ripper Jacks

Further details of these creatures can be found in the *Underhive Bestiary* section of this book. The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.



PYROMANIAC PRIMARY POWER TABLE (Roll a D6)



1 Molten Man

The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp.

The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by melta-guns, multi-meltas and Melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ saving throw.

2 Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up!

The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no armour save allowed.

3 Fireball

The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the shooting phase. If the power

works the fireball should be represented by a 1 1/2" circular template (like the one used for heavy plasma gun shots). Any model fully under the template is hit automatically, while those partially under the template are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer (ie, they suffer a S4 hit with a -2 save modifier and may catch fire).

4 Wall of Flame

The Pyro can generate a barrier of flame several metres long.

The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by placing the plastic range ruler provided with Necromunda on the tabletop so that the entire length of the ruler is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The ruler must always be placed on ground level - it can't be balanced precariously halfway up a building!

Any models crossed over by the ruler must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the ruler remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the ruler can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5 Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.

6 Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a melta-gun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.

The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.

TELEPATH PRIMARY POWER TABLE (Roll a D6)

1 Mind Control

The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.

If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players – if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!

2 Terrify

The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the *Leadership* section in the *Necromunda* rulebook. The model must recover its nerve using the normal rules.

3 Invisibility

The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.



4 Mental Assault

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's leadership it suffers a single wound with no armour saving throw allowed.

5 Hallucinations

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place a 2" blast marker (like the one used for Frag grenades) over the nearest enemy model within 24" even if they are out of sight. Any models fully under the template are affected exactly as if they had inhaled gas from a Hallucinogen grenade, while models partially under the template will be affected on a roll of 4+. Roll immediately on the Hallucination Table printed on page 59 of the *Necromunda* rulebook to see how any affected models behave for the rest of the turn. Note that the blast marker is removed after the attack has been made – it is not left in play like a blast marker for a Hallucinogen gas grenade.

6 Mental Strength

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.

The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, and then return to normal.

TELEKINETIC PRIMARY POWER TABLE (Roll a D6)

1 Assail

The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.

2 Hall Storm

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal, and then hurl them against an opponent.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. If a jam is rolled on the Sustained Fire dice then no hits are scored, but the Wyrd doesn't need to make any kind of Ammo roll! Roll the Strength for each hit caused by the attack separately.

Short Range	Long Range	To Hit	Str	Dam	Save Mod.	AP
12	24	Always Hits	D6	1	-1	NA

Special: Sustained fire – 1 dice

3 Crush

The Wyrd is able to use his telekinetic powers to crush the life out of a victim.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour saves may be taken as normal.

4 Force Field

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of armour saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the

power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that armour save modifiers do not apply.

5 Displacement

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.

The Wyrd can attempt to use this power in his own movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.

6 Fists of Fury

The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.

A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any hand-to-hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristics shown below. If he fails then he must use his normal strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands – he is not allowed to use any hand-to-hand combat weapons he may be armed with.

Short Range	Long Range	To Hit	Str	Dam	Save Mod.	AP
Close combat only			8	1	-5	NA

Special: Close combat



WYRD MINOR POWER TABLE

**11-16 NONE**

The Wyrds does not have a minor power at all and must rely only on his primary power.

21 "YOU CAN FLY..."

The Wyrds may attempt to use this power instead of attacking normally in the shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge! Sadly, their delusion is short-lived as they plummet to the ground, suffering damage for falling as described in the Necromunda rulebook.

22 FLOAT

The Wyrds is allowed to attempt to use this power at any time during his movement phase. If the power works either the Wyrds or one friendly model within 12" can move as if they had a grav-chute (see page 65 of the Necromunda rulebook).

23 WEAPON JINX

The Wyrds can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit.

24 FEARFUL AURA

The Wyrds causes *fear* as described in the Necromunda rulebook. This power always works – the Wyrds does not have to take a Leadership test to create the aura.

25 FREEZE TIME

The Wyrds can freeze time while he carries on moving. To other models it appears that the Wyrds is able to move incredibly quickly. The Wyrds may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrds can attempt to use this power if he is involved in a fast draw. If it works he always fires first!

26 NULLIFY POWER

The Wyrds can attempt to use this power if an enemy Wyrds that is in sight and within 24" succeeds in making a Leadership test to use a power. If *Nullify Power* works then the enemy Wyrds' power is negated and cannot be used this turn.

31 BANSHEE HOWL

The Wyrds can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.

32 JOG TRIGGER FINGER

The Wyrds may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required.

33 TRIP UP

The Wyrds can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrds, and is treated as being pinned at that point.

34 SENSE PRESENCE

The Wyrds can sense the presence of any enemy model that is within 12", even if the Wyrds couldn't normally see them. This power always works – the Wyrds does not have to take a Leadership test to sense an opponent's presence. This means that enemy models can't hide from the Wyrds, and if he is on sentry duty in a *Raid* scenario he will always spot enemy models that are within 12" in his turn.

35 SPIDER MAN

The Wyrds is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrds may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.

36 ZEN SHOOTIST

The Wyrds concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrds may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no to hit roll is needed you should still make one in case an Ammo roll is required.

41 WALK THROUGH WALLS

The Wyrds is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrds may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrds may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt.

WYRD MINOR POWER TABLE

42 CHAMELEON

The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to *Chameleon* so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.

43 MIRROR IMAGE

The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.

44 THROW VOICE

The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".

45 BANG-FLASH

The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an attack exactly as if he were throwing a Photon Flash flare (see page 60 of the *Necromunda* rules).

46 LUCKY AURA

The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll! This power always works – the Wyrd does not have to take a Leadership test to create the aura.

51 HEALING HANDS

The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.

52 REMOVE PAIN

A Wyrd with this power can attempt to use it on any gang fighters who will miss the battle because of an old war wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!

53 CAUSE PAIN

A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old war wounds then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury Table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.

54 STOP BLEEDING

The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic skill.

55 PRECOGNITION

The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario Table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works – the Wyrd does not have to take a Leadership test to use this power.

56 CANNOT BE POSSESSED

This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp Table as having no effect. This power always works – the Wyrd does not have to take a Leadership test to use it.

61-65 MULTIPLE MINOR POWERS

The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-65.

66 EXTRA PRIMARY POWER

The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power Table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a battle.



SPECIAL CHARACTERS

The Special Characters section represents a number of the more famous and infamous individuals of the Underhive. Special characters fighting in gangs are assumed to drift in and out of the gang's territory quite frequently, helping out the gang in exchange for a cut of the spoils or to advance some scheme of their own.

Special characters are different from Hired Guns because their skills and characteristics are pre-set. This gives you an opportunity to buy individuals into your gang who have known capabilities. This means you can either improve one of the gang's specialties, like close combat or long range shooting, or alternatively make up for their particular shortcomings.

Like Hired Guns special characters don't count as part of the gang for purposes of collecting income or living expenses. A player can't buy extra weapons or equipment for a special character, nor beg, borrow or steal any of the character's equipment for members of his own gang. Special characters don't earn Experience points and they won't gain any additional skills or characteristic increases.

FINDING THEM

During any trading session a leader can try to seek out a special character with a view to persuading them to help their gang. Roll 2D6, and pay out the number rolled in credits for free drinks, bribes and other backhanders in the search. If the number rolled was a double (same number on both dice) the character proves impossible to find during this trading session. On any other result the character hears of the gang's interest and checks them out before making contact – most of them are being sought by somebody for bounty or revenge at the very least. The character will then demand a down-payment before they fight alongside the gang for the first time, and then another payment after each game they fight in, including the first.

PAYMENT

Special characters require special payment. This varies a lot from one individual to another and is listed amongst their characteristics. Mostly they will demand a random number of credits after each game, D6x10 or 4D6 or whatever. This amount must be paid before the character fights for the gang, and after each fight he or she participates in after the first. If the gang is unable to pay the amount demanded the character won't fight in the next game, but will still be available in the future. Some of the characters will also have special demands which are listed separately.

MENTORS

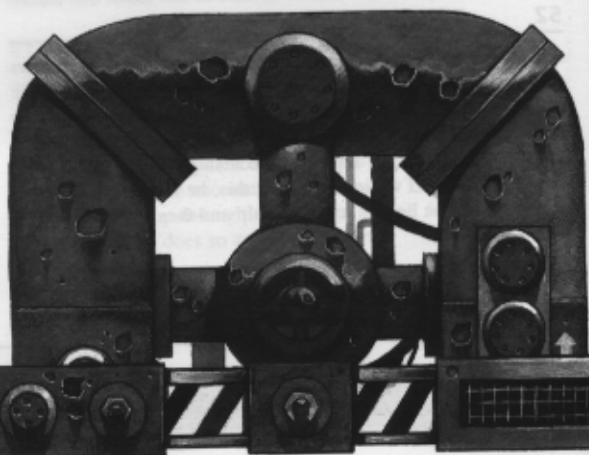
A special character will sometimes help a gang for free if they are going up against a particularly tough opponent. For

one reason or another the special character has been taking an interest in the gang's progress and every now and then he will lend them a helping hand without asking for payment in return. Gangs don't have to find a Mentor first, the Mentor finds them.

If you have a painted model of a special character you are allowed to roll at the start of a scenario to see whether he will provide you with free help in the battle. You may only roll once per scenario to see whether a special character will help your gang out, not once for each painted special character model you have in your collection! However, special characters will not help anybody in this way; each special character has a list of gang types he has an affinity for and may be willing to help – if you're not on the list he (or she) won't help you even for money. In addition, a special character will only help a gang out if they are seriously in trouble and likely to get their heads kicked in during the coming battle, which in game terms means that they will only help gangs that are at least 500 point underdogs for a scenario.

Refer to the table below to find the D6 roll required to gain free assistance from the special character. Note that you must be the underdog to roll on the table. If you fail to roll the required number or greater then the special character doesn't help your gang out (although you can pay him to fight in the normal way). If you roll equal to or greater than the required number then the special character will help you in this scenario for free.

Difference In Gang Rating	D6 Roll
0-499	Will Not Help
500-749	6+
750-999	5+
1,000 or more	4+



THE ARCH ZEALOT OF THE REDEMPTION

The Arch Zealot is one of the most famous and feared of all the Redeption Priests in the Underhive. He is a mystic and a prophet for the Redemptionist cause, leading a solitary, hermit-like existence in the Underhive. He wanders constantly from place to place, preaching to Redemptionists and whipping them up into a state of intolerant fury which almost invariably ends at the very least in a lynching, and more often than not in wholesale slaughter and genocide.

His views are considered to be rather – erm – extreme even by his fellow priests, and some say that he should be banished from the Redemption cause altogether. The Arch Zealot denounces all who voice such opinions as weak-willed traitors, and such is his following amongst the common mass of Redemptionists that those who argue against him either quickly recant or are lynched by an angry mob whipped into a frenzy of blood lust by one of the Arch Zealot's rabble-rousing speeches.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	2	4	1	9

WEAPONS: Flamer, stub gun, massive sword.

ARMOUR: Mesh armour (worn under his robes)

SKILLS: *Parry* (Combat skill), *Jump Back* (Agility skill), *Nerves of Steel* (Ferocity skill).

WARGEAR: Fuel canister (see special rules below).

PSYCHOLOGY: The Arch Zealot is immune to all psychology tests except for *hatred*, as the Arch Zealot hates everybody!

ALLEGIANCE: The Arch Zealot will only work for House Cawdor gangs or Redemptionist crusades.

RATING: The Arch Zealot increases the gang rating by +325 points.

PAYMENT: D6x10

BOUNTY: There is a bounty of 325 credits on the Arch Zealot's head.

SPECIAL RULES

Fuel Canister. The Arch Zealot's flamer is extremely well-maintained and benefits from the huge canister of fuel on his back. Therefore it never runs out of ammunition and will never malfunction.

Rabble-Rouser. Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighters will never give up and won't stop fighting unless the Arch Zealot tells them to. This means that the gang never has to make any Bottle rolls and can only bottle out voluntarily.

KING REDWART THE MAGNIFICENT

King Redwart is a Scavvy king who is slowly but surely building a fearsome reputation in the Underhive. He is called 'the magnificent' not because of the way he dresses but because of the size of his paunch and his impressive collection of scars and missing extremities, such things being considered extremely prestigious by Scavvies. This aside, Redwart has proved himself to be a resourceful, cunning and quite exceptionally brutal leader, all of which have helped to enhance and increase his reputation.

At present the number of Scavvy bands that King Redwart commands are limited to only a dozen or so, but new gangs are joining his entourage all the time. In Girder Falls, the settlement that has suffered most heavily from raids by Redwart's growing army, there is a growing sense of fear and unease, and a feeling that something really needs to be done about Redwart before he gets powerful enough to cause major trouble.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	4	4	2	5	2	9

WEAPONS: Autopistol, staff (treat as club).

ARMOUR: None.

SKILLS: *Iron Will* (Ferocity skill).

WARGEAR: None.

PSYCHOLOGY: None.

ALLEGIANCE: King Redwart will only work for Scavvy gangs.

RATING: King Redwart increases the gang rating by +195 points.

PAYMENT: D6x5

BOUNTY: There is a bounty of 195 credits on King Redwart's head.

SPECIAL RULES

Scavvy King. If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any gang fighters within 6" of King Redwart can use his Leadership when they take Leadership-based tests, and that any Bottle rolls are taken using Redwart's Leadership instead of the normal gang leader's. If Redwart goes down or out of action the original gang leader takes over once more.

Owe Allegiance. Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has effectively accepted Redwart as their king, and must obey his royal commands in future (or get into serious trouble if they don't...). This only comes into play if you are participating in a campaign run by an Arbitrator (see later). Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch



huge Scavvy raids against settlements, or whatever else takes their fancy. Of course, a gang might choose not to obey one of Redwart's commands, in which case a Scavvy civil war would break out between Redwart's loyal supporters and the renegades.

MAD DONNA

"Mad" Donna was once D'onne Ulant, twelfth daughter of old Sylvanus, patriarch of the Noble House Ulant up in the Spire. Sylvanus wanted to keep her pure for a convenient political marriage sometime, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say Sylvanus used to slip in there and torment her, others say that it was living amidst the unroofed skies that drove her crazy in the end.

Whatever it was, her character defects only became apparent when she first met her husband-to-be, Count Ko'Iron, over a dinner of exotic offworld foods, crystal goblets and gold-spun plates. They got as far as the fourth course alright before D'onne tenderly reached across and gouged the count's eye out with a silver fish fork. While the count lay screaming (and she gouged out his other eye) the guards burst in, but they didn't know who to shoot so sweet D'onne shot them both with the count's pistol.

After that D'onne escaped Ulant palace somehow in the confusion and just kept going down through the hive until she hit the bottom. An Escher gang down by Glory Hole took her in for a while and her career as a gang fighter

began with them. She soon got a reputation for craziness and carved up a lot people who got in her way, including skinning a Goliath she caught once and clawing her own eye out when she was drunk and a barkeep told her she was pretty.

Eventually Mad Donna drifted away from the Eschers and ran with the Outlaws around the White Wastes for a while before leading a gang of Orlocks to Dead Man's Hole to scav for archeotech. Only Mad Donna came back and people started thinking she was either blessed or cursed after that. She disappeared again when a lot of Bounty Hunters showed up looking for her and was last heard of in Two Tunnels with the Bounty Boys still hot on her trail.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	2	5	1	9

WEAPONS: Plasma pistol, laspistol and chainsword.

ARMOUR: None.

SKILLS: *Impetuous* and *Killer Reputation* (Ferocity skills), *Dodge* and *Leap* (Agility skills).

WARGEAR: Bionic eye.

PSYCHOLOGY: Mad Donna is subject to the psychology rules for *frenzy* and *hates* all Spyrers.

ALLEGIANCE: Mad Donna will join any gang except Goliaths, Spyrers, Scavvies or Redemptionists.

RATING: Mad Donna increases the gang's rating by +225.

PAYMENT: D6x10. On a roll of 1 Mad Donna will not fight in the next game but will rejoin the gang after that.

BOUNTY: The bounty on Mad Donna is 225 credits.

SPECIAL RULES

Psycho-Bitch. All the stories about Mad Donna dwell at great length on what a sadistic, homicidal maniac she was and the truly horrible things she did to her enemies. If Mad Donna takes an opposing model down or out in hand-to-hand combat and there is no-one else within her follow-up move distance (which is 4" because of her *Impetuous* skill), leave the unfortunate victim down in base-to-base contact with her.

In this and each subsequent hand-to-hand combat phase roll on the Serious Injury Chart for the victim and apply the result immediately, unless it's a 61 to 66. In the latter case Mad Donna loses interest and makes her follow-up move anyway. If Mad Donna starts her turn with an enemy model within charge distance or having been pinned she can make a Leadership test on 2D6. If she passes she will abandon her victim and continue fighting.

Hunted. Because of her activities uphive, Donna was always a hunted woman, and mostly kept out of sight by sticking with obscure and little known gangs. To represent this roll a D6 before any game in which Mad Donna is on one side. On a roll of 6 the opposing gang gets a free Bounty Hunter joining them for the duration of the game, even if they already have a Bounty Hunter in the gang. If the gang with Donna in it has a higher gang rating than their opponents by 500 points or more, add +1 to the dice roll; by 1,000 or more add +2 to the dice roll.

BULL GORG

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he captured the settlement of Dead End Pass and charged tolls on the traffic that passed through the town. Bull Gorg also outlawed slavery in the settlement, and freed the prisoners in any slave trains that passed through. This angered the powerful Guilders that ran the slave trains, and they sent an army of cut-throats and renegades to attack the town. A traitor opened the settlement's gate, and the Guilders' 'army' sacked Dead End Pass, leaving the streets running red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilders' power.

And yet... Rumours persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue, and now most Underhivers believe that Bull Gorg is not only still alive, but that one day he will return to Dead End Pass at the head of another army.

M	WS	BS	S	T	W	I	A	Ld
4	7	3	4	4	3	6	3	9

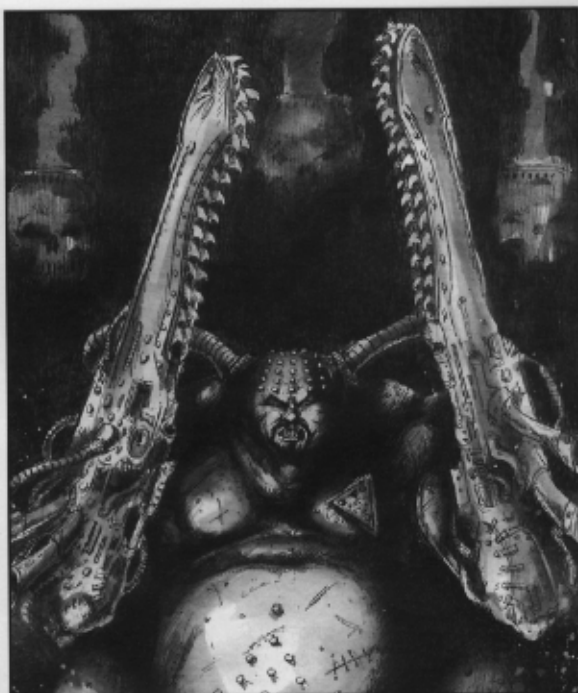
WEAPONS: Two turbo chainswords.

ARMOUR: Bull Gorg is protected by a refractor field which provides an unmodified saving throw of 5 or 6 on a D6.

SKILLS: *Body Slam* and *Iron Jaw* (Muscle Skills), *Killer Reputation* (Ferocity Skill) and *Combat Master* (Combat Skill).

WARGEAR: Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords, but have their Strength and save modifier increased by 1 point each (ie, to S5 and a -2 save modifier). Note that because Bull Gorg has two swords he gets two parries.

PSYCHOLOGY: Bull Gorg *hates* all Guilders and anybody working for them.



ALLEGIANCE: Bull Gorg will join any gang except Spyrers and Redemptionists, as long as they are not working for the Merchant Guild at the time (eg, he will not join a gang if their next scenario is *Caravan* and they will be defending the Guilders).

RATING: Bull Gorg increases the gang rating by +375 points.

PAYMENT: D6x15, but will work for free when attacking in the *Caravan* scenario.

BOUNTY: There is no bounty on Bull Gorg (after all, the Guilders have already executed him...).

SPECIAL RULES

Freedom Fighter. Bull Gorg hates slavery. If any prisoners are taken by the gang he is fighting for he will not allow them to be sold into slavery. Any captured gang fighters that are neither ransomed or exchanged will be exiled to another hive. They will not be able to rejoin their gang, but as they were not sold into slavery their captors do not get any credits for them either!

Pit Slave Hero. Pit slaves regard Bull Gorg as a hero and the man who will eventually lead them to freedom. They will not attack him in any way, and he will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, they will just not harm each other. In addition, any pit slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out of action.

BRAKAR – THE AVENGER, HE THAT RAINS DEATH

Where Brakar came from and how he ended up near to death in an isolated, misbegotten tunnel in the Underhive, nobody knows, least of all Brakar himself. If he had not been found by the members of a Ratskin tribe he would certainly have died from the horrendous head injuries he had suffered. The Ratskins took the injured man in and nursed him slowly back to health. Brakar made a full physical recovery, but it was as if all the memories of his previous life had been wiped clean. He could speak, and he could operate the massive heavy stubber that had been found at his side with a deadly, practised ease, but he could not remember where he came from or who he was.

The Ratskins that had taken Brakar in were attacked by a well-armed Van Saar gang soon after he had recovered. Brakar was away when the Van Saar attacked, and he returned to find them picking over the bodies of the Ratskins. Brakar drove the Van Saar off single-handed, killing over half their number with short, efficient bursts of fire from his heavy stubber. He now stalks the wilderness areas of the Underhive like a ghost, helping Ratskin bands that need his assistance, and bringing retribution to any that attack the Ratskins without good cause. The Ratskins have named him Brakar after their god of war and revenge, because of his extraordinary skill in combat, and because of the uncanny way he appears in times of need.

M	WS	BS	S	T	W	I	A	Ld
4	4	6	4	4	2	3	1	8

WEAPONS: Heavy stubber, bolt pistol, knife.

ARMOUR: None.

SKILLS: *Armourer, Weaponsmith* (Techno skills), *Rapid Fire - Bolt Pistol* (Shooting Skill), *Ambush, Dive, Infiltration* (Stealth skills).

WARGEAR: None.

PSYCHOLOGY: None.

ALLEGIANCE: Brakar will only work with Ratskin gangs.

RATING: Brakar increases the gang rating by +330 points.

PAYMENT: Brakar does not work for money. He will only help a gang as a Mentor.

BOUNTY: There is a bounty of 330 credits on Brakar's head.

SPECIAL RULES

The Avenger. As noted above, Brakar does not work for money and can only be included in a Ratskin Renegade band as a Mentor. In addition, Brakar will not help Ratskin Renegades if they are fighting against other Ratskin Renegades.

KARLOTH VALOIS

Karloth Valois is one of the many who fled into the Underhive to conceal some dark and terrible secret. In Karloth's case it was that he was a Wyrd, a human with latent psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City, he fled into the dark fastness of the hive bottom and headed into the wastes, as far from others as he could get.

Alone amidst the crawling horror of the badzones he soon weakened and almost died many times. At the last, as Karloth foraged for a few miserable morsels of food he was pursued by relentless Plague Zombies, a pack of shambling cadavers hungry for his flesh. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, worrying at his flesh like dogs. Karloth could sense the dim, sluggish minds of his devourers, their thoughts made jagged by instinct but still simpler than a child's.

Fired by the strength of desperation Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the Zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little will remained to the Zombies so that he could maintain his own existence. In time the plague abated and Karloth found he that he still lived, after a fashion.

Somehow Karloth's powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance, firing their hunger or sharpening their wariness as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring; endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared throughout the Underhive as a soul-thief and life taker. Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favoured Valois and people became afraid of his very name. But the brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of the Scavvies but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned at bay and fought



for his life. The Zombies and brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shrivelled husks, but the priests came on with the zeal of madmen and no Zombie could stop them. To evade them and avoid a heretic's fate Karloth cast himself over the brink into the mile-deep abyss below, shrieking his defiance of death.

Though the Redemption searched for weeks no trace was ever found of Karloth Valois' body. Underhivers knew they were mad to try, for nothing can ever be found in the Abyss unless it wants to be.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

WEAPONS: Autopistol with red-dot laser sight, Witch Staff (see below), knife.

ARMOUR: Flak armour (6+ save, 5+ vs blast marker weapons).

SKILLS: *Sneak Up* and *Infiltrate* (Stealth skills).

WARGEAR: Black Crown (see below).

ALLEGIANCE: Karloth Valois will join any gang except Cawdor, Spyrers or Redemptionists.

RATING: Karloth Valois increases the gang's rating by +250.

PAYMENT: Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a *Rescue* mission to save their captured comrades, otherwise they're Zombie bait.

If Karloth is present in a gang he can summon Plague Zombies at a cost of 10 credits for each D6+1 Zombies. This cost is in addition to his payment.

BOUNTY: The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth Valois gives a -3 penalty to the roll on the Outlaw Table if the gang is reported.

SPECIAL RULES:

Wyrd Power: Zombie Master. Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, add +1 to each dice roll for the number of Zombies summoned.

All Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, and then pick two dice for their move distance. Zombies in hand-to-hand combat within 9" of Valois also gain +1 to their Weapon Skill and +2 to their Initiative. This power works all of the time and

doesn't need a Leadership test.

Wyrd Power: Sense Thoughts. Karloth can spot any hidden models within 18" if he can roll equal to or under his Leadership on 2D6. Karloth will be unaffected by the Perils of the Warp even if he rolls a 2 or a 12.

No Pain. Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

No Fear. Karloth ignores all Psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

Black Crown. Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy.

Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged or is in close combat and he must have a line of sight to the target in order to attack. The Crown will affect one model within 9". Both players roll 2D6 and add their respective Leadership characteristics to the scores. If the scores are drawn or Karloth loses the attack has no effect, the victim is not even pinned.

If Karloth beats the victim's score he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically 'down', do not make a separate Injury roll.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out of action must still roll on the Serious Injuries Table. The Black Crown will affect models that are already down, but it will not work on Plague Zombies.

Witch Staff. The Witch Staff was a curious weapon used by Karloth, who claimed to have discovered it in a deep labyrinth. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound adding +2 to his Strength.

In addition to its function as a weapon the staff is a potent protection against the Wyrd powers of others.

If a Wyrd power affects a model within 18" of Karloth he can nullify its effect by rolling equal to or under his Leadership on 3D6.



THE ARBITRATOR CAMPAIGN



THE ARBITRATOR CAMPAIGN

The Necromunda game contains everything you need to know to run a basic campaign. Players organise and fight their battles, gangs grow in experience and size and everybody has a good time. This basic kind of Necromunda campaign is fun to play in and the different scenarios you can fight make it nice and varied. However, once you have advanced a gang or two up the ladder of success you may want to start expanding and elaborating on your existing campaign so that it starts to take on a life of its own. This is what the Arbitrator campaign is all about.

In order to run an Arbitrator campaign the first thing you need to do is pick the **Arbitrator**, who should ideally be the most experienced and trusted player in the group. The Arbitrator has the responsibility of making sure the campaign runs smoothly, and, most importantly, organising some special scenarios for the players. The Arbitrator also keeps himself amused by dropping some random events into the campaign so that the players gain extra opportunities, or suffer additional setbacks, that they wouldn't normally have in a basic campaign.

The Arbitrator keeps track of how well all of the gangs are doing and can even produce a short newsletter for the other players. The newsletter is a great way of keeping all the players in touch – it's very entertaining and easily filled with campaign events, challenges, insults, epitaphs, adverts, game reports and anything else you can think of. The Arbitrator can still play a gang in the campaign himself as long as he doesn't take advantage of his position to give his gang any unfair advantages.

THE CASTLE ROCK CAMPAIGN

Here at the studio I have been running an Arbitrator campaign while I've been writing *Outlanders* (what better way to try things out after all!). I decided to base it around a settlement called Castle Rock (or Da Rock to some of the more intellectually challenged players). This was a cunning reference to our studio's location under the shadow of Nottingham castle (which is sited on a great big rock). As I needed to invent other settlements I mercilessly twisted nearby street names to supply my needs, giving rise to the settlement of No Hope and the outlaw hole of Filth Pond.

Because a lot of games were being crammed in at lunchtimes and evenings I ran the campaign on a weekly basis, and we had a notice board set up for obituaries and challenges from the players, which you can see scattered around these pages. Each week I wrote up a short newsletter called the Necromunda Chronicle which contained reports on noteworthy fights and campaign events (generated on



the Arbitrator Campaign Events Table, see later). I tried to hook the random events into each other to form a continuous background which fitted characters of the different gangs and their House affiliations. Sometimes events were generated randomly and then fitted in, at other times I just made up sub-plots and planted them in the Chronicle. Here's a couple of anecdotes from the campaign to show you what I mean.

Shortly after the start of the campaign the Retreads, Delaques and the highest rated gang in Castle Rock to boot, were investigated by the Watchmen for alleged nefarious activities, a painful process which halved their income for a week. The

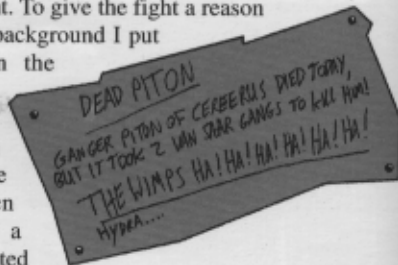
following week the Retreads were cleared and I offered them a place in the ranks of the Watchmen for having a squeaky clean record, and because we had no Watchmen gangs at the time. I also outlawed the Dog Soldiers (my own Goliath gang) as they had a history of fighting the Retreads and it gave an extra bit of conflict to the campaign (plus I wanted to try out the Outlaw rules!). Over the weeks to come the Dog Soldiers would become very useful as the archetypal notorious Outlaws to set against experienced gangs on their way to the top.

Ironically the same week's random event indicated that the most experienced fighter in one of the top gangs was leaving to become a freelancer. To my horror this proved to be one of the newly outlawed Dog Soldiers. To fit in with earlier events I decided that the renegade was responsible for betraying the rest of the gang to the Watchmen and he became a hunted man. The freelancer never quite got the career change he was hoping for as he was sought high and low by the irate Dog Soldiers.

While all this was going on I decided to organise a big multi-player gang fight. To give the fight a reason within the campaign background I put

a piece of news in the Chronicle from Uphive. It said that several delegates at an interhouse trade meeting had been blown to pieces by a bomb, allegedly planted by a Delaque assassin.

When we played the game the Delaque gangs made up one side and a coalition of gangs from other houses attacked them. To enliven proceedings further I distributed some extra equipment between the factions which was randomly generated from a deck of playing cards. This was mostly grenades and spare ammo which would be used up during



the game or in other fights afterwards. However, among the cards was a special one which told the player that the real assassin, a powerful and well-disguised cyborg, was in fact one of their gang members!

The cyborg wasn't revealed in the gang fight that followed and so it remained a mystery for several weeks afterwards. Eventually the gang harbouring the cyborg assassin, the Black Hand – Orlocks, what a surprise – was discovered and outlawed. Some weeks after that another Orlock gang, the Revenants, forcibly ended the assassin's career with a melta gun. The Delaques maintained it was an Orlock cover-up, the Orlocks claimed the Black Handers were renegades and had acted

alone. Most people didn't care, the whole episode was just a good excuse for a fight.

Bear in mind

that in both cases these events were in addition to the rivalries, raids and in-fighting between gangs in the campaign. Other occurrences included leadership disputes, the arrival of two Spyrer hunts, Scavvy incursions, a hive quake (introducing the Treacherous Conditions rules), several Purges (an Arbitrator scenario – see later), the outlawing of Filth Pond (for harbouring Outlaws) and an attempt to storm Filth Pond by a pair of local gangs supported by Arbitrators (repelled by the notorious Dog Soldiers of course).

WHEN IS A GANG TOO BIG?

During our Castle Rock campaign quite a number of gangs played lots of games and advanced up to dizzyingly high gang ratings. These gangs had fighters with terrifying combinations of stat increases and skills which could vapourise a less experienced gang in a few turns (or even one turn in some cases). Some of these big gangs were just numerous, with 16-18 fighters, others had fewer members but were all very experienced and very heavily equipped. The players who had big gangs soon found that they had too many fighters with too many skills to remember during a game. They also found nobody wanted to fight them and they just weren't enjoying themselves any more.

Gradually players started to retire their gangs voluntarily so they could play a new starting gang and maybe try a different House or one of the Outlander gangs. As Arbitrator I picked up on this idea and gave some of the more reluctant players a nudge to persuade them to retire. After a while I introduced a semi-official rule that any gang that reached a rating of 4,000 or more points should retire from the campaign after a week or so.

This seemed to suit the players well. The owners of the



retiring gangs rightly felt they had proved their ability by building a gang up, and could now prove it wasn't a fluke the first time by doing it again. The retiring gangs achieved a legendary status and the less powerful gangs got a chance to fight their way to the top of the heap in the resulting power vacuum.

Retiring gangs don't have to leave the campaign for good, players can still use them for Arbitrator scenarios or multi-player games (which are discussed elsewhere).

The challenges set by these games are more appropriate for the sort of firepower big gangs can bring to bear than an ordinary gang fight. We assumed that retiring gangs were simply protecting their territory and not wandering about much.

Another approach is to assume that a gang which retires has moved on to greater things like joining up with the Planetary Defence Force in the hopes of gaining commissions in the Imperial Guard. This opens up the potential for creating special scenarios to further the gang's history or even introducing them into full-blown games of Warhammer 40,000. Other potential fates for retiring big gangs are setting up and/or protecting a whole settlement, becoming professional arena fighters in the hive city, working for a Noble House in the Spire, setting up an outlaw kingdom in the wastes, getting offworld (either by hijacking a ship or by more legal means), travelling to a different hive, taking the long walk out into the ash wastes between hives, and so on.

MULTI-PLAYER GAMES

Multi-player games are good for a busy or novice Arbitrator to run because they are exceptionally straightforward to organise and play. They require virtually no extra work from the Arbitrator so you can just concentrate on getting everything to go as smoothly as possible. In a multi-player game it's the co-operation (or lack of it), rivalries and recriminations between the players themselves which adds

YOU UNDERHIVERS STINK!
GO HOME, OR I EAT YA HEART!
HEART OF UNDERHIVER
TASTE GOOD
#14 CHIEF SHARIN RAT

HYDRA OF CEREBUS WAS
HEARD TO PROCLAME TODAY,
"WERE NOT YELLOW, WERE BEIGE"

a different dimension to the fight. Multi-player games can easily be netted into a campaign as pitched battles, land grabs, street riots, inter-House disputes or feuds, territory wars and so on.

The scenarios from Necromunda and Outlanders for two-player games work fine with multiple players, as long as you form the gangs into two roughly equal sides. Each turn all the players on one side can move, shoot and fight as they would do in a normal game. When they have finished all the players from the opposing side get their turn and so on. All the gangs still take Bottle tests as normal but the game doesn't end until all the players on one side have bottled out.

Out of the multi-player games I ran as Arbitrator of Castle Rock the most fun game was a simple gang fight with three gangs on one side and four on the other. To stop the game being one-sided I took a list of all the gangs' ratings beforehand and tried to make sure that the total ratings on each side were roughly equal.

Trying to play games with three or more sides becomes difficult because players have to wait through two other gangs' turns before they get another go of their own. The best solution to this is to limit the number of gang fighters each player may use so that the turns are faster. If you're interested in three- or four-way games have a look at the Arbitrator scenario *Lord of the Spire*, it may trigger a few other thoughts of your own.

Once a game is in progress all the Arbitrator has to do is keep the players reasonably focused on what they are doing so that the game doesn't get confused or bogged down in any way. I handled this by yelling out the phase they were on and then giving the players ten to twenty minutes to complete their actions before moving on to the next phase. Because the players know the rules anyway the Arbitrator's role is limited to settling disputes (mostly to do with what models can see and how much cover they are in) and helping out any players who have only played a few times before.

ARBITRATOR SCENARIOS

One of the most rewarding parts of being the Arbitrator is creating special scenarios to run for the other players. This is where you can really let your imagination run wild and come up with a whole variety of different situations not covered by the standard scenarios. Arbitrator scenarios also allow you to bring in creatures and inhabitants of the Underhive which you don't normally get in head to head games.



Usually in Arbitrator scenarios you, the Arbitrator, will either run the players' opponents or in a head to head game you make their life difficult with dangerous hive vermin, traps, treacherous

OH NO NOT ANOTHER ONE!!

The Black Hand's unlucky antics in the medical room continue as another ganger dies. Old Billy was buried last night with his trusty shotgun after a close battle with almost upon them and Old Billy lay three or four of them out before two Plague Zombies leaped upon him and cut him to ribbons. He fought bravely and at least he died of his injuries and did not become a scum sucking plague ridden Zombie!!!! As revenge the Black Hand captured two of the Scavvies and rumours are that a rescue attempt will be made. Blood Worms, we're waiting for you.....

conditions and anything else you can come up with. You shouldn't get the impression that it's your job to kill off gangs in Arbitrator scenarios (if you do you won't find many players willing to risk their precious gangs after a while). Rather, Arbitrator scenarios are a chance to do something exciting and different which will encourage your players to try a fresh approach or some alternative tactics.

Outlanders includes three Arbitrator scenarios: *The Purge*, *Lord of the Spire* and *Storming the Barricades*. These are included as examples of the kind of thing you can get up to with Arbitrator scenarios. Each scenario includes some suggestions about how to put even more variations and extras into them or deal with particular problems you may come across in running them. Hopefully by the time you've played all three games once or twice you'll be coming up with your own Arbitrator scenarios.

To help you out with cooking up Arbitrator scenarios we've also included a Bestiary of beasts which make suitable opponents for gangs in the Underhive. Opponents could be all sorts of things: deviant scum, Outlaws, mutants, aliens, Chaos Space Marines, Cultists etc. The list we've included is limited by space available but we've tried to make it an edifying selection.

If anything in your miniatures collection isn't included then you should feel free to make up your own rules to cover it. Profiles for other weapons and creatures not covered can be lifted directly from the Warhammer 40,000 game. With any luck we'll get a chance to include information on the extra skills and special rules applicable to other inhabitants of the Warhammer 40,000 galaxy in future copies of White Dwarf magazine and the Citadel Journal. Don't forget that you can also create your own special characters to help or hinder gangs or lead them on special missions. For example, a gang might have to escort or protect a powerful individual like an Imperial Inquisitor as he investigates deviant activity in the Underhive. Another gang might have to kill said Inquisitor - you get the idea...

A last point to make is that it's good if Arbitrator scenarios yield a reward or benefit the players can't normally get. Rare or expensive weapons or equipment usually work as a better incentive than mere money, but a large wad of cash will tempt players as well. Remember you should make sure gangs have to work appropriately hard for their rewards and that you should not give away anything too powerful. For example a one in a million plasma gun is highly desirable and not too powerful, but giving out, say, carapace armour for an entire gang is bound to make them much tougher than anybody else.

CAMPAIGN EVENTS TABLE

The Campaign Events Table is here to add a little spice and colour to an ongoing campaign of Necromunda. The events tend to give more lucky breaks for upcoming gangs over established old gangs so they are useful for balancing the campaign and stopping the older gangs dominating the action. However, Campaign Events offer plenty of opportunities, and calamities, for everybody.

In our campaign we rolled on the Events Table once a week, but there were six or seven games being played every week and a weekly newsletter to keep all players informed about the latest events. In a less frenetic campaign it's probably best to roll an event every two weeks or so. As you will see below the most important thing is that the Arbitrator can let all the players know what events are occurring,

Most events will continue to have an effect until the next event is rolled. Some of them have an immediate effect (like 'Hive Quake' for example) and once this has been resolved they have no further effect. The actual duration of each event is specified in the table below.

D66 RESULT

- 11 **HIVE QUAKE.** Each player must immediately lose a randomly selected piece of territory. Any players with fewer than 3 pieces of territory can ignore this event.
- 12 **ZOMBIE PLAGUE.** An outbreak of the dreaded zombie plague sweeps through the area. Each player must randomly select a member of their gang. This gang fighter must make a roll on the Plague Table as if he had been put out of action by a Plague Zombie (see the *Scavvies* section for Zombie Plague rules).
- 13 **MUTANT INVASION.** Unusually large numbers of mutant creatures are plaguing the area. Use the Monster Roll rule from the *Scavengers* scenario in every battle that is fought until the next event is rolled.
- 14 **SHORTAGES.** Unexpected shortages cause local prices to rocket. All equipment and weapon costs are doubled until the next event is rolled.
- 15 **SCAVVY KING.** A Scavvy king has managed to unite the Scavvies in the area and they are blockading settlements and holesteads to extort 'taxes'. All non-outlaw players must halve any income they receive from their territories until the next event is rolled.
- 16 **NEW TURE.** A newly discovered cave, waterhole etc. comes up for grabs, and the most active gang will be able to lay claim to it.
Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 21 **TUNNEL CAVE-IN.** Some parts of the Underhive are cut off by cave-ins. Each player is unable to collect income from a randomly selected piece of territory until the next event is rolled.
- 22 **GUILD SANCTIONS.** A Guilder has been killed in this area. Each non-outlaw player must roll a D6. If they roll a 1 then they are one of the suspects, and may not buy any equipment until the next event is rolled.

D66 RESULT

- 23 **BAD AMMO.** A batch of poorly made ammo has been sold to unsuspecting gangs. Each player must roll a D6 at the start of each battle. If they roll a 1 they have got a batch of bad ammo and must subtract -1 from any Ammo rolls for that scenario. Bad ammo continues to show up until the next event is rolled.
- 24 **BOUNTY.** Randomly select one of the gangs in your campaign. A rival House or gang has posted a bounty of D6x5 credits which will be awarded for each member of the gang that is killed until the next event is rolled.
- 25 **SLAVE TRADERS.** Slave traders have swooped on this area, carrying off juves as workers for the factories above. No gang may recruit any juves (including free ones gained from settlements) until the next event is rolled.
- 26 **NEW TURE.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 31 **WATCHMEN INVESTIGATION.** The gang with the highest rating is being investigated by the Watchmen and has to lie low for a while. It must halve the income it receives from its territory until the next event is rolled.
- 32 **POLLUTION.** Heavy discharges of toxic waste and poisonous fumes make tunnels and vents in the area too dangerous to enter. Until the next event is rolled players with tunnels or vents may not use them to set up gang fighters.
- 33 **DISCONTENTMENT.** People are getting fed up with some of the tougher gangs' high and mighty ways. If a player fights against a gang with a rating at least 100 points greater than their own, and they win the game, then they may take over a randomly selected piece of the other gang's territory.

CAMPAIGN EVENTS TABLE

D66 RESULT

- 34 FREELANCER.** Starting with the gang with the highest gang rating, roll a D6. On a roll of 4-6 the most experienced fighter (including heavies but not leaders) in the gang leaves and goes freelance. Stop rolling as soon as a gang fighter goes freelance, or when you have rolled once for each gang in the campaign. The freelancer becomes a Hired Gun with a hire fee equal to his total Experience points and cost divided by 10 (eg, 80 cost plus 50 experience = 13 credit hire fee).
- 35 TIME TO QUIT.** The gang fighter with the most Old Battle Wounds in the campaign retires. Decide randomly who retires if there is more than one model with the same number of war wounds. If no gang fighters have any Old Battle Wounds, this event has no effect.
- 36 NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 41 HOUSE FEUD.** A feud breaks out between two randomly selected Houses in the hive and old enmities flare up in Underhive. Until the next event is rolled gang fighters from the two Houses *hate* each other.
- 42 BOOM TIME.** An influx of green hivers, Guilders and workers into the area brings in plenty of credits. All gangs (including Outlaws) may add D6x5 credits to the income they generate until the next event is rolled.
- 43 HIVE SMOG.** Until the next event is rolled all games are affected by the 'Toxic Fog' result on the Treacherous Conditions Table. Roll a D6 on the Toxic Fog section of the table to find out what happens. If you are rolling for treacherous conditions anyway the Toxic Fog result is in addition to the result rolled on the table (re-roll if you get two Toxic Fog results).
- 44 BOUNTIFUL FUNGUS HARVEST.** Fungus are popping up all over the place and food is plentiful (for once). When working out your income halve the number of fighters in your gang, rounding up. Outlaw gangs add +2 to their dice rolls for foraging instead.
- 45 NEW CAVERN.** A new cavern has been discovered that is packed with artefacts and valuable stuff. Double the number of Loot counters in any *Scavengers* scenarios that are played until the next event is rolled.
- 46 NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 51 CARAVAN.** A large caravan moves through the area. Until the next event is rolled a trip to the trading post (legal or outlaw) will yield double the usual number of rare items on offer.
- 52 OVER-PRODUCTION.** Randomly select one type of common weapon. Its cost is halved until the next event is rolled.

D66 RESULT

- 53 OLD PRO.** The gang with the lowest gang rating is joined by an old pro' fighter that takes them under his wing. Randomly select one Hired Gun or freelancer. He will remain with the gang for free until they no longer have the lowest gang rating.
- 54 JAIL-BREAK.** A group of convicts escapes to the Underhive. Until the next event is rolled any new gangers bought receive an extra 3D6 Experience points. If this bumps them up a level or two, take the Advance rolls immediately.
- 55 STINGER MOULD HARVEST.** There is plenty of healing Stinger mould available. Until the next event is rolled any player may pay 5 credits to re-roll a result on the Serious Injury Table. No result may be re-rolled more than once, and the second result must be accepted.
- 56 NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
- 61 NEW DOME.** A new dome has been discovered. Until the next event is rolled gangs may buy new pieces of territory (randomly selected) at a cost of 100 credits each.
- 62 MASTER TEACHER.** An expert battle-tutor descends into the Underhive from the Spire. Until the next event is rolled players can send a gang fighter that has gone up a level to be taught by this Master Teacher at a cost of 25 credits. The player can then pick a result on the Advance Roll Table for the gang fighter, instead of rolling for it randomly. Skills are still rolled randomly.
- 63 DEFENCE FORCE SURPLUS.** Until the next event is rolled the following weapons and equipment are available at half the normal cost: laspistols, lasguns, grenade launchers, lascannon, flak armour, Frag grenades, respirators and photo-visors. However, the player must roll a D6 for each weapon or piece of equipment after he has paid for it. On a roll of '1' the weapon/item of equipment does not work and must be thrown away!
- 64 THE HEALER.** A legendary healer with Wyrd powers moves through the area. Until the next event is rolled the healer will cure the long-term effects of any serious injuries for 50 credits per injury (he can't cure death or capture though).
- 65 SAFARI.** A party of rich Noble Housers arrives in the area as part of an exciting 'safari' trip to the Underhive. All players make wads of cash ripping off the rich gits. Each player is allowed to add D6x25 credits to their stash immediately.
- 66 ARCHEOTECH.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory. In addition, the territory includes some valuable archeotech which adds 1D6x50 credits to the gang's stash.

NECROMUNDA SCENARIO: LORD OF THE SPIRE

Lord of the Spire is an example of the kinds of the formalised arena combat that is popular down in the Underhive. It takes place in a closely guarded area of the hive bottom and is open to any gang with a rating of over 1,250. The arena is dominated by a large central tower which forms the objective of the fight. The gangs each have a home base in one corner of the arena, and from here they sally out to reach the top of the tower. The first gang to hit the big red button on the top level of the tower wins a substantial cash prize. From two to four gangs can play.

GANGS

Four gangs usually play Lord of the Spire, though it is sometimes played with three or two. More than four gangs is considered too confusing for the plebeian workers to follow (and a bad headache for the Arbitrator too!).

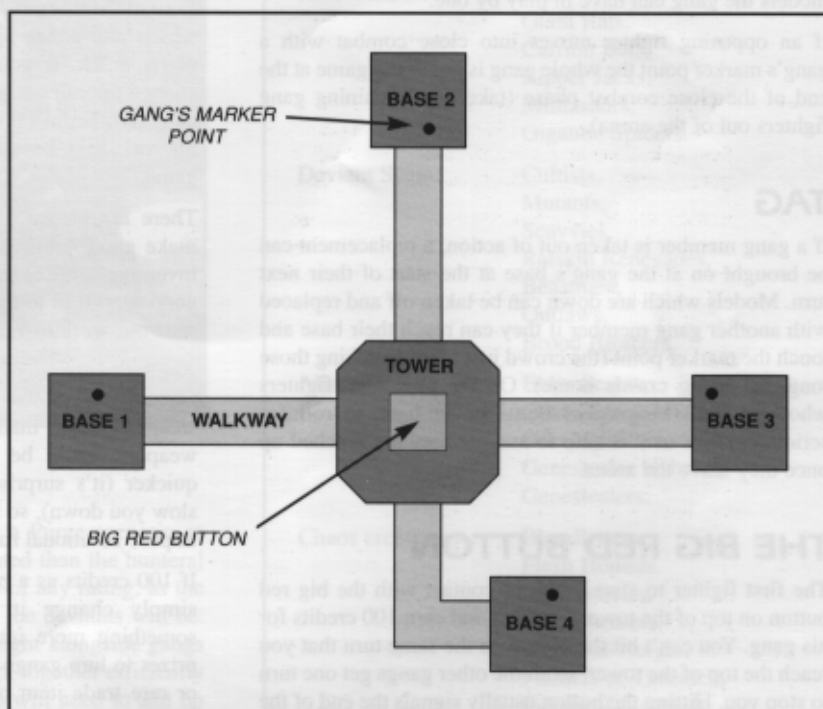
Each gang is permitted to have up to three models in play at any time if all four bases are occupied. If the game is being played with three gangs they may have four fighters on the field each; with two gangs they can have six each.

Any gangs can fight in Lord of the Spire, even Outlaws and Outlanders. Any weapons can be used, even heavy weapons. The only real rule to Lord of the Spire is that no Wyrd can participate (as much for the safety of the organisers and the spectators as anything else).

SETTING UP

Lord of the Spire is played on a square table which should be approximately 4' x 4'. The centre of the table is occupied by a large tower. The three-level tower in Necromunda ("Building Two" in the assembly guide) works just fine for this, though the taller the tower the better really. For our games we made an even taller building by connecting two towers from different sets one on top of the other. On top of the tower is the big red button, marked by a counter.

The tower needs to be surrounded by whatever other buildings you have available and connected to them with multiple gantries and walkways. The four 'bases' are positioned equidistant from the tower. Each base should be



a building of some kind and contains a base marker point which the gangs must defend (represented by a special card piece).

All of the players roll a D6 and the highest scorer gets to pick which base they want, setting their gang fighters up within 4" of the base marker. Then the next highest scorer picks one of the remaining unoccupied bases and so on. Tunnels, vents and infiltration skills may not be used.

SEQUENCE OF PLAY

Roll off again to see which player gets the first turn. Once the first player has finished his turn the player to his right gets a go, and so on around the table.

BASES

Each base contains the gang's marker point. This is usually a man-sized target that lights up and plays a tune when it is touched or struck. More primitive games of Lord of the Spire often use storage drums or old pipes instead. Gangs should protect their base at all costs for several very good reasons. The marker point acts as the gang's home territory in the game and if it is shot or struck by an opposing fighter he is said to have "raided" their base. This will force a gang fighter to drop out of the game and reduce the number of fighters the gang can have participating.

If an opposing fighter shoots at the marker point and hits it he can select one of the owning gang's members and immediately remove him from play. The nominated fighter ducks out of the arena via one of numerous trapdoors in the arena floor. The fighter is unhurt (assuming he was unhurt at the time he was removed of course!) but he may not be substituted (see below), effectively reducing the number of models the gang can have in play by one.

If an opposing fighter moves into close combat with a gang's marker point the whole gang is out of the game at the end of the close combat phase (take any remaining gang fighters out of the arena).

TAG

If a gang member is taken out of action, a replacement can be brought on at the gang's base at the start of their next turn. Models which are down can be taken off and replaced with another gang member if they can reach their base and touch the marker point (the crowd just loves watching those long, agonising crawls home). On the plus side, fighters who make the long crawl home never have to roll for serious injuries as it is safe to assume they are patched up once they leave the arena.

THE BIG RED BUTTON

The first fighter to start a turn in contact with the big red button on top of the tower can hit it and earn 100 credits for his gang. You can't hit the button on the same turn that you reach the top of the tower, so all the other gangs get one turn to stop you. Hitting the button usually signals the end of the game as well, though some arena fights don't end until the button has been hit two or three times or when all the fighters have fought their way back to their bases.

ENDING THE GAME

Gangs don't have to take Bottle rolls, they may voluntarily bottle out by not substituting for men on the field – when there are no men left on the field they're out. Gangs that run out of members to substitute are also out. Gangs are also out if an opposing gang member touches their marker point.

When the prize is claimed the game usually ends automatically as noted above, as it does if there is ever only one gang still in play. Note that if there is only one gang

remaining nobody gets the prize – you're supposed to climb the tower, not just have a gang fight!

EXPERIENCE

- +10 For the gang leader of the winning gang.
- +10 For hitting the big red button.
- +5 Per wounding hit/for hitting or touching an opposing marker point.
- +D6 Enters the arena and survives.
- +1 For every consecutive level a model climbs up the tower. This is a once only experience bonus. Once the model climbs down a level it gains no further experience for going up the tower.

SUGGESTIONS

Lord of the Spire is just one example of an arena-style game which pits gangs against each other. Games are usually pretty quick. If you want to make them last longer just change the rules slightly. For example you could say that a gang fighter must hit the big red button and then get back to his own base before he can claim the prize and end the game.

There are plenty of other kinds of arena combat which make good Arbitrator scenarios, so you might like to try inventing some of your own. If you come up with anything good send it in to us and who knows, you may even get to see your work in White Dwarf or the Citadel Journal!

Another version of the game we tried was to say that because the crowds want lots of close range blasting no weapons other than pistols, grenades and close combat weapons could be used. This kind of game was even quicker (it's surprising how much those heavy stubbers slow you down), so if you use this option you may want to impose additional rules to make the game last longer.

If 100 credits as a prize seems too much or too little then simply change it to a more appropriate amount or something more interesting than mere lucre. Alternative prizes to lure gangs in with could include a heavy weapon or rare trade item of their choice, a piece of territory, or perhaps the winners qualify for a special mission of some kind, making an ideal lead into another one-on-one scenario.

Treacherous conditions could be used in this scenario but they will require some judicious re-rolling or interpretation. Alternatively you could simply choose an effect appropriate to arena-style combat: the ever popular Pit of Despair is the best example of something appropriately entertaining and dangerous. In a similar vein you could always introduce some dangerous flora and/or fauna into the arena to keep players on their toes and sprinkle a few booby traps around the place. Just imagine the scene as the gang fighter hauls himself over the edge of the tower to confront a rather annoyed gigantic spider...

ARBITRATOR SCENARIO: PURGE!

The authorities, worried by a recent increase in the numbers of mutants and deviant scum in the Underhive, have authorised a Purge. The Purge will be carried out at a fixed time and place. From two to four gangs may take part, with all of the fighters working together against a horde of foul deviants and hive vermin controlled by the Arbitrator. Bounties are awarded for everything that is slain.



GANGS

Outlaw gangs may not participate in a Purge scenario as they are far more likely to be the hunted than the hunters! Gangs participating in a Purge can be of any rating, as the more experienced they are the nastier the deviants will be. However, if gangs with high ratings fight alongside gangs with low ratings they will have to work together efficiently to prevent any deviants escaping. You will need to add up the total combined gang ratings of the gangs fighting in this scenario in order to work out the sort of deviants they will be up against.

DEVIANT MODELS

Before running a Purge scenario the Arbitrator needs to get together all of the suitable models he has in his collection to represent the deviants, along with as many extra models that he can beg, borrow or steal from other players. The greater the number and variety of models, the better the game will be. Models that may be used are listed below. Note that there are some models that you might not have heard of before. Don't worry, these are all described in the Underhive Bestiary. Place all the models you have collected beside the table on a suitable flat surface.

Suitable Models

Hive Vermin:	Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, Gigantic Spiders.
Deviant Scum:	Cultists, Mutants, Scavvies, Ratskin Renegades, Beastmen, Outlaws, Brood Brothers.
Aliens:	Eldar Scouts, Chaos Space Marines, Orks, Gretchin, Genestealer Hybrids, Genestealers.
Chaos creatures:	Bloodletters, Flesh Hounds, Daemonettes, Plaguebearers, Beasts of Nurgle, Flamers of Tzeentch, Fiends of Slaanesh, Pink Horrors.
Witches:	Any type of Wyrd, Psykers, Genestealer Magus.

Important Note. Any deviants etc with weapons may only be armed with those actually shown on the model. This prevents any confusion for the Arbitrator running the game and is fairest to the gangs facing them. Likewise, you are quite within your rights to insist that gang fighters only have the weapons and equipment shown on the models for them, anything else was obviously left at home in the gang's stash.



You will also be able to use models with special and heavy weapons against gangs with a very high rating, as detailed later. Deviants, Wyrds and aliens are equipped with respirators and/or photovisors if they are shown on the model.

SETTING UP

The Purge scenario is played on a full-size table which needs to be at least 5' by 3' and preferably larger. You will need to combine together at least two sets of Necromunda terrain in order to fill the table to the correct density, but really the more terrain there is the better. The Purge takes place in the badzones so most terrain you have available should be suitable – rubble, slag heaps, slime pools, home-made structures and so forth.

In a Purge the gangs are separated into groups that each make a sweep of a specified area of the badzones. The groups gradually move in towards each other to catch the deviants in a closing net of fighters. The Purge scenario represents the point where some of the gangs (it can be imagined that there are many more to either side) are closing in on the deviants they have driven before them. The only escape route for the deviants is to fight their way past the gangs and escape back into the wastes.

To represent this situation the gangs set up on both of the narrow edges of the table. It is up to the players to decide how they will set their gang fighters up, and it is permissible for a gang to split its fighters between the two deployment zones. Gangs can set up up to 3" on to the table. After all the gangs have set up, the Arbitrator sets up the Encounter cards as described below.

TREACHEROUS CONDITIONS

Deviants hide out in the badzones and wastes where lighting failures, high winds, toxic fog clouds, swarms and similar unpleasantness are rife. This makes it particularly appropriate to use the Treacherous Conditions rules in the Purge scenario. If your table is big enough (6' by 4' or larger) it can be fun to roll a different condition for each quarter of the table. Re-roll any results that are contradictory or will cause problems due to the terrain set-up (*Pit of Despair* springs to mind for example). Where relevant mark out the edges of particular effects (*Sea of Goo*, for example).

ENCOUNTER CARDS

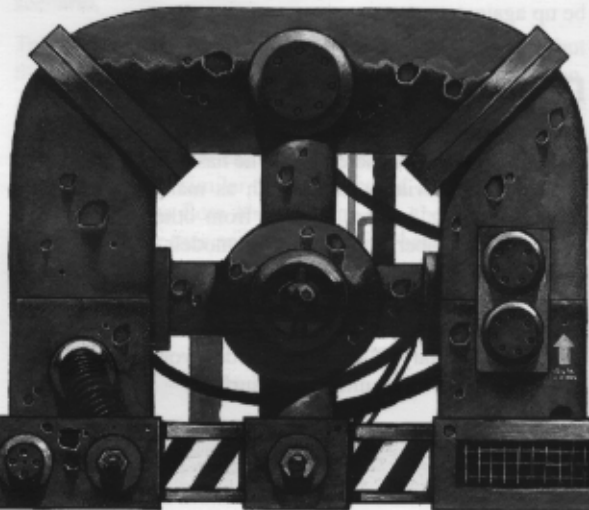
In order to play the Purge scenario the Arbitrator will need a deck of ordinary playing cards (called Encounter cards from now on) which are used to generate the monsters and hive vermin the players will encounter as they make their purge.

Take the deck of cards, give it a jolly good shuffle, and deal a small stack of three cards roughly in the middle of the table. All cards are placed face down, and neither the Arbitrator nor the players are allowed to look at them until they are revealed. A stack of Encounter cards like this represents any one of a number of locations which are the haunt of denizens of the Underhive. For example the cards could mark the lair of a brood of hive vermin which infest the area, or perhaps a sentry post or camp for Outlaws or deviant scum.

Now deal out another stack of three cards. Each stack of cards must be placed at least 16" away from another stack of cards, and least 16" away from either narrow table edge. Apart from that they can be placed wherever you like. Keep on dealing out stacks of cards like this until it is impossible to fit any more stacks of cards on the table.

SEQUENCE OF PLAY

The game starts with a Gangs turn, then has a Deviants turn, and so on. The game continues until all of the Encounter cards have been revealed and there are no deviants left on the table, or all of the gangs have failed their Bottle rolls or voluntarily bottled out.



Note that all of the players move their gangs at the same time. If this gets confusing (and it can do very easily!), have the players perform their actions one after the other. Gangs are not allowed to attack each other in this scenario.

After all the players have taken a turn with their gangs, the Arbitrator may take a turn, moving and fighting with all of his models which are still alive on the table. Before he does so, however, he is allowed to roll a D6. On a roll of 1-5 nothing special happens and the Arbitrator can carry on with his turn as normal. If he rolls a '6' then he is allowed to turn over and reveal one of the stacks of cards which has not yet been exposed – the general noise and confusion has alerted the deviants, and they have decided to take action before they are discovered!

REVEALING ENCOUNTER CARDS

As soon as a gang fighter model ends its move within 12" of a stack of Encounter cards, they are revealed. This happens immediately, interrupting the rest of the gangs' movement (if any). Cards are also revealed if the Arbitrator rolls a '6' at the start of his turn, as described above. Whenever a stack of cards is revealed, the Arbitrator flips the cards over and looks at them.

What the cards indicate what deviants are lurking nearby. Because more experienced gangs are assigned tougher areas to clear this varies according to the total ratings of the gangs involved. The table below gives some guidelines for the appropriate "density" of models for the various cards. Feel free to vary the tables or write your own so that they fit in better with your model collection or the strengths and weaknesses of your players.

Total Combined Gang Ratings Up to 8,000

Card	Effect
Joker	Surprise Attack! See below.
Black Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none of these models are available the card is treated as a joker.
Black King	4 Hive Vermin or Deviant Scum models. Up to one Deviant Scum model may be armed with a special or heavy weapon. If none of these models are available the card is treated as a joker.
Black Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black 2-10	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.
Any Red Card	Discard with no effect.

Total Combined Gang Ratings Between 8,000 and 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none are available the card is treated as a joker.
Black King	1 Chaos creature or 1 Witch or D3 Alien models.
Red King	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-10	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.
Any Hearts	Discard with no effect.

Total Combined Gang Ratings More Than 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models.
King	1 Chaos creature or 1 Witch or D3 Alien models.
Queen	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Jack	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
10	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-9	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.



Notes

Jokers. If the card is a joker, then the gang fighter who revealed the cards has been the victim of a surprise attack. Roll a D6 and refer to the Surprise Attack Table below to see what has gone for him. If the cards were revealed because the Arbitrator rolled a '6' at the start of his turn, then he may make a surprise attack on any model anywhere on the table!

Placing Models. The models selected can be placed anywhere within 4" of the position the cards occupied. The only exception to this are hive vermin, which can be placed directly into hand-to-hand combat with the model that revealed the card, representing them suddenly springing out from hiding to attack the unfortunate gang fighter! If the hive vermin were revealed because the Arbitrator rolled a '6' at the start of his turn, then they may attack any model anywhere on the table. Hive vermin that attack in this way count as charging in the first round of combat.

SURPRISE ATTACK TABLE

The Surprise Attack Table includes creatures from the Underhive Bestiary. While running a Purge you can either use the simplified rules below or, if appropriate, the full rules for these creatures as given in the Bestiary.

SURPRISE ATTACK TABLE

D6 Surprise Attacker

- 1 **Face-eater.** Victim must roll under Initiative or take an S3 hit. The face-eater remains attached and inflicts a further S3 hit each turn until removed. It is removed using the procedure for putting out flamer hits, and until then the victim must stagger about exactly as if he were on fire – although in this case he's got a face-eater clamped to his face!
- 2 **Ash Clam.** Victim must roll under Initiative or be unable to move for the rest of the game. The model will recover fully after the battle is over.
- 3 **Lashworms.** The victim is attacked by D3 lashworms. Each will inflict a single Strength 3 hit on a D6 roll of 4+.
- 4 **Brain leaf.** The victim must pass a Leadership test. If they fail then they have been taken over by the brain leaf and will be treated as one of the Arbitrator's models for the rest of the game. The model will recover fully after the battle is over.
- 5 **Gas Fungus.** Roll the D6 again: on a roll of 1-3 treat this as if a Hallucinogen grenade had gone off at the model's feet; on a roll of 4-6 count it as a Choke grenade.
- 6 **Rubber Moss.** The victim is hurled 2D6" in a random direction!

INJURED DEVIANTS

Treat any deviant that suffers a 'down' result on the Injury Table as having been taken 'out of action' instead. The player whose attack took the deviant down should take the model and keep it until the end of the battle (when he will be able to collect bounty for it). Deviants suffering flesh wounds are pinned but do not suffer any penalties to their WS and BS.

ESCAPING DEVIANTS

Deviants can escape from the table by moving off through either of the gangs' set-up zones. Deviants that escape in this way reduce the amount of bounty that can be gained as described below. Deviants may not move off the long table edges.

ENDING THE GAME

The game carries on until all of the Encounter cards have been revealed and there are none of the Arbitrator's models left on the table, or all the gangs have failed their Bottle rolls.

Players collect bounty for the Arbitrator's models that they took down or out during the game. The amount depends on which group they belonged to, as detailed below:

Type	Bounty
Hive Vermin	10 credits
Deviant Scum	20 credits
Aliens	40 credits
Chaos creatures	80 credits
Witches	100 credits

Reduce all of the gangs' bounty by 5% for each model that escapes (eg, two models escape, reduce all bounties by 10%). If all of the gangs bottle out turn over all the remaining Encounter cards and assume that all the deviants which are on the cards and the ones that have already been placed on the table escape (probably taking any dream of a bounty with them).

Whatever the result of the Purge, after it has finished each player is allowed to collect income from their territory.

EXPERIENCE

During a Purge gang fighters will gain Experience points as listed below.

- +2D6 Survive battle (even if wounded).
- +5 For taking one of the Arbitrator's models down or out.
- +20 To the gang leader whose gang collects the most bounty.

SUGGESTIONS

The Purge is a good multi-player scenario that encourages the gangs to co-operate against a common enemy. Be warned that games involving several big gangs can turn into quite large battles and it may be a good idea to have an assistant Arbitrator on hand to help out. As the gangs start from opposite ends of the table it's easy enough to have one Arbitrator handling each end providing you don't let the turn sequence get out of sync.

The scenario itself is very flexible, so that it can be tailored to accommodate the strangest of miniature collections. Where a stack of cards allows you to take several models try to ensure all the models are the same type (eg, all Cultists, or all Beastmen etc) or at least logically related (Genestealer Hybrids with Brood Brothers, for example). This helps to make the scenario feel more consistent, rather than having players assaulted by a random selection of beasties.

If you have access to a Warhammer 40,000 army then you can give the Purge a distinct theme by using the army to supply all the bad guys.

For example I have a Genestealer Cult army which I used as the basis of a Purge scenario. This was easily done by using Genestealers and Hybrids for any aliens that turned up and Brood Brothers for any deviant scum. To keep things lively I also threw in some miscellaneous hive vermin like Giant Spiders (who actually killed somebody) and Ripper Jacks (which gave one gang leader a bad scare).

I allotted the Magus to a specific card (the Ace of Spades) and pre-rolled a few Wyrd powers for him before the game. This might all sound exceedingly hair raising for the gangs, but they were all well experienced and several were semi-retired anyway. In the end they did all bottle out though...

Although I used 'Stealers you can see that it would be just as easy to use a Chaos army to represent a burgeoning Chaos cult. Simply by picking mutants, Beastmen and Cultists for the deviant scum and hive vermin or Witches for Aces. If daemons are involved it gives you an opportunity to bring in an Inquisitor to hunt them/it as well. Orks and Eldar get a bit more tricky to accommodate, but they could be down in the Underhive on some secret mission and just happen to get swept up in the Purge drag net.

One of the problems with the Purge is that it can't be played by Outlanders and Outlaw gangs. One solution to this (suggested by Gavin Thorpe) is to assign Encounter cards to preset groups of Outlaws or Outlanders (eg, Jack of Clubs = Mad Dog and Brother Zeke of the outlaw Dog Soldiers). When the Encounter card is activated the players place their models on the tabletop and control them from that point onward, moving and shooting after the gangs but before the Arbitrator's turns.

There are plenty of good reasons for Outlaws or Outlanders to be caught up in a Purge. Outlaws will be trying to protect their hideout or escape, Spyrers would want to take advantage of the confusion to pick a fight, Redemptionists will want to purge the unclean as much as anyone else, and so on. You would need to assign Experience point bonuses appropriate for the Outlaws or Outlanders to compensate for Outlaws receiving no bounty payments. For example, an Outlaw escaping from the table might gain +5 experience, or a Redemptionist killing a mutie, witch or alien might gain double Experience points for it.



ARBITRATOR SCENARIO: STORMING THE BARRICADES

Once in a while a coalition of gangs will attack a settlement or a fortified trading post and fight a pitched battle. The gangs might be rapacious outlaws hoping for loot and pillage or law-abiding gangs looking to reap lots of reward money in one fell swoop. Up to three gangs can participate in Storming the Barricades against either a defending force run by the Arbitrator, or one or two defending gangs run by players.

GANGS

As noted above, any gangs can participate in Storming the Barricades but you should ensure that no inappropriate team-ups occur such as Redemptionists with Scavvies, Outlaws with Watchmen and so on. If you have both Outlaw/Outlander gangs and law abiding gangs that want to participate simply have the outnumbered faction act as defenders.

Total up the gang ratings of the two sides to ensure that the attackers are actually stronger than the defenders by about 2 to 1 or 3 to 2 (eg, attackers with a combined rating of 6,000 should be fighting defenders with a combined rating of 3-4,000).

DEFENDERS

If the defenders aren't going to be supplied by players, or if the defending players don't have a high enough rating, you will need to select extra forces before the game. The defenders' rating translates directly into how many credits the Arbitrator should spend, so in the example above the defending force would be bought with 3-4,000 credits. If a defending gang with a rating of, say, 1,500 were participating, the Arbitrator would still have to pick another 1,500-2,000 credits' worth of defenders.

Use the standard gang lists for picking the defenders as the majority of them will be normal gangers or juves. Ignore the normal maximum of two heavies: instead the defenders can have up to one heavy for every 1,000 credits. The defenders get all five of the barricades sections and the watch-tower for free. In addition, they can spend credits on the following extras:

Wall Guns: Special and heavy weapons fixed to mounts on barricades, towers or buildings can be purchased at half the normal cost. Note that these are not bought for specific models, like weapons for heavies. Instead they represent old weapons which are heavy, need a lot of ammo and are

too temperamental to be moved around much. A weapon like this would be a liability in the wastes but it's fine for defending a settlement.

Wall guns must be represented by a model or a counter. They have a 90° fire arc and can be fired by any model in base contact with them (not just heavies). Wall guns cannot be moved and are attacked separately like any other model, they are Toughness 4 with 1 wound. Any weapon that suffers a wound is destroyed.

Traps. Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some settlements.

Trapped areas are represented by markers that cost 50 credits each. Any model (including defenders) which moves within 3" of a trap marker must pass an Initiative test or it will suffer an S3 hit. If a model rolls a 1 for its Initiative test the trap is disarmed and the marker is removed.

Beasts. A lot of Underhivers have pets which would make most people scream and run. The guards for a settlement or trading post may even have some particularly dangerous hive vermin to sniff out intruders.

Trained creatures can be purchased from the Underhive Bestiary section at the appropriate points cost. These act as normal defending models because they're so well housebroken, but the defenders can only have a maximum of one beast for every three other defenders.

Wire weed. Wire weed is common in defences, where it's more effective than barbed wire and needs no maintenance, just feeding occasionally! Hedges of wire weed can be purchased at 15 credits per piece 1" long and 1" wide (so a 6"x1" hedge would cost 90 credits).

Extra Barricades. Additional barricades can be bought at a cost of 50 credits each.

Extra Watch-towers. Additional watch-towers can be bought at a cost of 200 credits each.

SETTING UP

A settlement or trading post usually comprises an inner, protected area where the valuable resources and commodities are guarded and the businesses are run. Around this runs a protective wall or barricade which can be continuous, steep and high (like the one pictured on the right) or low, uneven and full of gaps depending on the locals and their level of motivation (both for getting in and stopping things getting in). Holesteads and hovels are built around both sides of the wall in a rough shanty town, but the immediate area outside the wall is cleared of ruins and detritus so the guards can spot any hostiles sneaking around.

Storming the Barricades is fought on a full-sized table at least 5' by 3' and preferably larger. The Arbitrator sets up all the available buildings and terrain, starting along one of the long edges and distributing them so that the terrain thins out towards the opposite edge as shown in the diagram below. The table edge with the least terrain on it marks the edge of the wastes; the more densely covered edge represents the settlement or trading post itself.

Once you've set up the terrain place the defenders' barricades and watch-towers to form a fairly continuous wall within 12" of the defenders' edge. This marks the edge of the settlement or trading post buildings. The wall is usually at ground level but it can incorporate buttresses and structures which have already been placed. Next shuffle around the terrain to open up a 12" wide clear zone between the barricades and the wastes (there can be some cover, but it should be partial at best). This represents the area just in front of the wall that the defenders have cleared of obstructions so that they have a clear field of fire.

Once all the terrain is placed the Arbitrator can also put down up to six Loot counters. The Loot counters may be placed anywhere between the barricades and the settlement edge of the table and they represent valuable stashes of food, ammunition, raw materials or equipment which the attackers can steal. It's most appropriate to use Loot counters if the attackers are Outlaws or Outlanders (other than Spyrers of course). If the defenders are Outlaws then the attackers can expect to claim a considerable bounty anyway so you may not want to bother with loot.

The defenders are set up next. Choose up to 3D6 models from the defending force to act as guards or guard beasts. Guards may be placed anywhere between the barricades and the settlement edge of the table. Traps, wire weed and guard beasts are set up next anywhere on the table on the wastes side of the wall. Any remaining defenders will start to enter as reinforcements from the settlement edge of the table on the first defending turn.



The attackers then deploy their gangs anywhere on the table on the wastes side of the wall. Attackers can be deployed anywhere as long as they are more than 12" away from any guards.



SEQUENCE OF PLAY

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6, the one that rolls highest goes first. The two sides then alternate taking their turns for the rest of the game.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

The attackers can also pick up wall guns, effectively treating them as Loot counters. The weapons can't be used once they have been moved because their mounting and ammunition has been left behind, but they can be sold off after the game.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll 2D6. If the dice roll equals or beats the number of fighters in the group the reinforcements may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements may enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements must enter along the settlement edge of the table.

Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

When the last attacking gang bottles out the game ends immediately. If the attackers get all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of their turn then the game ends and the attackers have won.

The defenders are fighting to defend their friends and home territory so they don't have to make Bottle tests and can't bottle out voluntarily. The attacking gangs make Bottle rolls individually and can choose to bottle out voluntarily once they have taken two casualties. Because the attacking gangs are making a determined assault they do not have to start making Bottle tests until they have suffered 50% casualties.

Each Loot counter the attackers capture is worth 2D6x10 credits. Any wall guns they have looted can be sold for one quarter (25%) of their basic cost.

EXPERIENCE

- +2D6 Survives.** If the fighter survives the battle then 2D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.
- +20 Best Attacking Leader.** The leader of the gang which collects the most loot or bounty earns an extra 20 Experience points.



SNEAKING AROUND THE BARRICADES – A SCENARIO VARIANT

A simple but engaging variant of this scenario which really tests the mettle of the attackers is to treat it as a variant on the *Raid* scenario. Just make the following changes and voilà – a whole new game!

1. Limit the attackers to 2D6 models per gang.
2. Treat the guards as sentries, using the rules in the *Raid* scenario.
3. Use the rules for sounding the alarm from the *Raid* scenario.

The clever bit to keep attackers on their toes is that the defenders are allowed to buy searchlights.

Searchlights. Big directional lights fixed to mounts on barricades, towers or buildings can be purchased for 50 credits each. Searchlights must be represented by a model or a counter. They have a 90° arc and can be used by any model in base contact with them. Searchlights are attacked separately like any other model and are Toughness 3 with 1 wound. Any light that suffers a wound is destroyed.

A sentry in contact with a searchlight doesn't move around at all. Instead place a 2" radius circle of paper within 24" of the sentry and within the light's 90° arc when he is deployed. The paper (if you hadn't guessed) represents the area being illuminated by the light. The sentry operating the light can roll to spot anything within the circle of light as it moves just as if it was within his 2D6 spotting range.

Each turn, instead of moving, the sentry can move the circle of light. The circle moves 2D6-5". If the number is a negative amount the attackers may move the circle instead. For example, if the roll is 3, $3-5 = -2$ so the attackers can move the light 2". The circle of light can never be moved so that there is a solid object between the centre of the light and its source, nor may it be moved so that it goes outside the light's 90° arc.

SUGGESTIONS

Storming the Barricades is a challenging scenario even for experienced gangs. Naturally, it's strongly influenced by a number of films where the evil bad guys are intent on storming the good guys' settlement in pursuit of the promised land. Like the *Purge!* scenario you may need an assistant Arbitrator if several large gangs are involved but the fact that this is a knock-down drag-out fight makes it easier to keep under control. Treacherous conditions are best avoided in this scenario, there's enough going on anyway so it's probably best not to confuse things.

I ought to make some useful suggestions about how to throw together extra stuff you might need, though of course well modelled terrain pieces are preferable in all cases.

Wall Guns. Use spare weapons attached with blu-tak or plasticine. Plastic weapons are about the best, especially old Warlord Titan weapons (sadly no longer available). Failing that drinking straws or ball point pens (empty ones, mind)



cut to the right length might suffice.

Wire Weed. This can be represented by wire wool or scouring pads pulled out to the right length and width and then sprayed a suitably lurid colour.

Barricades. Roll out a thick strip of plasticine to the right length and stick small pieces of cardboard, matchsticks (used of course) cocktail sticks etc. into it so that a model standing behind it is in cover up to its chest.

Watch-towers. These aren't something you can knock together on the spur of the moment (though I'm sure some talented individual can prove me wrong).

Traps. Use the markers from Outlanders and/or slottabases, counters or any other obvious marker.

Beasts. Monsters from the Warhammer Quest sprue are particularly useful for this, along with any other suitable gribbles from your miniatures collection.

If players are involved in the defence you may want to make them forfeit cash and/or territory if the attackers manage to steal the Loot counters, take a look at the *Loot & Pillage* Outlaw scenario for pointers. Likewise you could simply give the best attacking gang a settlement or other piece of territory if they defeat the defenders convincingly enough. If the defenders are Outlaws you can always stiffen the attackers with Authority Forces if you think it would be appropriate. These actions are one of the few times that the Governor's troops are likely to fight in the Underhive in any numbers.

UNDERHIVE BESTIARY

The Underhive Bestiary is here to cover all sort of eventualities. Bored of gang fights? Try hunting gigantic spiders! Ambushed just once too often? Then go and take it out on the Deviant Scum! The creatures below are presented purely for the use of the Arbitrator and I make no guarantees for the safety of any gangs that tangle with them.

HIVE WORLD VERMIN

Necromunda is totally dominated by the Human species, to the extent that many of the humans in the hive don't really believe in other races any more. However, some of the original inhabitants of the planet still persist, having got inside the hives and found a niche to survive in, mutating and evolving into hideous parodies of their original forms. Other creatures have arrived by hitching a ride in bulk cargo shipments from far-off stars, or were pets and guardian beasts which escaped into the miles of ducts and vents running throughout the hive.

Apart from a few small enclosed gardens and menageries in the Upper Spire, hive world plants and creatures only exist in the dank gloom of the Underhive or out in the ash wastes. These creatures are universally regarded by Necromundans as vermin, or food, depending on how hungry they are.

Rating. Each creature has been given a rating to reflect how tough it is in comparison to a Necromundan gang fighter, or how much it will cost in credits to buy for certain scenarios, or how much the creature's pelt/teeth/bones/flesh etc. is worth when it is being hunted

GIANT SPIDERS

Rating: 40

Many forms of mutant spider grow to a great size in the Underhive – up to several feet in span. They are so common that they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.

Different species of giant spider catch food in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness thinking them to be tunnels, only to be paralysed and slowly drained dry by the spider. Their gruesome cadavers can sometimes be seen suspended in the decaying cobwebs that hang in the darker recesses of the Underhive.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	0	4	3	1	1	1	5

Orb Spider

M	WS	BS	S	T	W	I	A	Ld
3	3	0	3	3	1	1	1	5

Special Rules

Movement. Spiders can move up and down any sloping or vertical surface as if it were open ground. In addition, Orb spiders can use their webs to drop straight down up to 6" per turn for free.

Armour. Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs. An Orb spider's web is equivalent in effect to a hit from a Web pistol and is considered to cover the area within 3" of the spider's starting location. A potential victim that moves into a web has to pass an Initiative test on 1D6 to avoid being entangled. If the victim was running or charging the test is rolled on 2D6 instead. Once the victim is entangled the spider will attack and inflict 1 S3 hit automatically in each close combat phase.

Spiders in Games. Wolf spiders make fine hunting critters to harass fighters in games, not too tough but good enough to give them a scare. Orb spiders will stay in the same location, lurking in their webs. This means they need to be noted on a map or allocated to specific locations on structures so they can ambush passing fighters or simply wait for them to run into their webs.

GIGANTIC SPIDERS

Rating: 250

In the deepest, darkest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders are huge specimens measuring many metres across with massive jaws and a malignant intelligence to match. They are aggressive and extremely territorial so creatures that blunder into their vicinity seldom escape unharmed. Despite the dangers hunters seek out gigantic spiders for their meat and venom, both of which command a high price in the Underhive. Most valued of all are the Raft spiders which skate the surface of the Sump. Their eyes are crystals as pure and as valuable as diamonds, and innumerable hunters have lost their lives in the Sump chasing the dreams of wealth beyond avarice.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	4	1	2	7

Special Rules

Movement. Gigantic spiders can move up and down any sloping or vertical surface as if it were open ground.

Armour. Gigantic spiders receive an armour save of 5 or 6 on 1D6 against any damage they suffer to represent their thick chitin hides.

Spit Webs. Gigantic spiders can spit a globby mass of threads equivalent in effect to a Web pistol. If the spider attacks a webbed victim in hand-to-hand combat it will inflict 2 Strength 5 hits automatically in each close combat phase.

Terror! Even hardened gang fighters are filled with horror at the sight of a giant multi-legged monstrosity bearing down on them. Because of their horrifying size and appearance gigantic spiders cause fighters to test for *terror* if one is within 8" and in sight. See page 35 of the Necromunda rulebook for more details on terror.

Pinning. Gigantic spiders are immune to being pinned because of their great size.

Spiders in Games. Gigantic spiders will usually appear singly, though they might be accompanied by a brood of giant spiders they have sired. Gigantic spiders will pursue intruders relentlessly but they aren't stupid: if they are reduced to 1 or 2 wounds or confronted with a weapon which could seriously harm them they will retreat into their lair or try a different approach.

ASH CLAMS

Rating: 10

Ash clams are one of the more outlandish creatures that inhabit the Underhive. How they came to dwell in the desolations of the Underhive is unknown, though they are known to occur in the ash wastes outside the armoured walls of the hive. Ash clams in the Underhive dwell underneath the covering of muck and rubble and are very sensitive to vibrations. Should any creature stray over its hiding place the clam will instinctively react to the vibrations and immediately open its gaping shell, drawing in a shower of loose dirt and anything else that is above it. Ash clams will attempt to consume any living animal that comes too close, but a man is far too big to fit in its shell and will usually be trapped by the ankle or leg until they are freed.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	4	5	1	0	0	10

Special Rules

Grab Attack. If Ash clams are being used in a game then any models on the ground are in danger of being attacked. During your movement phase you must roll a D6 for any model who touches the tabletop during any part of its movement: if you roll a 1 then a clam has attempted to grab that model. The model can make an Initiative

test to try and pull their leg out of the clam before it closes. If it succeeds it may carry on with its movement and the frustrated clam sinks back into the ash. If the model fails then it is caught by the clam and may not move again until freed. If a gang bottles out then any of its models trapped by ash clams will automatically be captured by the winning side.

Friendly models can release anyone who is trapped by killing the clam. If you shoot at the Ash clam then roll a D6: on the roll of a 1, 2 or 3 you will hit the friendly model instead of the clam. If a friendly model moves into base-to-base contact with the trapped model it can attempt to prise the clam's jaws apart by rolling equal to or under its Strength characteristic on a D6.

Ash Clams in Games. Another booby trap monster, though this is a non lethal (just annoying) one. If desired, the frequency of clam attacks could be increased so that they strike on a roll of 1 or 2, or 1, 2 or 3 depending on the scenario being played and how easy it is to stay off the ground.

NECROMUNDAN GAS FUNGUS

Rating: 5 per 1"x1" patch

There are hundreds of kinds of fungus in the Underhive: the dank darkness is a perfect habitat for them. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Funguses tend to grow in large clusters often consisting of many different varieties. Gas funguses protect themselves from interference by releasing a cloud of mycotoxins which have variable effects on humans. One of the more dangerous is the dream-spore, which looks like a rainbow-coloured puff-ball. If trodden on, the fungus expels a cloud of hallucinogenic spores that bring nightmarish visions and waking dreams to anyone breathing them. Victims of the dream-spore soon fall foul of the myriad other dangers of the Underhive and are often found drowned in sludge pools, hanging from spider webs, splattered at the bottom of long drops and so forth.

Special Rules

Any model that moves through a patch of fungus during its turn must roll a D6. On the roll of a 1 the model has broken a dangerous gas fungus and is enveloped in a cloud of spores. Place a 2" radius marker over the model. Any other models under the marker may be affected and any models partially under the marker may be affected on a D6 roll of 4, 5 or 6.

Roll a D6 to see what kind of gas is released:

D6 Roll	Result
1-2	Hallucinogen
3-4	Choke gas
5-6	Scare gas

Roll a D6 for each model hit by the gas: if the roll equals or beats the model's Toughness it is affected. If the roll is less than the model's Toughness it is not affected. See page 59 of the Necromunda rulebook for details of the effects of the various gases. The cloud of spores can last for several turns and should be rolled for on the Gas Grenades Table at the start of each player's turn.

Gas Fungus in Games. As with Ash clams the frequency of triggering gas fungus can be increased to suit the game. Fungus is a good adjunct to other booby traps like lashworms and Orb spiders, making these fairly innocuous plants quite dangerous. Don't forget that patches of fungus could equally well be growing on buildings and walkways, so wildly hallucinating fighters can be sent hurtling off high edges as well.





MILLIASAUR

Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

D6 Roll	Result
1-2	<i>No Effect.</i> The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.
3-6	<i>Out of Action.</i> The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrd can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

CARRION BATS

Rating: 20

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge squealing swarm. Carrion bats have ferocious Piranha-like jaws but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the scent of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	2	2	1	3	1	4

Special Rules

Fly. Carrion bats can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the carrion bat's horizontal movement across the battlefield.

Plague! Any fighters taken out of action by carrion bats must roll a D6 in addition to rolling for serious injuries at the end of the game. On a roll of 1, 2 or 3 the bats were carrying the zombie plague, make a roll for them on the Plague Zombie Infection Table just as if they had been injured by a Zombie.

Carrion Bats in Games. Carrion bats will not usually attack groups of fighters but may attempt to overwhelm lone individuals. Carrion bats pose the biggest threat to models that have gone down, as they will move into hand-to-hand combat with them and take them out of action.

RIPPER JACKS

Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can fly. This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the hand-to-hand combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the hand-to-hand combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the hand-to-hand combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrd can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.

BRAIN LEAF

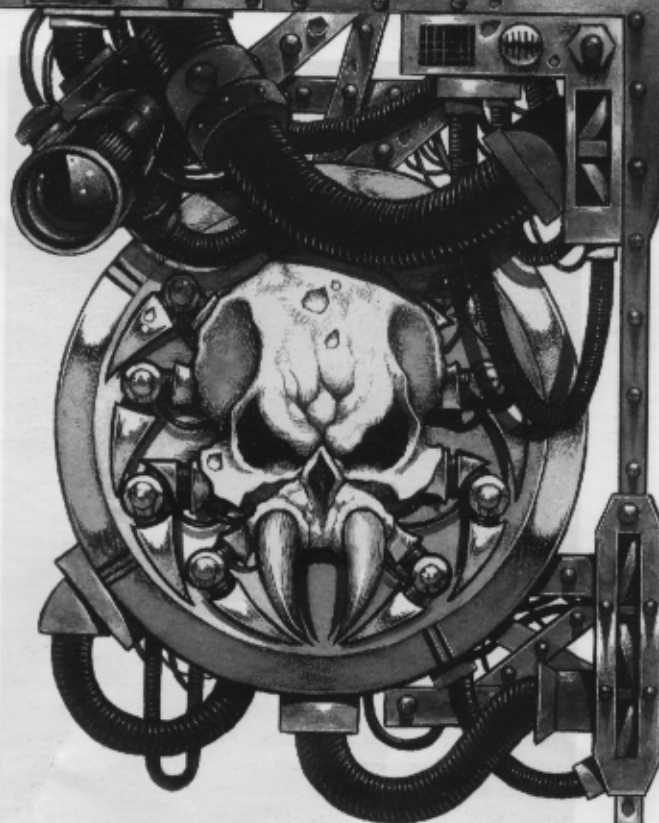
Rating: 30

The brain leaf is a most extraordinary plant and seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant itself is vine-like and has a greyish colouring that enables its tendrils to remain inconspicuous amongst the tumble of rubble and waste in the Underhive.

The brain leaf's tendrils are rather plain and smooth, but at the end of each is a single leaf. Each leaf is a macro-cell and forms part of the plant's intelligence. The leaves are equipped with rasping hooks and intrusive nerve bundles that become attached to a living creature if it moves close enough. The leaf injects its victims with complex fibres that speed throughout the victim's nervous system until they become mindless tools that the plant can use.

Although not highly intelligent the brain leaf plant is able to use its victims in a sensible and rational way and the poor slaves are normally used as compost or protection for new seedlings. Once a brain leaf has attached itself to a host it is able to detach from its parent vine, leaving the plant to grow another leaf in its place.

M	WS	BS	S	T	W	I	A	Ld
0	4	0	0	4	3	0	1	-



Special Rules

If a model approaches within 6" of a brain leaf plant it will automatically be attacked by one tendril and you must fight a round of close combat in the next hand-to-hand combat phase. If the model beats the brain leaf in close combat then he escapes it and may either hit the plant in order to destroy it or use his follow-up move to get out of the plant's range. If the plant scores any hits it will attach a leaf to the target and, unless the victim makes an armour save, he automatically goes down regardless of Toughness or wounds.

Roll for the brain leaf's victim in subsequent recovery phases as normal for models that are down. If the victim rolls a 1 he escapes the clutches of the brain leaf but suffers a flesh wound in the process. On a 2-5 the victim remains down. On a roll of 6 the leaf has successfully taken the model over and the Arbitrator controls it from now on.

A model that has been taken over by a brain leaf cannot recover on his own and will be permanently lost from the gang if he doesn't get help. Fortunately the brain leaf's control sensitises the victim so much that a single wound inflicted on him will always take him out of action. Once the victim is out of action the leaf will drop off and die but a Serious Injury roll must be made for the victim as normal. If the victim hasn't been taken out of action by the end of the game then it's adios as the victim wanders off to do plant-like things.

Brain Leafs in Games. Once a victim has been taken over by a brain leaf you should feel free to use him in any way which is not self-destructive, using any weapons or equipment he has to attack or defend himself with. Usually the plant will simply want to kill as many creatures as possible in close proximity to itself for the nourishment but come up with anything you like as motivations, maybe the brain leaf wants to be dug up (carefully) and moved, or maybe it wants protection from all these gangs running roughshod over the plant's territory.



NECROMUNDAN GIANT RATS

Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

Giant Rats in Games. Beastmaster Wyrds can use giant rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant rats will rove around in packs and attack anything they can pull down between them.

SLUDGE JELLIES

Rating: 60

Sludge jellies are venomous stinging jellyfish that live in the sludge seas and also in pools of industrial effluent which are common all across the Underhive. Sludge jellies that live far out in the sludge seas or old creatures that have been growing in stagnant pools for centuries can be very large indeed, but most are about 1 to 3 feet across. They are disgusting, squidgy, balloon-like creatures with many thin trailing tendrils sprouting from beneath them. Sludge jellies can instinctively sense any disturbance in their liquid dwelling places and will suddenly float to the surface and catch anyone at the edge of the pool with their tendrils. Sludge jellies paralyse their victims with their tendrils then drag them down into the goo to be digested later.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	2	1	-	D6	0

Special Rules

Sludge Pool. Sludge jellies live in sludge pools. A sludge pool can be represented on the table by a circular piece of card approximately 1" radius, although at the Arbitrator's discretion the pool can be larger. The pool should be placed in a position where it is likely to get in the way, in the middle of a route of attack for example. The sludge jelly cannot leave the pool but should a model move within 2" of the edge of the pool the jelly will suddenly float to the surface and make a surprise attack with its tendrils.

Paralysing Sting. When a model moves within 2" of the sludge pool the sludge jelly will make its attack. The sludge jelly has engaged the model in hand-to-hand combat and therefore the model may not complete his move nor can he shoot this turn. The sludge jelly has D6 Attack dice for its whipping tendrils and adds +1 to its combat score due to surprise. The model under attack may not parry.

If the sludge jelly wins the combat then roll a D6 for every hit and on any roll of 4+ the victim is paralysed and effectively down and though it may not move, armour saves apply as normal. A sludge jelly which survives losing in hand-to-hand combat or fails to paralyse its victim will sink down into the sludge pool at the end of the hand-to-hand combat phase and can attack again next turn if anyone is close enough.

Gooing Gooing Gone. If it succeeds in paralysing a model the sludge jelly can drag the victim 1" per turn towards its pool. If this pulls the model within the sludge pool then at the end of the model's next turn it is automatically killed as the jelly sinks to the bottom of the pool with its food.

Friendly models can only help the paralysed model by killing the sludge jelly by shooting it (risky) or attacking it in close combat (even more risky). If they kill the jelly before the end of the victim's turn leave the victim 'down' on the table and start making recovery rolls for it as normal. Should a paralysed model go out of action he need not roll on the Serious Injury Table. A paralysed model will always recover fully after the game has ended.

Sludge Jellies in Games. In order to use sludge jellies for their greatest paranoia value place a number of innocuous, empty slime pools around the table and have just a few occupied by jellies. If you want to be really unpleasant introduce a few jellies in combination with the 'Bubbling Slime' results on the Treacherous Conditions Table. In a sea of goo or pit of despair any models paralysed would be killed immediately – and don't forget the jellies can reach up to 2" from the surface of the sludge!

FACE-EATERS

Rating: 20

Face-eaters are some of the most unpleasant vermin to be found in the Underhive. They are a highly dangerous life form which was deliberately imported from the death world of Catachan. They were originally released into heating vents in an effort to prevent deviant scum and vermin using the miles of pipes to move around the hive. The face-eaters flourished in the warm, moist conditions and became a problem in their own right within months. A subsequent eradication campaign has ensured that they are only found in the Underhive now, where the harsh conditions keep their numbers in check.

Face-eaters can lie in wait practically anywhere but prefer to hang from girders where they appear to be innocent scraps of cloth to anyone looking at them from a distance. Anyone foolish enough to approach a face-eater will have to be extremely agile as the face-eater uses a powerful muscle spasm to propel itself at its victim's face. If the face-eater lands on target it wraps itself around its victim's head, attaching itself with hundreds of minute and viciously sharp hooks and spines. Powerful digestive enzymes start to eat away the victim's features. It is almost impossible to detach a face-eater without seriously damaging its prey in the process.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	3	2	1	5	1	10

Special Rules

Leap. A model that approaches within 4" of a face-eater will immediately be attacked. With a powerful muscle contraction the face-eater leaps at the model, who has to roll under his Initiative on a D6 to avoid the attack. A face-eater that misses its target should be placed within 1" of the model that it was attacking, and will spring again in its next turn.

If the face-eater hits, the model will immediately take a Strength 3 hit with no armour save possible unless it has a fully enclosed helmet. Models may only be enveloped by one face-eater at a time, though several face-eaters could attempt to envelop a victim – the rest would have to go and find another victim.

At the beginning of each of the model's subsequent turns he may try to pull the face-eater from his head. Roll a D6: on the roll of a 6 the face-eater has been pulled off and is killed. Otherwise the model will take another Strength 3 hit and will move in a random direction during his next movement phase. This continues until the face-eater is removed and killed or the victim is taken out of action by the face-eater. Once a face-eater has taken one victim out of action it will creep away into a dark corner somewhere to digest its meal and will not attack again for several hours.

If you wish, any model that moves into base-to-base contact with someone who has a face-eater attached to his face may attempt to pull it off. If a fighter is attempting to pull the face-eater off, roll a D6. If there is only one model attempting to pull the face-eater off you will need to roll a 6, with two models you will need a 5+, with three models a 4+ and so on. However, because of the face-eater's vicious lacerating spines any model who is trying to pull off a face-eater will take a S2 hit and if the face-eater is pulled off, its victim will immediately take another Strength 3 hit as the hooks and spines pull away half his face. Models won't be pinned by these hits because they are effectively in close combat.

Camouflage. Face-eaters are very well camouflaged and hard to recognise. To represent this face-eaters always count as hiding, so a model can only ever spot a face-eater if it is within a distance equal to or less than its Initiative.

Serious Injuries. If a model is taken out of action by a face-eater do not roll on the usual Serious Injuries Table, instead roll on the Face-eater Injury Table, below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Face-eaters in Games. Face-eaters can be represented by a flat blob of blutak or plasticine which is stuck to the head of the model under attack. Either decide on a lurking place for face-eaters before the game or use some other random means to decide when a model is attacked, like the use of cards in the *Purge* scenario.

LASHWORMS

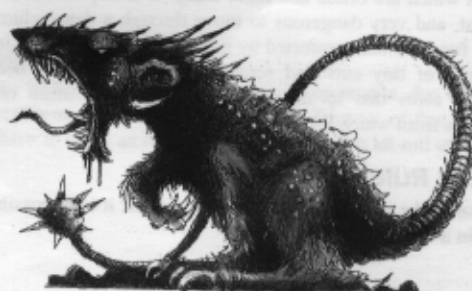
Rating: 10

Some areas of the Underhive are infested with lashworms, strange creatures that arrived on Necromunda in spore form among textile cargoes from the Jubilon sector. Lashworms live in crevices where they wait, tightly coiled until a victim approaches close to them. The sensitive tip of the lashworm's tail protrudes almost invisibly from the creature's hiding place. Any vibration, such as a person moving nearby, will 'trigger' the lashworm to attack, which it does by whipping out its long, flexible tail and slashing a morsel of flesh off its victim. The lashworm's tail coils round its catch and pulls it back into the lashworm's lair to be digested. The worms themselves are small, coiling up to the size of a man's fist. Lashworms do not move, act immediately and instinctively and are almost impossible to kill because they are usually so deeply embedded in cracks and crevices.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	3	1	0	1	0

Special Rules

Slash Attack. The lightning-fast strike of a lashworm is not resolved like a normal hand-to-hand combat. Instead a potential victim is attacked as soon as it moves within 2" of the lashworm's location. The victim must pass an Initiative test to avoid the tendril, failure means it hits them and inflicts 1 S3 hit. If the Slash misses or fails to wound the lashworm will fight during the hand-to-hand combat phase of the turn as it flails around trying to take its pound of flesh. Once a lashworm has inflicted a wound it will retreat inside its lair to digest its meal, making it virtually invulnerable to attack. The 'worm won't attack again while it's digesting, a process that can take several hours.



Hidey-Hole. Lashworms conceal themselves well so they cannot be attacked until they have attacked a model themselves. Lashworms normally receive an armour save of 3, 4, 5 or 6 on a D6 against any damage to represent the protection they gain from being concealed in a hole or crack. If they retreat inside their holes lashworms effectively have a 3+ armour save on 2D6.

Lashworms in Games. As they are immobile and hidden, lashworms are best represented by declaring areas to be 'worm infested'. Any models moving in the area risk being attacked. D6-3 is a good number of assailants but you could vary the number according to circumstance or whim (D6 - a model's Initiative characteristic for example, or 2D6 -3 if the model is running).

RUBBER MOSS

Rating: 1 per 1"x1" patch

There are many types of lichens and mosses covering the ruined domes. By far the most annoying of them all is Rubber moss which carpets large areas. Although the moss in itself is not dangerous it has a very effective defence mechanism, its growth is thick, incredibly bouncy and highly unstable!

Special Rules

Any model that moves over Rubber moss may move up to 2" per turn without penalty: if they are moving any faster then you must roll a D6, on the roll of a 1, 2 or 3 the model has started to bounce and is moved D3" in a random direction, determined by rolling the Scatter dice. If the model lands on some more Rubber moss then he will bounce a further D3". This continues until the model lands on solid terrain.

A model that is being bounced around by Rubber moss can bounce into walls. If this happens he will take a hit with a Strength equal to half the distance that he rolled for his bounce (rounding up). Once the model has finished bouncing he counts as being pinned. On the bright side a model falling from a building, walkway or other high point onto a patch of Rubber moss won't be hurt, but will bounce 2D6" in a random direction. Unfortunately the model will take damage as if he had hit a wall when he lands.

Rubber Moss in Games. Rubber moss is most useful for locating underneath or on top of gantries and buildings where it can send fighters bouncing to their doom. You can also use pits full of Rubber moss as interesting booby traps to bounce victims 2D6", a good one for the *Lord of the Spire* Arbitrator scenario.

SPINE CRYSTALS

Rating: 5 per 1"x1" patch

These are not really plants but mineral growths. They occur around the edges of effluent pools, discharge outlets and wherever pollutants have been accumulating for a long period of time. They are very much like coral, consisting of a dense entanglement of crystals which are brittle and razor sharp. It is impossible to hide amongst, and very dangerous to move through a dense clump of crystal fungus unless protected by armour. The crystals will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the toxic and corrosive nature of the chemicals from which they grow.

Special Rules

Because of the dangerous nature of the spines, it is impossible to 'hide' in a spine crystal outcrop.

Spine crystals are very difficult to move through and the razor sharp spines can easily inflict nasty wounds, therefore spine crystals count as difficult terrain.

Any model moving through an outcrop of spine crystals must roll equal to or under their Toughness on a D6 to avoid damage. If they fail they will suffer D3 flesh wounds, each one reducing their BS and WS by 1 for the rest of the game. If the model's BS and WS are reduced to 0 it loses consciousness due to loss of blood and goes out of action. Armour saves can be taken against the flesh wounds and due to the nature of the cuts add a +1 modifier to the saving throws.

WIRE WEED

Rating: 15 per 1"x1" patch

Some old derelict industrial plants and some functioning authority establishments on Necromunda are defended by belts of bio-wire, a genetically altered death world xeromorph. Some spores have also escaped over the centuries and dense clumps of bio-wire are occasionally encountered in the Underhive or the ash wastes. These clumps of wild bio-wire are known on Necromunda as 'wire weed'.

Bio-wire was originally grown as a form of military defence, a sort of living barbed wire, but infinitely worse. Bio-wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. Wire weed also secretes an acidic sap which will reduce those unfortunate enough to become entangled in it to skeletal remains within minutes.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	6	4	-	0	0	-

Special Rules

Wire weed is very, very dangerous to move through. If a model is foolhardy enough to attempt this feat then roll a D6 as soon as he has moved into the wire weed and at the beginning of every one of the model's turns as long as it is within the weed. On the roll of a 6 the model survives for the moment and takes no damage. On the roll of 1-5 the model will take a single Strength 6 hit and will become pinned if not taken down or out of action. If the model is armed with a normal sword he may add +1 to his dice roll. Models armed with chainswords, power swords and power axes add +2 to the dice roll. Models that go out of action while in the weed will be killed instantly; effectively they always get a 'Dead' result on the Serious Injury Table.

A model armed with a flamer or hand flamer may use it to burn a path through the wire weed so it can move through it unhindered. However, the model will be required to make an Ammo roll for the weapon every turn that it remains in the weed. If using such a weapon the model will be unable to shoot while in the weed.

Flame weapons, Plasma grenades and heavy plasma guns can also be used to destroy wire weed. Wire weed has a Toughness of 4 and any weed under the template or marker will be destroyed automatically if it suffers a wound. Wire weed doesn't burn very well and will not catch fire!

Wire Weed in Games. Wire weed is very nasty, dangerous stuff and scares players silly (it's that go out of action and you're dead part). The fact is it's not a problem if you don't go in it, and most of the time you should ensure it's possible to avoid wandering through wire weed by taking a different route. On the other hand if players always avoid wire weed combine it with some nearby gas fungus or Rubber moss to send them into it.

DEVIANT SCUM

Deviant scum is a catch-all term for the misguided, crazed and heretical madmen that dwell in the Underhive. Deviant scum are drawn to the Underhive like a magnet and build hidden strongholds and secret temples amidst the wastes and ruins. Freed from the intrusive surveillance of Imperial Inquisitors and the Adeptus Arbites, deviant scum can pursue their insane schemes to bring about anarchy/armageddon/the downfall of the current world order/the destruction of everyone else in the Underhive as appropriate. Naturally this makes them rather unpopular with gangs and the forces of authority, both of whom fight frequent battles against deviant scum and undertake periodic purges around settlements to prevent them getting out of hand.

Weapons. Deviant scum are armed with a vast plethora of weaponry and the best rule of thumb to follow is to arm them with whatever is depicted on the models you are using. This makes it easy for both you and the players to see what's going on. About one in every ten deviant scum will be armed with a special or heavy weapon of some kind.

Generally the weapons carried by deviant scum will be low-tech – stubbers, auto weapons and the like – but there might be a good case for deviants armed with a stolen consignment of bolters, for example. Deviant scum make Ammo rolls like anybody else unless noted otherwise.

BROOD BROTHERS

Rating: 60

Brood Brothers are humans who have been implanted by Genestealers and who are acting as hosts for their Hybrid offspring. The Brood Brothers' mind and willpower have been completely extinguished by the Genestealers' brood intelligence, making them fanatically dedicated to the aliens' cause.

Brood Brothers can come from almost any walk of life – clerks, factory workers, teachers, law enforcers, hive gangers and the like. At first the Genestealers will implant as many victims as they can, but as time goes by and the Cult grows, they will become increasingly selective about their victims and concentrate on dominant members of the host species. To this end the Cult infiltrates the local authorities and planetary defence forces wherever possible. This reduces the likelihood of the Cult being discovered, and when the Cult finally reveals itself and attempts to seize power, it will have access to military wargear and a body of trained warriors to exert its control.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

SPECIAL RULES

Psychology. Brood Brothers are fanatical disciples of the Cult and are subject to the psychology rules for *hatred* given in the Necromunda rulebook. Brood Brothers suffer hatred against the enemy regardless of its race or type; their zealous devotion to the Brood and their brethren in the Cult knows no bounds.

SCAVVIES

Rating: 25

Scavvies are the very dregs of the Underhive community, indeed many are so deformed that they are barely recognisable as human beings any more. Scavvies live out in the wastes, scratching out a miserable existence amongst the most poisonous and radioactive areas. Their clothes are made up of any filth-ridden scraps that they manage to cobble together and their skin is covered with many blisters and sores oozing pus.

Out in the wastes the Scavvies have a hard existence, food is often scarce and a Scavvy will jump at the chance of gorging himself on anyone or anything that is stupid enough to wander around on their own. Although Scavvies tend to travel around in large groups that are normally made up of several inbred families, it is not unusual for other gang members to stumble upon small groups of foraging Scavvies.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

SPECIAL RULES

Ammo Rolls: Scavvy weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a Scavvy will have to make an Ammo roll on a natural to hit roll of 1 or 6.



MUTANTS

Rating: 35-55

There are many mutants living out in the wastes. Most are hideously deformed Scavvies who have slowly changed because of constant exposure to toxic waste and radiation, others are natural mutations that have come about due to the harsh living conditions. Most mutations are simply inconvenient, like webbed fingers or strangely coloured skin, but some are useful and can make mutants a terrifying opponent.

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

SPECIAL RULES

Ammo Rolls. Mutant weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a mutant will have to make an Ammo roll on a natural to hit roll of 1 or 6.

Mutations. A mutant will have a single mutation chosen from the list below. If a mutant is being used you must have an appropriate miniature to represent it on the table.

Claw	The mutant gains +1 Strength in hand-to-hand combat.
Extra Arm	The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attacking dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).
Spikes	A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.
Tentacle	The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of attacks by 1, to a minimum of 1.
Two Heads	Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

Eyestalks

The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Wings

The mutant can fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only cost 1/2" per 1" down.

CULTISTS

Rating: 50-60

The daemons of the warp are constantly seeking ways to extend their power into the physical universe, whether by possessing Wyrd or by more subtle means. To gain pawns in the physical universe they lure greedy and gullible individuals into making dangerous pacts with them in exchange for promises of forbidden secrets and unlimited power. These daemon worshippers often hold clandestine meetings in the Underhive, and establish hidden temples there away from the prying eyes of the authorities, for the worship of dark forces is the most heinous of crimes in the Imperium of mankind. Covens of worshippers may even summon daemons from the warp through bloody sacrifices and arcane rites. Such insane practices can lead to whole worlds becoming infested with daemons if the Cultists succeed in establishing a permanent portal from the realms of the warp into real space.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	1	7

SPECIAL RULES

Daemon-gift. Cultists may be blessed with powers by their daemonic patrons. Either choose a mutation for them from the list above or roll a Wyrd minor power for any Cultists so blessed.

BEASTMEN

Rating: 80

Beastmen are a weird form of stable mutant strain like the Scalies, featuring strong characteristics of, well, beasts. Beastmen are always strongly associated with daemon worship and the spread of evil. Most often such creatures come up from the depths of the Abyss or the shores of the Sump but whispered tales also tell of Cultists transformed into Beastmen by their daemonic masters, or firstborn children being hideously cursed by the dark gods and mutated into Beastmen.

Redemptionists and House Cawdor gangs regularly scour the Underhive for deviant scum whose appearance is as blasphemous as the Beastmen. Cultists revere Beastmen and keep them safe from the fanatics who would burn them alive. Cultists consider a Beastman to be a gift from the dark gods and believe them to be a sign of their coming power.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	3	1	7

SPECIAL RULES

Mutants. Beastmen are often mutated and if you have an appropriate model for one you can select a mutation from the list given above.

ALIENS

Mankind is not alone in the galaxy. Between the million worlds of the human Imperium whole systems lie under alien control. The Imperium has no friends among the stars, it treats all aliens with hostility and suspicion. Nonetheless some aliens find their way onto Necromunda for their own reasons: seeking lost artefacts, spying out defences, escaping pursuers, buying information and so on.

ELDAR SCOUTS

Rating: 250

The Eldar are an ancient race who live upon vast spacecraft called Craftworlds which are doomed to wander the galaxy forever. The Eldar are the most technologically advanced race in the galaxy and long ago they discovered a network of stable wormholes or tunnels which criss-cross the galaxy through the warp. The Eldar call this network of access points and tunnels the Webway, and it allows them to move rapidly from one point in space to another many light years away. Although the Webway is limited compared to the infinite destinations of the warp, it has entrances and exits at certain places which cannot be moved. The Eldar are always on the lookout for lost or hidden Webway gates, so that they can expand the number of worlds they can reach.

One of the many important tasks and missions that Eldar Scouts carry out is to search for hidden or lost Webway gates, and as such Eldar Scouts are very important to an Eldar Craftworld. Not only do Eldar Scouts infiltrate enemy lines and raid enemy positions, but they also investigate alien worlds, recover lost artefacts such as spirit stones, and keep an eye on important events on planets across the galaxy which might affect the Eldar race. Eldar Scouts could be upon Necromunda for any of these reasons and only the Scouts themselves will know what their mission is.

Eldar Scouts are masters of infiltration and sniper work. They meld into the background thanks to their cameleoline cloaks which hide them from all but the most observant of enemies. They are armed with the deadly needle sniper rifle which they fire with unnerving accuracy.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	1	4	1	8

SPECIAL RULES

Eldar Scout Skills. Marksman, Ambush, Infiltration.

Weapons. Eldar Scouts are armed with a needle sniper rifle (see the Necromunda rulebook for a full description). Eldar usually carry finely made laspistols as secondary weapons.

Armour. Eldar Scouts always wear mesh armour.

Wargear. Eldar Scouts wear concealing cameleoline capes which mimic the colours and textures of their surroundings. Because of these anyone shooting at an Eldar Scout has an additional -1 penalty to hit.



ORKS

Rating: 95

Orks are big, green and tough! Legends about Orks invariably revolve around how they can keep fighting with a bolter round through their head and a gut full of shrapnel. This is because they are a bio-engineered warrior race which was so successful that they eventually enslaved their creators and spread unchecked throughout the galaxy. Orks are undoubtedly the most widespread aliens in comparison with humans, though Ork space is split into hundreds of tiny empires which are ruled by rival Warlords and bosses.

Orks love to fight more than anything else, and spend most of their time fighting each other. However, once in a while a powerful Ork leader will start a Waaagh! – a surge of Ork invasions and conquests like a cross between a religious crusade and a gold rush. During a Waaagh! the anarchic hordes of Orks are unified into a terrifying war machine which even the Imperium can only hope to stop after a long and bloody war. In times past the fury of the Waaagh! has beaten against the armoured hives of Necromunda and it's possible that some Orks may still be lurking in the Underhive, or there may be bands of Ork pirates pursuing some nefarious deal with outlaw crime lords.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

SPECIAL RULES

Not Pinned. Because of their tough nature Orks are never pinned.

Armour. Orks always wear flak armour.

Weapons. Orks are usually armed with bolt pistols, axes and Frag grenades.

GRETCHIN

Rating: 40

Gretchin are not as strong and tough as their larger cousins the Orks, but they are of the same race and share the same love of fighting. In normal Ork society Gretchin serve as a slave caste that performs all the boring, humdrum tasks the Orks can't be bothered with. Gretchin follow the larger Orks to war in an attempt to emulate their big brothers' deeds and earn some glory for themselves. On Necromunda Gretchin accompany the Orks on raids against gangs to get themselves food and equipment.

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	4	1	2	1	5

SPECIAL RULES

Weapons. Gretchin are usually armed with autoguns.



GENESTEALERS

Rating: 280

Genestealers are exceptionally dangerous alien creatures that are sometimes found on derelict space hulks, drifting through the interstellar void. Genestealers are intelligent and very cunning but they do not make use of tools or weapons of any sort. Instead they are able to implant their genetic material into a victim of a different "host" species (like humans). Once infected, a victim can be controlled by the psychic brood intelligence of the Genestealers, becoming completely dedicated to their cause and worshipping them like gods.

The implanted germ cell grows inside its host until it is ready to emerge. The Genestealers' genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming Hybrids. Genestealers themselves are almost bestial in appearance with a crouching stance, two powerful legs and four arms terminating in claws which are strong enough to tear through steel. They are preternaturally quick and deadly in hand-to-hand combat.

The Genestealers' slaves help to conceal and transport them to planets where they can implant more victims. The spread of Genestealer influence is slow and insidious as they are careful to avoid the attention of the authorities until they have gained enough power to try to take over a planet. Genestealer cults have been uncovered and mercilessly crushed several times on Necromunda by Imperial Inquisitors but the Underhive remains an area which is impossible to cleanse thoroughly.

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

SPECIAL RULES

Psychology. Genestealers are immune to all psychology. They never test for fear, terror, or any of the psychological factors described in the Necromunda rulebook. Note, however, that Genestealers are still affected by Leadership tests like other fighters.

Pinning. Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

Chitinous Armour. Genestealers have thick chitinous hides which can absorb considerable damage. This gives a Genestealer an armour saving throw of 5 or 6 on a D6.

Fear. Genestealers are frightening alien creatures that cause fighters to test for fear as described in the advanced rules of the Necromunda rulebook.

GENESTEALER MAGUS

Rating: 190

The Genestealer Magus is a special mutation that develops within a 'Stealer brood after several generations. The Magus is almost human in appearance, although invariably bald and heavily boned. He is also highly intelligent, and because Genestealers instinctively seek out and infect latent psychically gifted individuals, he invariably has potent psychic powers. The Magus acts as the figurehead of a Genestealer cult, apparently leading the organisation while he in fact receives his instructions from the Genestealers' brood intelligence.

The Magus directs the brood's operations, sending Hybrids out to raid human habitations and despatching Genestealers to implant their seed in more victims. He may well send some of the brood's more human members to infiltrate the planet's government or its defence forces, eroding its ability to fight and paving the way for the expansion of the brood.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Wyrd Powers. The Magus has one Wyrd primary power and three Wyrd minor powers.

GENESTEALER HYBRIDS

Rating: 80-90

When a Genestealer implants its seed into a human, or any other creature, the resultant germ cell incubates within its host until it is ready to emerge. The hybrid child does not consume its parent, but as it develops it absorbs part of its host's brain. The parent becomes a slave of the infant it has spawned, and will go to any lengths to protect and nurture the monstrous thing. In this way the Genestealers infect human society with their monstrous brood. The Hybrids flock together and interbreed, producing more Hybrids and Genestealers.

Hybrids look like a cross between Genestealers and their parent humans, with between two and four arms, and combining attributes of both races to a varying degree. Some Hybrids are nearly entirely human in appearance, tending only to baldness and heavy bone structure. Others are almost pure Genestealers. Whilst Genestealers lack any kind of creative intelligence, Hybrids combine human intelligence with alien cunning, and are able to use weapons and interact secretly with humans. Hybrids may even exhibit Wyrd powers if they were spawned from a psychic host and the Genestealers will actively seek such hosts in order to strengthen their brood.

Hybrid Neophyte

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	3	1	5	1	8

Hybrid Acolyte

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	3	1	5	1	8

SPECIAL RULES

Psyker. Roll a D6 for each Hybrid Acolyte: on a roll of 6 the Acolyte has one Wyrd primary power and one Wyrd minor power. On a roll of 5 the Acolyte has just one minor power, and on a roll of 1-4 the Acolyte has no Wyrd powers.

CHAOS SPACE MARINES

Rating: 300

Millennia ago, the legends tell of a time when the Imperium was riven by civil war. Brother turned against brother in the bloodiest conflict mankind has ever known and even the Emperor's own warriors, the mighty Space Marines, betrayed him and followed their Warmaster to besiege the Imperial palace on Earth. The traitors were led astray by daemons from the warp, seduced with dreams of power and pride which drew them ever further along the path of damnation.

The pure and righteous followers of the Emperor defeated the Traitor Legions, but only at great cost to the Emperor himself. The defeated renegades fled to the Eye of Terror, a place where daemons walk and rule over enslaved mortal souls. The energies of the warp make time flow strangely in the Eye, and Chaos Space Marines live to this day, filled with bile and hatred against the Emperor and the Imperium they once helped to forge. Chaos Space

Marine warships frequently slip past the Imperial blockade around the Eye of Terror to terrorise the space lanes, ravage worlds and wreak their vengeance upon mankind.

Hulking, heavily armoured Chaos Space Marines have been encountered in the Underhive in the past. It is thought that Cultists secretly seek their help in overthrowing the dynasty of Helmawr. The Cultists know that they could never resist the Imperial Space Marines that would be sent to destroy them if they seized power, but with the deadly Chaos Space Marines as their allies they might be able to withstand the Emperor's wrath.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	1	4	1	8

SPECIAL RULES

Weapons. Chaos Space Marines usually carry boltguns, bolt pistols and Frag grenades. Their weapons are well looked after and as such automatically pass Ammo rolls.

Armour. Chaos Space Marines wear power armour which confers a 3+ saving throw. Power armour is neurally linked to its wearer so it does not penalise his Initiative like carapace armour.

Skills. Rapid Fire – Bolt Weapons, True Grit.

Never Pinned. Chaos Space Marines are never pinned.

CHAOS CREATURES

Chaos creatures are beings from the warp, daemons and foul apparitions that can exist in real space for a limited period of time. Such entities can only enter real space by possessing the soul of a vulnerable Wyrd or through the arcane summonings of Cultists, but once they have breached the divide they can harm the fabric of reality and make it easier for others to follow. The terrible dangers such entities pose to the whole planet make it imperative for the authorities to hunt them down as quickly as possible, and even gangs may be deployed in the search.

Daemons come in all sorts of shapes and sizes but they are primarily aligned to one of the four great powers that exist in the warp, the dark gods of Chaos who seek the downfall of reality. The daemons of each of these powers are summarised below. First, however, there are some special rules which apply to all Chaos creatures because of their unique nature.

CHAOS SPECIAL RULES

Daemonic Aura. All daemons are surrounded by an aura of warp energy which sustains them in the material universe and fortifies them against physical harm. The aura works by giving the daemon a saving throw of 4 or more on a D6 against any shooting or close combat hit, damage from falling, etc. The 4+ saving throw is not modified by weapon or Strength saving throw modifiers – a roll of 4, 5 or 6 always saves. Because the daemonic aura is formed from warp energy it offers no protection at all against attacks using Wyrd powers.

Never Pinned. Daemons are never pinned by shooting attacks – did you really think they would be?

Injury. Daemons ignore flesh wounds but 'down' and 'out of action' results affect them normally, representing a serious disruption of their manifested form. Daemons make recovery rolls

at the end of their turn like any other model. Note that the rules for possessed Wyrd are different from these but they represent a very powerful daemon taking control of a Wyrd's body, not an entity manifesting itself from warp energy.

Fear. Daemons are obviously very dangerous, powerful supernatural creatures which will cause any mortal fighters to test for fear as described in the Necromunda rulebook.

KHORNATE DAEMONS

Khorne is the power in the warp associated with bloodshed, anger and violence. Khornate daemons are murderously violent and aggressive, with skins the colour of blood, twisting horns and sharp fangs. Khornate cultists summon daemons to slaughter their foes in bloody massacres, terrorising their enemies into obedience.

Flesh Hound

M	WS	BS	S	T	W	I	A	Ld	Rating
10	5	0	5	4	2	6	1	10	350

Bloodletter

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	300

SPECIAL RULES

Flesh Hound. Every Flesh Hound wears a collar of Khorne said to be forged from the heat of Khorne's rage. The power of the collar is to suck the energy of the warp from around it, fortifying the daemon and also protecting it from the psychic attacks of other

foes. As a result no Wyrd or Ratskin Shaman power will affect a Flesh Hound.

Bloodletter. Bloodletters are armed with a deadly sword called a Hellblade. A Hellblade drips constantly with blood and glows with the heinous energies of Chaos. A Hellblade allows the Bloodletter a parry and causes not 1 wound on its victim but D3.

SLAANESHI DAEMONS

Slaanesh is the prince of pain and pleasure whose mortal followers are drawn to him by vice and lust. Slaaneshi daemons are seemingly delicate and yet deadly apparitions which can lure in the weak and lull the senses of even the strongest. Slaaneshi cultists wield power through corruption and blackmail, but their daemonic patrons are always on hand to eliminate those who cannot be seduced.

Daemonette

M	WS	BS	S	T	W	I	A	Ld	Rating
4	6	5	4	3	1	6	3	10	270

Fiend

M	WS	BS	S	T	W	I	A	Ld	Rating
6	3	0	3	3	1	3	3	8	190

Daemonette. Daemonettes exhibit the power to manipulate warp energy in subtle ways. Roll a power for each Daemonette on the Wyrd Minor Power Table. If the Daemonette rolls a primary power it will always be a Telepath power.

Fiend. The Fiend exudes a sweet odour which overwhelms the mind of their opponent with waves of soporific pleasure. Any foe in hand-to-hand combat with a Fiend counts any fumble rolls at double value – ie, any attack dice which score a 1 add not +1 but +2 to the enemy's combat score. At the same time, any critical hits caused by the Fiend's enemy are ignored.

TZEENTCHIAN DAEMONS

Tzeentch is the Chaos god worshipped by those who scheme for power and change. Tzeentch is a master of manipulating warp energy and secret patron to many of the most powerful Wyrd. Tzeentchian daemons are fickle and anarchic, crackling with warp energy and impulsiveness.

Pink Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	320

Blue Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	3	3	3	3	1	7	1	10	-

Flamer

M	WS	BS	S	T	W	I	A	Ld	Rating
9	3	5	5	4	2	4	2	10	440

SPECIAL RULES

Horrors. Horrors can manipulate warp energy with a snap of their fingers. Roll a power for each Horror on the Wyrd Minor Power Table. If the Horror rolls a primary power it can be of any kind. Also, when a Pink Horror goes down or out of action it divides into two Blue Horrors immediately. Remove the Pink Horror model and replace it with two Blue Horrors. These fight on in the place of the Pink Horror until they go out of action and are removed. Note that neither the Pink nor the Blue Horrors receive the normal daemon saving throw on behalf of their aura.

Flamers. Flamers move by bounding – they can move over any obstacles or intervening models without penalty. Flamers can leap up a single level on a building but they don't need to use a ladder because they jump. Each level they leap up like this takes up the 3" of movement as per normal. Flamers can shoot flame in the shooting phase. The flame has a range of 6" and any target struck sustains D6 Strength 3 hits. Flamers also use their flames to engulf and destroy enemy in hand-to-hand combat. To represent this, each wounding hit from a flamer causes not 1 wound but D3 wounds.

NURGLE DAEMONS

Nurgle is the lord of pestilence and decay. His mortal servants are foul, disease-ridden wretches who pray for release from their torment. Nurgle daemons are grotesque monstrosities covered with weeping lesions, bright swellings and dripping sores. The threat posed by the servants of Nurgle to the densely packed population of a hive is almost too terrible to contemplate.

Plaguebearer

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	270

Beast

M	WS	BS	S	T	W	I	A	Ld	Rating
3	3	0	3	5	3	3	D6	6	320

SPECIAL RULES

Plaguebearer. Plaguebearers wield swords that drip with virulent, diseased slime. Any model that suffers a wound from the Plaguebearer's sword will be taken out of action on a D6 roll of 4 or more regardless of the number of wounds it has remaining. The Plaguebearer is surrounded by a black cloud of flies that feed upon his putrid skin. When the Plaguebearer is fighting these vile creatures fly into the eyes and mouths of their enemies, clogging their ears and crawling up their nostrils. Any enemy fighting a Plaguebearer must deduct -1 from his hand-to-hand combat score due to the distraction of the Plaguebearer's flies.

Beast of Nurgle. The Beast of Nurgle has D6 attacks in hand-to-hand combat from its slimy tentacles. This is determined every combat round. The slime automatically penetrates any armour that the victim has, so no armour saving throw is permitted for models wounded by the Beast. As the Beast of Nurgle moves it leaves a noisome (and poisonous) slime trail behind it. This makes it impossible for a large number of foes to attack the Beast without becoming caught up in the slime trail. To represent this factor, multiple attackers do not receive the usual bonuses when attacking the Beast: they do not receive the +1 attack dice for each attacker after the first, nor the +1 close combat modifier for each attacker after the first.



Malcadon spyer on the prowl



Mad Donna Ulanti - Renegade noble woman



Jakara spyer charges into the fray



It's only a flesh wound!



For a fist full of credits



Goliath juve



Hive spirits guide my aim!



Van Saar gangers man the barricades against Cawdor gangers and Underhive scum.



Smelly and dangerous



Orrus spyer flexes his muscles



Van Saar ganger



Ratskin scouting